

Skies of Arcadia Legends FAQ/Walkthrough

by Ins1ghtful

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This walkthrough was originally written for Skies of Arcadia Legends on the GC, but the walkthrough is still applicable to the DC version of the game.

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Skies of Arcadia Legends
FAQ/Walkthrough
Version 1.12
Copyright 2009-2010 Michael Penna
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* To find the section you are looking for, hit CTRL+F and copy and paste the

relevant section, listed within the table of contents, into the search bar (e.g. "0.1.1 Villages & Dungeons").

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--- 0 PRELIMINARIES -----

0.1 CONTROLS

0.1.1 VILLAGES & DUNGEONS

Section 0.1.1.2 refers to the view in which Vyse looks through his eye lens.

0.1.1.1 NORMAL VIEW

Control Stick or + Control Pad

- Move the player character.

"A" Button

- Inspect for Items/Talk to people/Enter selection/Read next line of text.

"B" Button

- Cancel.

"C" Stick

- Rotate camera angle.

"L" & "R" Buttons

- Press simultaneously to reset camera position.

"X" Button

- Display Status Menu Screen.

"Y" Button

- Change viewpoint to 1st person perspective.

"Z" Button or START/PAUSE

- Show/hide Mini Map.

0.1.1.2 1ST PERSON PERSPECTIVE

Control Stick or + Control Pad

- Change view angle.

"A" Button

- Catch Moon Fish.

"B" Button

- Not used.

"C" Stick

- Not used.

"L" & "R" Buttons

- Not used.

"X" Button

- Not used.

"Y" Button

- Revert viewpoint to Normal View.

"Z" Button or START/PAUSE

- Show/hide Mini Map.

0.1.2 WORLD MAP

- Control Stick
 - Move player's ship.
- + Control Pad
 - Change camera angle.
- "A" Button
 - Inspect for items/Talk to other ship/Enter villages or dungeons/Enter selection/Read next line of text.
- "B" Button
 - Cancel.
- "L" Button or "C" Stick down
 - Descend.
- "R" Button or "C" Stick up
 - Ascend.
- "X" Button
 - Display Status Menu Screen.
- "Y" Button
 - Display map.
- "Z" Button or START/PAUSE
 - Display Menu.

0.1.3 NORMAL BATTLES

- Control Stick or + Control Pad
 - Select command/Move cursor/Select target.
- "A" Button
 - Enter selection.
- "B" Button
 - Cancel.
- "C" Stick
 - Rotate camera angle.
- "L" & "R" Buttons
 - Press simultaneously to reset camera position.
- "X" Button
 - Open Status Screen of the party members/Display descriptions of items and magic.
- "Y" Button
 - Change Color Attribute of the weapon.
- "Z" Button or START/PAUSE
 - Cancel animation of player's Super Move (only when pressed within the first few seconds).

0.1.4 SHIP BATTLES

- Control Stick or + Control Pad
 - Select command/Move cursor/Select target.
- "A" Button
 - Enter selection.
- "B" Button
 - Cancel.
- "C" Stick
 - Not used.
- "L" & "R" Buttons
 - Not used.
- "X" Button
 - Display descriptions of items, magic, and crews.

"Y" Button

- Not used.

"Z" Button or START/PAUSE

- Not used.

0.2 ADVICE & TIPS

- o Do not run from battles under any circumstances; doing so will worsen your Swashbuckler rating.
- o Use weapon attributes to your advantage; doing so will increase the damage you deliver and decrease the damage you sustain. View the Attribute Effectiveness section for more information.
- o Items don't drain spirit points which are better used for Super Moves, and they do not get blocked by Aika's Delta Shield S-move; use them, and stock up on several.
- o Use Aika's S-moves to clear out large groups of enemies early on.
- o Learn Green magic first. The majority of the spells learned from other colors are offensive in nature, and your spirit points are better used for other purposes.
- o Follow the optional sections of the walkthrough for various reasons explained at the beginning of the walkthrough section.

--- 1 WALKTHROUGH ---

NOTE: There are several "optional" parts included within the walkthrough. The points at which these optional sections are included in the guide are often the earliest or most convenient times to complete the tasks therein. Generally, these tasks include wanted battles, getting additional crew members, and cluing you in as to when you can find several out-of-the-way Discoveries. Some of these tasks can be considered difficult, so just keep in mind that all of the material can be found within its respective section of the FAQ.

___ 1.1 ALFONSO'S SHIP

* Treasure Checklist *

- Sacri Crystal "1"
- Sacri Crystal "2"
- 50 Gold
- Magic Droplet "2"

Your first confrontation is an introductory battle against two soldiers; standard attacks will suffice. Upon gaining control, open the nearby chest for [SACRI CRYSTAL "1"]. Head through the corridor and Alfonso will sic four guards

on you, each of whom will fall to one standard attack. Head around the railing until you find a treasure chest in the NE corner of the room containing [SACRI CRYSTAL "2"]. Ascend either stairway on the opposite side of the room. Work your way around the railings toward Alfonso and he will leave the room following a quick one-sided conversation. Afterward, head to the SE corner of the room for yet another treasure chest; this one contains [50 Gold]. Travel over to the door Alfonso just walked through. Before opening the door, turn off the switch to its side if you wish to avoid further random encounters.

In the newly entered room there is a save point, a treasure chest containing [MAGIC DROPLET "2"], and your next destination to the NE. You will find a ladder upon reaching the outside of Alfonso's ship; descend it and utilize Aika's magic (Sacri) if either character is in desperate need of HP. Open the door at the bottom of the ladder and watch the scene.

*** BOSS: ANTONIO ***

Items: Moonberry "1"

Antonio's Thunder of Fury attack is dangerous as it can deal approximately 200 points of damage to either one of your characters. If you are running low on HP, use a Sacri Crystal or cast Sacri with Aika if you are comfortable using the necessary amount of spirit points. To defeat Antonio, use standard attacks and Vyse's Cutlass Fury S-move, should you accumulate enough spirit points.

After the battle with Antonio, you will be aboard The Albatross. The girl will introduce herself as Fina; choose "That's a great name" when prompted. Climb the ladder past Luke and have a word with Dyne, the man in blue. Report to Briggs, the man at the helm, to continue.

1.2 MID OCEAN

Dyne will ask you if you have any questions. When you are prepared, head S. Although Pirate Isle is your destination, you can locate Discovery 1 on the small, lone island you will encounter straight ahead. When your compass starts spinning rapidly, press A; this is the method by which discoveries can be acquired. Listen to what Dyne has to say and then proceed further S. When the sky rift to the NE clears up, advance E to the first island in sight.

1.3 PIRATE ISLE

* Treasure Checklist *

- 150 Gold
- Sacri Crystal "3"
- Moonberry "1"
- Sacri Crystal "3"
- Magic Droplet "2"

Pirate Isle's underground port houses an armory and an item shop, but it is unnecessary to purchase anything at either store. The quickest way to reach Dyne's office is to head to the furthest SW portion of the area and scale the

pole. Move E and then N along the narrow walkway until you reach a small building; enter. Select "Sit quietly and listen" when prompted. In the SE corner of Dyne's office is a bookcase; analyze it, head down the ladder, and obtain [150 Gold] from the treasure chest. Afterward, leave Dyne's office and go back to the pole that you mounted earlier. Instead of descending it, head S past Luke and through the door.

After a quick chat, Aika will hurry to her house to freshen up. When you attain control, head to the middle of the village and talk to Alan, the child wearing turquoise; tell him "Sure you can be a sailor!" In the garden to NW there is a chest containing [SACRI CRYSTAL "3"]. In the SE of town there is a stone tablet; examine it and collect [MOONBERRY "1"] within. In front of the house with the save point, Vyse's house, is a ladder. Atop the lookout is [SACRI CRYSTAL "3"]. Decline the ladder and head E and S past the windmill to arrive at a small island. Next to Briggs is a treasure chest which contains [MAGIC DROPLET "2"].

N of Vyse's house is a dojo; enter it and speak with Borris and Timmus for informative lessons regarding combat tactics, weapons, magic and Super Moves. Afterward, inspect the handkerchief on the wall of Aika's residence (the house in the NE of the village) for a brief scene. If you talk to Jimmy, the brown-haired boy in the middle of town, you can play a game of hide-and-seek with the kids. If you find them all, they will tell you about the hidden passage behind the bookcase in Dyne's office. Of course, you already found the treasure located therein.

Finally, enter Vyse's residence. After the scene, head over to the lookout. Afterward, descend the ladder to the first floor of the house and have a word with Vyse's mother for [SACRES CRYSTAL "2"]. Next, speak with Dyne, who will give you a Purple Moon Stone. Exit the house and make your way to the island on which Briggs resides. Depart for Shrine Island, the island N of Pirate Isle, via the wooden airship.

1.4 SHRINE ISLAND

* Treasure Checklist *

- Sacri Crystal "2"
- Moonberry "1"
- Sacres Crystal "2"

Head N across the walkway and enter the door. Inside, the group will see the Moon Stone. When asked what to do, pick either option. There is only one direction in which to progress, so go through the door at the end of the path. Once outside, activate the crystal and open the treasure chest to the E for [SACRI CRYSTAL "2"]. Go through the door you last exited. As you make your way down the path, the rings on its inner-rim will automatically trigger. Leave through the door at the bottom. Eventually, you will reach a ladder; decline it and go through the next door along the path. Once inside the shrine, progress E to the end of the footpath in order to light all of the rings. Enter the door you first come across while backtracking and locate [MOONBERRY "1"].

Back inside, walk up the stairs to the end of the path, ensuring that the last ring gets lit. Enter the door you last passed, then continue on. Light the nearby rings and open the chest for [SACRES CRYSTAL "2"]. Through the next door and down the ladder is a save point and yet another door; heal/save and proceed. After a quick scene, prepare for battle.

*** BOSS: SENTINEL ***

Items: Moonberry "1"

This boss's combo of Target Search/Blaster can prove to be deadly. When it uses Target Search, it - as its title suggests - searches for a target. On its next turn, Sentinel will use Blaster, its most powerful move. After the turn on which it uses Target Search, be sure to guard with both Aika and Vyse. You may have acquired the red magic skill, Increm, by now. If so, use it on Vyse when you gather enough spirit points. Aika does very little damage with her standard attack, and her Alpha Storm S-move takes up vital spirit points which can be better utilized with Vyse's Cutlass Fury. Therefore, it is recommended that Aika uses focus on every turn that she isn't guarding against Blaster or healing the party with Sacri (don't hesitate to use healing crystals if she is at a shortage of MP).

After the rather lengthy scene, depart for Pirate Isle.

___ 1.5 PIRATE ISLE

Your destination is the underground port, which can be found behind the residence in the W. Enter Dyne's office and speak with Vyse's mother. Choose "Try and save everyone!" when given the option. Travel over to your airship once you regain control. Before departing, tell Lindsy, the girl in the dress, "Sure, I promise."

___ 1.6 MID OCEAN

NE of Shrine Island, visibility becomes low and a scene will trigger. During it, you will be presented with a question, to which the correct answer is "Retreat!" Another scene will ensue.

Your captain demands that you fetch the two supply boxes from the storage room. Once your job is completed, you will be given the role of helmsman of the Little Jack. Additionally, Drachma will join your party and allow you to use his Blue Moon Stone. I recommend assigning Drachma's weapon either the Green or the Red attribute: Blue magic spells just aren't that useful at this point in the game.

Go NE through the rock structure. On the opposite side of the structure, Doc will give Vyse a moon lens. With it, you can find Moonfish to feed Maria's bird. Fly back to Pirate Isle, get Moonfish #1 (view the Moonfish section if you need help), and then bring it to Doc (view the Moonfish section for information on rewards). After finding Discovery 2, dock your ship at Sailors' Island, the island with the lighthouse.

___ 1.7 SAILORS' ISLAND

* Treasure Checklist *

- Repair Kit "3"
- 200 Gold

Once Drachma leaves your party, head N to the Sailors' Guild and sell information on both of your discoveries. Beside the Sailors' Guild is a treasure chest behind a small tree; acquire [REPAIR KIT "3"]. Also, be sure to grab Moonfish #2, located next to the tavern. The Ship Parts store is the NW-most building. Inside, hear what the merchant has to say.

A lighthouse is located on the SW portion of the island. After climbing up the ladder inside, adjust your camera view until you see a red balloon just outside one of the lighthouse's windows; attain [NOTE IN A BOTTLE]. At Roscoe's Weapons, purchase the following: Sky Cutlass, Hook Hand, and a Sailor Uniform for Aika.

Across from Roscoe's Weapons is the inn. Once inside, head upstairs and enter the room containing the bed with blue covers; grab [200 Gold] within. While you're here, exit to the balcony and catch Moonfish #3. If you need to re-stock your inventory, Bonita's Items can be found directly N of Roscoe's Weapons.

Finally, have a word with Drachma at the pub. When asked how you want to explain it, choose "Beat around the bush." Once the conversation is over, head to the Sailors' Guild and speak with the Guildmaster. During the scene, you will be asked what you wish to do. Respond with "We accept your offer!" Before departing, check out the Wanted List at the guild, and be sure to equip Drachma with the Hook Hand.

— 1.8 MID OCEAN

Doc should be sailing near Sailors' Island. Once you find his ship, give him your Moonfish. You should have two Moonfish to give to him, so after the scene, be sure to talk to him again. Travel E along the stone reef to reach Nasr.

*** WANTED BATTLE: Baltor the Black Bearded ***

Items: Captain's Stripe "1", Bomb "1"

View the Ship Battles section of the guide and familiarize yourself with the controls. You found three Repair Kits at Sailors' Island, so use them if Aika's MP gets depleted from using healing spells. To maximize offensive damage, assign Vyse and Drachma your Main and Standard Cannons. When Baltor attempts to maneuver his ship behind yours, choose "Try to get behind him instead" to give yourself an edge. Unleash your offense on him afterward and he will go down quickly.

After the battle, you will receive [CAPTAIN'S STRIPE "1"]; access your Items menu and be sure to use it. Afterward, proceed to Nasrad to receive your prize. Next, head over to the Sailors' Guild at Sailors' Island and collect the bounty for defeating Baltor the Black Bearded: [1,000 Gold]. Now, go directly N of Sailors' Island until you are approached by a Valuan Patrol Ship.

1.9 LOWER CITY VALUA

* Treasure Checklist *

- Sacres Crystal "2"
- Moonberry "1"

Drachma will meet up with you at the inn. Before heading there, go W and then S. When you encounter a fork, take the S path and then ascend the nearby ramp. Enter the first door you arrive at and talk to the Arms Distributor. Here, purchase a Valuarang, as well as a Valuan Armor for Drachma. There is also an Item Distributor in this building, so buy what you need. In particular, I suggest buying a decent stock of Curia Crystals. Back outside, descend the ramp and proceed W to the wall at the other end of the walkway; you will see a dumpster to your N. Ignore the footpath to the W and head NE into a passage. Continue through the passage until you encounter a treasure chest containing [SACRES CRYSTAL "2"].

Go to the area to the W of the dumpster that you ignored earlier, at which you will encounter a young boy. After hearing what he has to say, ride the elevator behind him and, upon disembarking, walk into the inn ahead. Speak to the Innkeeper and choose to stay the night. During the scene, opt to sneak into the Coliseum ("Let's sneak into the Coliseum!"). When you regain control, jump left, left again, and then down to catch the eavesdropper who will drop [SACRI CRYSTAL "1"] in his haste. Trail him to the end of the course for a scene.

NE of the inn is a stairway; ascend it and follow the path until you spot a bunch of oil drums to your N. The upstairs of the house on the other side contains [MOONBERRY "1"]. After obtaining it, pass through the assembly of barrels again and progress W to a manhole.

1.10 CATACOMBS

* Treasure Checklist *

- Pyri Box "1"
- Curia Crystal "3"
- Assassin Blade "1"
- Heavy Armor "1"
- Magic Droplet "4"
- Sacri Crystal "4"

NOTE: Before leaving the Catacombs, try to attain a Mace Hand for Drachma. This arm-attachment is extremely powerful, but it has one drawback: very low accuracy. Because you can switch weapons during battle by accessing your Items menu, equip the Mace Hand on Drachma whenever you are about to use one of his offensive S-moves. S-moves, regardless of the equipped weapon's effect on your accuracy, will always hit the target. However, S-moves are affected by the Attack power of the equipped weapon, making the Mace Hand a great tool for a decent chunk of the game. Mind Stealer enemies, found exclusively in the Catacombs, have a very small chance of dropping the weapon.

The Catacombs is one of two areas that contains an enemy that can drop a Mace Hand. It is by no means necessary to obtain one, and it can be quite

the headache to find one, but it is nonetheless a very powerful weapon at this stage of the game. Also, if you have a spare Moonberry, use it on Drachma so he can learn his powerful Tackle S-move.

Follow the pathway until you reach a fork. There, head E and down stairway to two chests: one contains [PYRI BOX "1"]; the other, [CURIA CRYSTAL "3"]. Back at the fork, go S until you reach another fork. This time, continue S and open both treasure chests for [ASSASSIN BLADE "1"] and [HEAVY ARMOR "1"]; equip both on Vyse unless you picked up the Flame Mantle from Doc, in which case, give the Heavy Armor to Drachma. Recede to the fork and take the other path this time. Traverse the long deteriorated pathway and follow it along until you reach a save point; heal/save and advance E.

*** BOSS: Bleigock ***

Items: Vidal Seed "1"

This boss has the power to poison your party with its Poisonous Bile attack; counter the poison with the Curia Crystals you picked up earlier. Build up your spirit points with Vyse and Drachma as Aika casts Increm. If Drachma has Tackle, use Increm on him and have Vyse focus or use standard attacks throughout the battle. If Drachma does not have his Tackle S-move, Increm Vyse and have him execute Cutlass Fury. If Drachma has Spirit Charge, use it as opposed to guarding or focusing. To summarize, Aika is your healer and Vyse or Drachma is your main attacker depending on which S-moves you have.

Having defeated Bleigock, backtrack to the save point and heal/save. Once prepared, approach the ladder behind where the boss was and select "Break into the Coliseum!"

*** BOSS: Executioner ***

Items: Electri Box "1"

The Executioner's cohorts, the two Spell Wardens, will likely Increm the Executioner before you can defeat them. Regardless, make taking out the two Spell Wardens your first priority. If they cast Drilnos, use Curia Crystals on the affected characters. Two rounds of standard attacks should be more than enough for both of them. The Executioner is dangerous due to its lethal Tackle attack; have both Aika and Vyse guard. Avoid attacking the Executioner with standard attacks in case it counters and follows up with Tackle.

Fortunately, its Sonic Wave attack and its Electres spell are nothing to worry about. The Executioner has few HP in comparison to Bleigock, so take your time and build up your spirit points, healing your party with whichever character can take a dealing of the boss's Tackle attack. A few Strengthened Drachma Tackles will be more than the boss can withstand.

Double back to the save point and pass through the secret passageway behind Marco. Have a word with Dyne, and when Aika asks what you should do, choose "We have to go save Fina!" After receiving a gift from Dyne and before heading S, grab [MAGIC DROPLET "4"] and [SACRI CRYSTAL "4"] from the treasure chests in the NE corner of the room.

Proceed S along the footpath until you reach a ladder to your E; climb it, follow the path to another ladder, and exit the Catacombs.

1.11 UPPER CITY VALUA

There is a save point directly S of where you exited the Catacombs. Once everything is in order, head E from the save point for a scene.

Make your way to the front of the rail car, disposing of any enemies you encounter. When the man appears, continue your rush to the front of the locomotive.

*** BOSS: (2) Royal Guard ***

Items: Magic Droplet "10"

Have Aika cast Increm on Vyse and concentrate your attacks on one Royal Guard at a time (they can use Sacri). Feel free to have Aika attack because every bit of damage helps. Heal when necessary and use Cutlass Fury upon gaining enough spirit points.

Say "Never!" when prompted. After the scene, you are presented with yet another battle.

*** SHIP BATTLE: Valuan Cruiser ***

Items: Repair Kit "1"

Utilize the Little Jack's newly equipped Harpoon Cannon upon accumulating sufficient spirit points. You should be able to fire it if you make use of the Focus command throughout the first round.

After the battle, watch the outcome.

1.12 PIRATE ISLE

Select "Leave everything to us!" After the scene, capture the nearby Moonfish (#4) and go to the underground port. There, locate Cham #1 and, if you wish, report to Dyne and Vyse's mother before leaving.

1.13 MID OCEAN

View the Discoveries section to find Discoveries 3 and 4. Afterward, visit Shrine Island and find Cham #2 (refer to the Chams section if you need assistance). Visit Doc and feed Maria's bird your newly captured Moonfish to retrieve your reward(s). From Sailors' Island, sail E to the desert region.

___ 1.14 NASR / MID OCEAN

NOTE: Azbeth enemies are capable of casting Eterni, a sudden death spell. To counter this, have Aika use Delta Shield. If you don't have Delta Shield, make killing Azbeth enemies a top priority.

In Nasr there lay a small village on a large island covered with torches. Avoid docking there for now and pinpoint Discoveries 5 through 9, 65 and 66. Once those are located, briefly revert to Mid Ocean and locate Discovery 76; unearth that and the rest of your new Discoveries at the Sailors' Guild at Sailors' Island.

While there, the Guildmaster will hand over [BLACK SPOT]. You can face the Angel of Death at this time, but because you will be better prepared in the future, abstain from fighting her at this moment. Before leaving Sailors' Island, buy at least three Crystales Boxes from the Mystery Merchant at the inn. If the Mystery Merchant does not appear, exit and re-enter Sailors' Island until he does. Also, purchase a 3" Cannon from the Ship Parts store and equip it to the Little Jack. Finally, make sure to grab Cham #3 within the lighthouse. All preliminaries aside, dock at the small village in Nasr that you were told to previously ignore.

___ 1.15 MARAMBA

* Treasure Checklist *

- Magic Droplet "3"
- Nasr Combat Mail "1"
- Slipara Box "1"
- 300 Gold
- Moonberry "1"
- Excavation Arm "1"
- Gem of Fluidity "1"

NOTE: If you did not encounter the Mystery Merchant at Sailors' Island, it is possible to encounter him here.

Enter the building to the E and speak with both the Guildmaster and the Ship Parts dealer. Afterward, catch Moonfish #5 beside the Nasr merchant ship at the pier. Work your way up the stairs at the S part of the area and head through the double doors. To your S is the inn; find Cham #4 on the second level, snatch [MAGIC DROPLET "3"], and exit. I suggest buying the following at Quemal's Weapons, the NW-most structure in town: Nasr Cutlass, Agile Robe (for Fina). Re-stock your supply at Vala's Item Shop to the NE and rent a Dhabu from the Trainer at the SE of the village; disembark first at the building adjacent to the fence to your W. Here, find [NASR COMBAT MAIL "1"] on the first floor; equip it on Aika. Next, find [SLIPARA BOX "1"] and a Moonfish (#6) atop Quemal's Weapons.

Make your way back to the fence and cross the desert to reach the opposite side of town. Dismount the Dhabu at the SE building, head around the pots, and attain [300 Gold]. Get off the Dhabu via the NE part of this little region. Climb down the ladder at the NW to arrive at the underground access. Through the many turns you will encounter a fork; head W, N past a gate, around a turn and up a ladder. Take [MOONBERRY "1"] from the treasure chest and backtrack to the fork. There, move N past a gate and a button and head around three turns

until you encounter another button; press it and go E, N to a wall and W to a treasure chest. Open the chest for [EXCAVATION ARM "1"]. Recede to the E gate with a chest behind it.

Turn S to a button; push it and shift W past the gate. Take the second path to yet another button, ignoring the first S path which leads to a dead-end. After pressing the button, advance N and then E at the fork to reach [GEM OF FLUIDITY "1"] at the end of the path. Turn E past the gate beyond the button you last pressed to confront an additional button; lift it from its pushed position and move along to another button; raise this button from its pushed position as well. After doing so, continue along the sole walkway and exit the maze at the S portion of the area.

Inside the building to the SE is a dancer; talk to her and select "Hehe... Okay, I'll stop staring." during the scene. Return to the inn and stay the night. After a good night's sleep, scurry to the dock and partake in a conversation with Bellena. Answer her with "We'll do it!" and assume control of her ship. Explore the desert territory to the E of Maramba and dock at the Temple of Pyrynn.

1.16 TEMPLE OF PYRYNN

* Treasure Checklist *

- [] 527 Gold
- [] Ancient Robe "1"
- [] Sacres Crystal "3"
- [] Dancing Arc "1"
- [] 774 Gold
- [] Moonberry "1"
- [] Magic Droplet "5"
- [] Rune of Ill Omen "1"

NOTE: Many of the treasure chests here require you to bypass three Magma Tiki enemies before gaining access to the actual treasure. Due to the inferiority of Vyse's magic and the fact that you may not have a decent Purple spell at this time, put those Crystales Boxes to use.

Once inside, ride the barrel to the other side of the room and take the other barrel back a bit to gain access to the room to the W. Reveal the contents of the treasure chest at the end of the path for [527 Gold]. Backtrack to the previous room and head to the N opening. Your next objective is to dodge boulders in the room further ahead. When a boulder falls, follow it down the footpath and veer E to an alcove. Upon grabbing Moonfish #7 along the walkway, move onward to [ANCIENT ROBE "1"] (consider equipping Fina with this).

Allow a boulder to pass you before proceeding S beyond a hole and into another puzzle room. Secure both side barrels and then cross them with the central barrel to gain access to the room ahead. The first treasure chest you will come across contains [SACRES CRYSTAL "3"]. Progress E to another chest sheltering [DANCING ARC "1"]. After equipping Aika with her new weapon, proceed N twice for [774 Gold]. Regress S and then go W twice to arrive at a new puzzle.

Roll the nearest blue barrel two spaces along its pathway and fasten the nearest red barrel in its respective pit. Fill in the existing squares with the leftover cylinders. Sprint down the footpath in the proceeding area and, to avoid the forthcoming boulder, quickly take refuge in either nook; one contains

Cham #5; the other, a treasure chest enclosing [MOONBERRY "1"]. Like the last time, wait for a boulder to roll by you before advancing. Within the lava-congested area ahead is a treasure chest; locate it and gather [MAGIC DROPLET "5"]. In the next section of the temple, avoid the switch to your N and take the path to the E. Eventually, you will spot a treasure chest to the far N; a new type of enemy guards this one.

*** ZIVILYN BANE ***

Items: Icyl Seed "1"

NOTE: This type of enemy resides only in treasure chests. Due to its strength in contrast to regular enemies, the chests it guards will always enclose a secret type of item. Although the valuables this enemy guards are one-of-a-kind, they serve no actual purpose and should be sold.

His Burst attack inflicts an area, dealing about 700 points of damage per character. Assign Vyse the Purple or the Blue attribute and employ Cutlass Fury upon rallying enough spirit points.

After grabbing [RUNE OF ILL OMEN "1"], go down the nearby stairway to the temple's last puzzle. Roll the NE cylinder over a lowered barrier and into its pit. Next, move the NW drum into its square. The W cask has only one crevasse in which to fit, so position it inside. The only blue barrel remaining is the one to the N; ride it to the opposite end and drop it into the hole. Complete the puzzle and press the aforementioned switch. Now that the previously restricted area is accessible, catch Moonfish #8 along the way to the save point and heal/save before opening the door. Inside, approach the swirling lava.

*** BOSS: Rokwyrn ***

Items: Riselem Box "1"

If you have surplus Crystales Boxes, use them here. Increm Vyse and build up enough spirit points to use Cutlass Fury. Volcanic Blast can deal more than 600 points of damage to Fina, so be sure to keep her HP at an adequate level. If a party member becomes petrified by Cinder Storm, use a Curia Crystal on him or her immediately as the boss may follow up with additional Cinder Storms.

Proceed beyond the boss's carcass, obtain your reward up ahead, and exit the temple. Outside, save your game and confront Bellena. Enjoy the lengthy scene before progressing in the guide.

*** SHIP BATTLE: Recumen ***

Utilize your secondary cannon on the turn before and during the occasion of a red square. Also during the occurrence of a red square, use one of your main cannons. Doing this will knock Recumen off balance, making it impossible for it to damage you. Focus (or heal, if necessary) on turns that are not relevant to making the aforesaid strategy succeed. The Harpoon Cannon alone is powerful enough to throw Recumen off balance, so the usage of the 3" Cannon is unnecessary when the Harpoon Cannon becomes available. Select "Retreat and regroup." when you are given the option.

Back on the Little Jack, say "You mean, attack Belleza's ship?" for a Swashbuckler boost.

*** SHIP BATTLE: Lynx ***

Items: Captain's Stripe "1", Magic Cannon "1", 3" Blaster "1"

It is imperative that you keep your HP gauge full in this battle as Belleza will sometimes fire three cannons on one turn. If you need to restore 4000 HP, use any spare Repair Kits before casting Sacri. Make sure the benefits of Increm are maintained on the Little Jack because it is the only means by which you can increase your ship's defense at this time. Healing and using the Guard command at random intervals can often save the Little Jack from being destroyed considering Belleza's tendency to slip you unexpected firepower.

During the onslaught you will be presented with a couple of questions. The first decision will barely impact her strategy. However, bringing the Little Jack to a complete stop gives you the opportunity to use the Harpoon Cannon. Using that circumstance to fire the Harpoon Cannon will annihilate - or nearly annihilate - Belleza's ship.

Utilize [CAPTAIN'S STRIPE] and replace the Little Jack's 3" Cannon with your new 3" Blaster. Skip ahead to the South Ocean section if you don't wish to do the optional stuff just ahead. It is a good time to do these things, however, as they yield great rewards.

1.17 (OPTIONAL) PIASTOL AND RUPEE

Your next order of business is to meet up with the Angel of Death. Purchase a Ceramic Armor for Drachma at the weapon shop in Maramba. Also, buy some Glyphs of Might from the item shop before leaving. Stay the night at Sailors' Island and be sure to drop off your new Moonfish to Maria on the way. Stop by Bonita's Items while you are at Sailors' Island and purchase about twenty of each item. Don't leave without first checking your equipment. Afterward, sail W and save before approaching the airship with purple sails.

*** BOSS: Piastol ***

Use a Glyph of Might on Drachma instead of Increm so Aika can use Delta Shield every round to prevent instant death from Eterni. Fina will be obliterated by Tempest Dance, so ensure that she maintains a defensive position throughout the entire engagement. Dispose of Death Hound first because it has fewer HP and will aid Piastol as long as it is alive. Have Vyse use healing crystals on the party when necessary. The only character who can survive two dealings of Tempest Dance at this time without wasting a turn to use Guard is Drachma, so if Vyse is injured, have Drachma take up healing duty.

Rest at the Sailors' Island Inn and set out to Maramba. Save your game and confront the large man wearing boxing gloves at the pier.

*** WANTED BATTLE: Rupee of the Larso Clan ***

Items: Captain's Hat "1", Paranta Seed "1"

In terms of magic, Rupee can cast Increm, Sacri, Pyrum, Drilnos and Panika. The latter two spells can become quite the nuisance, so it is best to have Aika use Delta Shield every turn. As has been the case, Drachma will be your damage dealer (use a Glyph of Might on him from the get-go), and Vyse your healer. When Barta uses Legendary Charge, he will use Legendary Punch - a powerful single target attack - on his following turn. Drachma will shrug this attack off, so keep him hammering away at Barta with Tackle (use the Purple or Blue element). No one else really wants to eat one of those punches, so have them defend (including Aika). Use a Curia Crystal on whoever gets Fatigued by Barta's Legendary Fire.

If Rupee decides to cast one of his annoying spells on turns during which Aika is defending, just use Curia Crystals. It may take quite a few Tackles to defeat Barta, but it is the safest route. Once Barta falls, Rupee won't be able to cause you any harm as long as Aika uses Delta Shield every round.

Equip [CAPTAIN'S HAT] on Vyse for a major boost in attack power. There are many new parts available at Dak's Ship Parts, but just purchase a Steel Deck to equip to the Little Jack. Also, don't forget to claim the bounty before heading out SW of Maramba to reach South Ocean.

___ 1.18 SOUTH OCEAN

NOTE: Graver enemies are found here, and they possess a wicked Silver spell known as Eternum. Eternum is the most advanced form of the instant death spells and will kill a single target unless he or she has equipment that features protection from instant death. If you encounter this enemy, have Aika use Delta Shield every turn until its presence is eliminated.

Before exiting to the far W, locate Discoveries 10, 11 and 67. After battles you will be blown to the E, making your trek across the ocean more difficult. To counter this, pause immediately after an encounter, fix your joystick in the correct position, and continue along your course.

___ 1.19 IXA'TAKA

Upon arriving at the region, you will be awarded Discovery 12. Make your way N, investigating the territory for Discoveries 13-15, 17, 18, 68 and 69. Floating around the N part of the area is a black market ship parts dealer. Purchase all of the upgrades on the first page from The Black Market, as well as ten Deluxe Kits. The ship doubles as a guild, so sell your Discovery information at The Dark Guild and head to the NE part of Ixa'taka where you will find Horteka, a small village on a large island, shrouded in trees.

___ 1.20 HORTEKA

* Treasure Checklist *

- Sacri Box "1"
- Moonberry "1"
- Paranta Seed "1"
- Sacri Crystal "25"

Climb down the nearby ladder and scale the long pole. The hut is empty, so slide down the slope and climb the ladder in the next structure. In the circle surrounded by torches, ascend the small ramp and lift the door to encounter a treasure chest that contains [SACRI BOX "1"]. Back in the torch room, mount the ladder and exit the door to the NE. Capture Moonfish #9, descend the slide, and escalate a familiar ladder. The merchants in the hut to the N will not service you, so incline the ramp behind the shack and make your way up another beam. Take the gondola to [MOONBERRY "1"]. Double back to the bottom of the pole and decline the adjacent ladder. Meet up with the Elder in the distinguished hut beyond the tunnel.

Scale the nearby ladders and let the man along the cliff show you his amazing ability. Empty the container for [PARANTA SEED "1"]. On the opposite end of the overhang lies a Moonfish. Catch Moonfish #10 and backtrack to the merchant hut; its inhabitants will now service you. I suggest buying the following from Puck's War Shop: Hunter's Sword, Hunting Arc, and two Golden Armors. Restock your inventory at Kiski's Items if you need to, and then go through the underpass in the NW of town, grabbing Cham #6 along the way. Board the wrecked vessel and speak to the male on what appears to be the deck. Snatch [SACRI CRYSTAL "25"] at the stern, and then leave the village. Travel N to the King's Hideout.

___ 1.21 KING'S HIDEOUT

Approach the hut.

*** SHIP BATTLE: Chameleon ***

Items: Captain's Stripe "1", B-Type Cannon "1"

His Flame Cannon is not as damaging as Drachma claims it is. Build up spirit points, focus firepower on your C! turns, and fire the Harpoon Cannon when it becomes available.

Use [CAPTAIN'S STRIPE] and enter the hideout. Choose "Let's break into the Moon Stone Mines!" when Aika asks what your party should do. Pick up Cham #7 in the silver pot and set out to SW Ixa'taka, where you will find Moon Stone Mountain.

___ 1.22 MOON STONE MOUNTAIN

* Treasure Checklist *

- Curia Crystal "4"
- 800 Gold
- Zaal Seed "1"

- [] 3" Blaster "1"
- [] De Loco Drill "1"
- [] De Loco Mail "1"
- [] Moonberry "1"
- [] Glyph of Might "4"
- [] Glyph of Speed "4"
- [] Healing Salve "2"

NOTE: There is a small chance that Digger enemies will drop a Mace Hand. Moon Stone Mountain is the second (and last) area in which you can obtain one.

Upon entering the mine, step on the switch. In the next room, near the large blue shutter to your W, is Cham #8. The Ixa'takan Slave to the S of the fork up ahead will give you some advice: a circle is not necessarily an indication of the correct way. If you see a mining cart below, it will lead back to the room in which he is completing his labor. Note also that, in the first few areas, the X squares are safe squares. Go N at the crossway and past the trapdoor room. Further ahead is a similar room; cross the X squares and proceed to a much larger area.

Take the left pathway and nab Cham #9 on the other end of the middle hatch. Progress W, and be sure to snatch [CURIA CRYSTAL "4"] and [800 Gold] in the rooms along your way to a spacious area with searchlights. The trapdoor nearest the serpent insignia on the wall is your next destination. Upon falling through, plunge through the middle hatch. Enter the dungeon up ahead and speak with the man inside.

Utilize the elevator and investigate the nearest dungeon for [ZAAL SEED "1"]. Ignore the searchlight room while advancing and take the S path down a series of ramps. The first dungeon contains [3" BLASTER "1"]. Disregard the dungeon up ahead and proceed to a zone where you will find Moonfish #11 and [DE LOCO DRILL "1"]. Equip Drachma, backtrack to the junction, and enter the searchlight room.

Drop through the nearest trapdoor and go through the E trapdoor for [DE LOCO MAIL "1"]. Upon equipping Vyse, take the sole hatch back to the Ixa'takan Slave. Make your way to the first large area where you found Cham #9. Descend the ramps to your S and ride the elevator to a treasure chest containing [MOONBERRY "1"]. Begin your expedition to the searchlight room past the elevator Centime first operated (refer to paragraphs two and three of this section for guidance).

Once there, ignore the trapdoor, go through a corridor, and enter the elevator. Traverse the steel walkway to reach a room with four doors. Defeat the four enemies and open every dungeon aside from the NE one for [GLYPH OF MIGHT "4"], [GLYPH OF SPEED "4"], and [HEALING SALVE "2"]. Talk to the person inside of the NE dungeon and continue E until you encounter a save point. Heal your party members, save your game, and proceed through the entrance.

*** BOSS: Antonio 2 ***

Items: Moonberry "1"

It still has its Thunder of Fury attack, but it is not much to worry about. Build up your spirit, keep Sacres Crystals handy, and this one will be over quickly.

Follow along the path to meet up with a familiar face. Upon making your escape,

head back to the wrecked ship Hans was aboard in Horteka, where at Centime will give you [TWIN PROPELLERS "1"]. Now, make your way back to the King's Hideout. You should already have found Discoveries 14 and 15, so go W of the hideout in search of the Gates of Rixis, Discovery 16. It is a small stone structure hidden amongst the cluster of mountains. If you wish, you may report this Discovery right now.

___ 1.23 RIXIS

* Treasure Checklist *

- Risan Crystal "3"
- Stonecutter "1"
- SacruLEN Crystal "2"
- Golden Mask "1"
- 1186 Gold
- Moonberry "1"
- Light Coat "1"
- Ruin Arm "1"
- Icyl Seed "1"

Place the Golden Man's Eye gem into the left recess, and the Great Bird's Eye gem into the right recess. On the small hill in the NW part of the area lies Cham #10. Finally, take the lift into the area itself.

Follow the pathway to the W until you come across two series of stairs. Take the set to W and continue up the staircase on the NW of the map until you reach another lift. Take it, and descend the stairs to a treasure chest containing [RISAN CRYSTAL "3"]. Now, take the other stairway up and follow along the path. Ignore the two stairways that are up ahead and go W to [STONECUTTER "1"], a new weapon for Vyse.

Backtrack to the stairways and take the one to the E. When you come to an area with several floating platforms, go E past yet another stairway for [SACRULEN CRYSTAL "2"]. Ignore the stairway and walk onto the platform when it comes to you. Get off to the NW and take the stairs up to Cham #11. In the adjacent room, within the treasure chest, you will encounter a familiar foe.

*** ZIVILYN BANE ***

Item: Magus Seed "1"

As usual, cast Increm on the character with the strongest S-move and keep your party healed with Sacres Crystals. His Burst attack can do in excess of 1000 damage this time around to your weaker characters.

After receiving [GOLDEN MASK "1"], descend the nearby stairway. In the next room downstairs you will find a treasure chest containing [1186 Gold]. In the previous room, take the platform and step off at the NE area. Here, make your way into the SE room for [MOONBERRY "1"]. Ascend the stairway back in the other room and grab [LIGHT COAT "1"] on your way to the next stairway. Up here, move right in front of the stationary platform and catch Moonfish #12. Back in the SE room, ride the platform to [RUIN ARM "1"]. Make your way to the room to the NW via the moving platform in the NE room, where there is a treasure chest hiding [ICYL SEED "1"].

In the N area, there will be a short scene. Instead of following the man, go E, and then W twice. Trace his steps beyond the platform and to a save point. Ascend the temple stairway for a quick scene.

*** BOSS: Rik'talish ***

Items: Sylph Seed "1"

Its Feather Slash move can cause greater than 1000 points of damage to a line, so watch out. Some of its attacks can inflict status effects, so use Curia Crystals immediately to avoid getting overwhelmed. As usual, keep the pressure on with your strongest S-moves.

You may wish to save, given the length of the upcoming battles. Make sure the Little Jack is fully healed before taking the lift.

*** SHIP BATTLE: Chameleon ***

Items: Hunter Torpedo "1" (not guaranteed)

Ensure you have enough spirit points to use the Harpoon Cannon when it becomes available. You will get an opportunity to lay on some solid offense if you opt to take a chance. De Loco will take three turns to take aim; on the fourth, red turn, he will fire his Test Cannon, which will do pitiful damage so long as you take evasive action. During the following round, you will be given the option to use the Harpoon Cannon, the use of which should just about halve his hit points. If you don't neglect to heal, you should be fine.

*** SHIP BATTLE: Grendel ***

Items: Captain's Stripe "1", Grendel Wing "1", Complete Kit "1"

Surprisingly, its attacks aren't that strong. When given the option before the second round, choose to increase altitude so as to avoid its Stomp attack. On the third turn, you will be given the opportunity to use the Harpoon Cannon. From there on out, just keep up the offense until it grabs onto its head. Choose to keep attacking if you want to fire the Harpoon Cannon again.

Upon receiving the Green Moon Crystal, fly to Horteka and ascend that tall pole. The man sitting inside the hut at the top will give you [TROPICA "1"]. Afterward, venture S along the sky rift E of Horteka until you encounter an Ixa'takan ship. In exchange for ten Sky Sardis, he will give you [ABIRIK CHAM "1"]. Travel through what was the Iron Net in northern Ixa'taka when you are prepared.

___ 1.24 NORTH OCEAN

Sail NE until a scene triggers about halfway through the area.

*** WANTED BATTLE: Gordo the Round ***

Items: Cham (#12) "1", Sky Sardis "30", Flying Fish "40"

On the turn after Gordo uses Digest, he will use Loqua Spray, an attack that hits your whole party for a maximum of about 800 points of damage. Given that it is his most powerful move, there is not much to worry about in this battle. His cohorts have a weak Pyres spell which can prove to be irritating, however, so you may want to dispatch them first.

Keep moving NE until you reach Valuan airspace. Here, locate Discoveries 23 and 24. Afterward, backtrack to Ixa'taka - finding Discoveries 19-22, 70, and 71 along the way - and sell your Discovery information. You will be able to claim the bounty for Gordo the Round a little later. Finally, travel back to Valua and descend upon the Maw of Tartas. If you travel directly E upon entering the Valuan airspace, you will come across it.

___ 1.25 MAW OF TARTAS

Go forth to trigger a scene, after which you will fight a few soldiers. During the scene, tell Drachma "We understand. We'll go with you..." Afterward, grab the three Choms lying around the area. One is located on the W part of the impression, one is located on the NE part of the impression, and the last is situated off to the little nook branching off to the W, before you go down the slope.

Back on the Little Jack, make your way to the deck. When you gain control of the ship, repair it, if necessary, and go E until another scene triggers.

*** SHIP BATTLE: Valuan Gunboat ***

This is a standard ship battle. After the second round, choose to fight aggressively, and end this one with the Harpoon Cannon.

Go through the double doors on the bottom level for a scene.

___ 1.26 DESERTED ISLAND

* Treasure Checklist *

- Moonberry "1"
- 1827 Gold

Make your way to the NE part of the island, where you will find a skeleton; examine it. Within the cave nearby are two treasure chests containing [MOONBERRY "1"] and [1827 Gold]. Head to the S tip of the island for a quick scene in which you will get an overview of the island. Finally, return to the cave to the NE and take a nap.

___ 1.27 NASRAD

* Treasure Checklist *

Sylph Seed "1"

From the pier, make your way into the city itself. On the west side of town are two stairways; ascend either one and make your way down some stairs to the end of the path, where you will find a treasure chest containing [SYLPH SEED "1"]. Back in town, to the east, next to the inn, is a stairway leading to a weapons shop. Enter the weapons store and have a word with the Nasr Merchant, who will give you [ABIRIK CHAM "1"]. With those tasks accomplished, stay the night at the inn.

___ 1.28 DESERTED ISLAND

It's time to go hunting! Wander around the island in search of food. After killing fifteen enemies, a scene will trigger. Upon gaining control, you will need to find five pieces of firewood, all of which are scattered around the forest. Play around with the camera angle if you are having trouble.

Your next task is to gather five Moon Stones. Three are located within the forest; one is located on the S tip of the island, beside the signal fire; and one is located just outside the NE cave.

Now aboard a ship, you may locate Discoveries 25, 47, 72, and 73. You will dock at Nasrad if you go anywhere near it, so you may not be able to collect all the Discoveries this time around. Just remember to pick them up when you gain control of the ship in a bit. Oh, and you may want Gilder to learn his Gunslinger S-move.

___ 1.29 NASRAD

Before heading to the inn, locate the Moonfish (#13) at the pier. As Aika, head to the tavern at the NW of town and have a word with the tavernkeep. As gifts, he will give you [SACRES CRYSTAL "4"] as well as Cham #13. Back at the inn, you will find a man named Pedro, who will give you his map.

Make your way to the palace to the N. When prompted, select "We have important information." Set sail for Daccat's Island with both parties. It is located just N of Crescent Isle, amongst the cluster of islands. It is the largest one.

___ 1.30 DACCAT'S ISLAND

* Treasure Checklist *

Skywing "1"

Soul Crystal "1"

Sacruken Crystal "2"

2001 Gold

[] Maiden's Armor "2"
[] Magic Droplet "4"
[] Magic Dew "1"
[] Daccat's Armor "1"
[] Vidal Seed "1"
[] Moonberry "1"
[] Risan Crystal "2"
[] Moonberry "1"
[] Electrum Box "1"

NOTE: V = Vyse/Gilder
A = Aika/Fina

There is a device in here that switches parties upon being touched. It is a rotating hologram of a crossed cutlass and boomerang. Assume, if the line switches from Aika to Vyse, or vice versa, that you need to touch one of these devices.

A01: Grab Cham #14 and then survey the wall.

V01: Survey the wall.

A02: Grab [SKYWING "1"] before touching the device next to the door.

V02: Open the chest...

*** ZIVILYN BANE ***

Items: Icyl Seed "1"

Simply put: use your strongest S-moves for the victory. Use Sacres Crystals if necessary.

V02: ... and examine the lever upon taking [SOUL CRYSTAL "1"].

A03: Take [SACRULEN CRYSTAL "2"] and flip the lever.

V03: Open the treasure chest for [2001 Gold] and step on the platform.

A04: Grab [MAIDEN'S ARMOR "2"] just ahead.

V04: Rotate the handle and snatch [MAGIC DROPLET "4"] from the chest.

A05: Open the treasure chest for [MAGIC DEW "1"], and then step up to the plate.

V05: Rotate the handle two more times, and nab [DACCAT'S ARMOR "1"] on your way to the platform.

A06: Obtain [VIDAL SEED "1"], Cham #15, and [MOONBERRY "1"] before getting on the platform up ahead.

V06: Slide open the door in front of you and proceed into the cave. To the N is a chest containing [RISAN CRYSTAL "2"]; at the SW part is [MOONBERRY "1"] and Moonfish #14; at the SE part is [ELECTRUM BOX "1"]; to the NE is the platform.

A07: Switch parties in the room up ahead.

V07: Spin the handle once.

A08: Turn the handle twice.

V08: Switch parties via the opposite device.

A09: Twirl the shaft thrice and step upon the plate.

V09: Step onto the platform.

A10: Move beyond the save point to a platform. Heal before switching.

V10: Heal before stepping onto the plate up ahead.

*** BOSS: Sinistra and Destra ***

Items: Icyl Seed "1", Magus Seed "1"

Concentrate your attacks on one at a time. Whether it is Cutlass Fury or Pirates' Wrath, be sure that Vyse is Strengthened by Increm before using his S-move. It is especially important to work on taking out one enemy at a time here, because these two can attack in tandem, causing heavy damage. If you do happen to have Pirates' Wrath at this point, it is possible to one-hit these guys using Increm and the proper attribute (Purple against Sinistra, Red against Destra).

Examine the large treasure chest up ahead for a scene. Back in your airship, head due S to Nasrad.

___ 1.31 NASRAD

During the scene, select "Surrender."

___ 1.32 GRAND FORTRESS

* Treasure Checklist *

Moonberry "1"

Unholy Dagger "1"

Defeat the two Officers up ahead and proceed to Prisoner Block 200 via either elevator. Get ready to be taught a lesson in "brute force"...

*** BOSS: Vigoro ***

Items: Cannon Room Key "1"

... or not. Treat this like any other encounter. He has a move that causes confusion to Aika, but its damage is negligible.

Gear up Aika before taking the elevator to the Fortress Cannon Room. Once outside, head E to a lift, and follow the path along to the guarded room in which Fina is being held captive. After rescuing Fina, give her some equipment and double back to the lift. Upon descending, proceed to the harbor.

Evade the searchlights if you wish to avoid enemy encounters. There is a chest on the second floor that contains [MOONBERRY "1"], and another one along the way...

*** ZIVILYN BANE ***

Items: Sylph Seed "1"

Have Vyse execute Cutlass Fury every round and he will eventually go down. Just maintain a defensive stance with everyone else.

Proceed E after taking [UNHOLY DAGGER "1"]. Heal before opening the door beyond the save point.

*** BOSS: Dralkor Tank ***

Items: Riselem Crystal "5"

Aika and Fina will take a beating from its Wheel Blast; guard with them often. Have Gilder take up healing duty while Vyse pounds away with his strongest attacks.

Choose "Let's take our chances and hop on." Afterward, tell Enrique "Of course you can come with us."

*** SHIP BATTLE: Fortress Gate ***

Items: Gear Grease "1"

Don't bother attacking until the second round, at which point you will be able to use the Moon Stone Cannon to end the battle.

— 1.33 DELPHINUS

* Treasure Checklist *

[] Moonberry "1"

Select "I'll do it!" Within the white containers behind each set of gauges on the bridge are [MOONBERRY "1"] and... a familiar face. Located on the deck is Cham #16, so be sure to grab it before talking to Gilder.

NOTE: Now that you have the Delphinus, there is an attack called "Prophecy" that you can only use with a full spirit bar. It hits all enemies on the screen for massive damage, and it prevents enemies from attacking on that turn. Also available through the same means is a "crew special" - a weaker version of Prophecy with the added benefit of healing, whose effectiveness depends on the number of members in your crew.

Upon gaining control of the Delphinus, visit Doc and feed Maria's bird your Moonfish. Afterward, disembark at Sailors' Island.

Claim the bounty for "Gordo the Round" and sell any Discovery information. The Guildmaster will give you [BLACK SPOT] before you leave. Check out the shops around town and optimize your equipment. Be sure to stock up heavily on Sacrum Crystals; they may be expensive, but they are quite useful. Glyphs of Might can come in handy as well. By the way, it would be a good idea to have Enrique learn his Justice Shield S-move.

Pay 10,000 gold to Lawrence, the guy leaning against the Sailors' Guild, and he will join your crew. Then, head over to the pub and induct Polly. Finally, make your way over to the weapons shop, where Pinta will join your crew as well.

1.35 (OPTIONAL) AFTER DELPHINUS

There is a blonde-haired guy dressed in purple just outside the weapons store. It is "Loose Cannon Lapen," and if you wish to fight him, rest at the inn first. Also, don't forget to save your game.

*** WANTED BATTLE: Loose Cannon Lapen ***

Items: Berzerker Mail "1"

First of all, change everyone's weapon attribute to Yellow. Give Fina equipment that maximizes her defense. If you picked up Warrior's Heart from the Moonfish sidequest, it is a good accessory for Enrique. The Frocks are faster than you, and although they only use regular attacks, those are more than enough to halve Fina's HP in one turn. It would be a wise idea to dedicate one of your other characters to using a Sacres Crystal on Fina every round, even if she has full HP before the round. Everyone should be faster than Gunarm, so if it uses Sidewinder, use a Sacrum Crystal instead of a Sacres Crystal on the following round.

If you have Justice Shield, use it on every turn and Focus until you fill your spirit bar. Otherwise, take the longer route of defending with Aika and Fina while the others build up spirit. At this point, use Prophecy to wipe out the Frocks.

On the turn after which Gunarm uses Target Search, use Sacrum Crystals to heal your party with whomever can take a hit strong hit. Gunarm will probably target Fina, who will die (or be very close to dead, which is why it is important to give her equipment which maximizes her defense) at full health even if she is defending. If this happens, just revive her, and concentrate on building up enough spirit for Prophecy.

If you do manage to execute Prophecy, use a Glyph of Might on Vyse, build up your spirit, and start pounding away with Cutlass Fury or Pirates' Wrath (give him the Blue or Silver attribute during his attack rounds). As far as I know, Lapen will use at least the turn after which the Frocks are destroyed to revive one, so that is a good time to build up your spirit.

Unfortunately, this battle can come down to luck, because Gunarm's Moonstone Blast can cause instant death. Given that Prophecy requires every party member to be alive, this could be a problem. Oh, and this battle may be the first to show to you just how fragile Fina is. Regardless, stick to the strategy, and

don't be afraid to use your Riselem Box/Crystals.

If you manage to defeat Lapen, equip your new armor and claim the bounty at the Sailors' Guild. If you wish to take on Piastol, be sure to stay the night at the inn beforehand.

*** BOSS: Piastol ***

Give everyone the Purple attribute. Your main goal is to fill your spirit bar in order to use Prophecy. Employ Delta Shield to help buy you time: Piastol can cast Blue and Silver magic, while Death Hound can cast Green. If Piastol uses her standard attack, keep in mind that it has the power to inflict Stone. Fina should guard each turn, while Vyse and Enrique can Focus. If you have Justice Shield, you can, alternatively, use that every round and Focus with Vyse and Fina.

Tempest Dance has the power to knock out Aika in one hit if she is not guarding, so the safest way to go about this battle is to use both Delta Shield and Justice Shield every round. Piastol will be faster than your party, so it would be even safer to use a Sacrum Crystal every round with Fina (or Vyse, assuming no Justice Shield) and just stall out the battle until you gather enough spirit points to use Prophecy. Without Justice Shield, you will probably have to do a lot of reviving, and that is a problem given that just about everybody has a specific role.

When you do use Prophecy, Death Hound should be (nearly) killed. At this point, use a Glyph of Might on Vyse and pound away with your most powerful Red-suited S-move.

When you're ready, fly to Nasrad.

1.36 NASRAD

* Treasure Checklist *

[] Moonberry "1"

There are a few reasons why you are here. First of all, in a bit, you will need 100,000 gold in order to advance in the story. That said, make your way to the Sailors' Guild, located on the second floor of the first building to the W. It is here that the Guildmaster will offer you 20,000 gold for the Daccat's Coin. The coin is nothing more than a novelty item, so you might as well sell it, regardless of your circumstances. On your way out, take a look at Ral's Ship Parts; he has some quality stuff, but just remember that you will need 100,000 gold shortly.

In the NW part of town, you will find a lonely merchant sitting atop some rubble. Osman will invite herself to your crew. On your way back to the port, look for Cham #17 near the lovers in the middle of the city. From here, peer E and you will see a treasure chest containing [MOONBERRY "1"].

Before leaving, head to the NW part of the port and climb the ladder behind the two men. Up here, speak with Khazim, who will gladly join your crew. Upon collecting 100,000 gold, head to Crescent Isle.

1.37 CRESCENT ISLE

Pay the men, and then choose the flag of your liking. You can always change it by examining the flag on the bridge of the Delphinus. During the scenes, selecting either option will yield a Swashbuckler rating boost. Your next destination is Esperanza, which is located on the S tip of Nasr. Fly through the sky rift connecting South Ocean and Nasr, and look for a town situated on the SE part of Nasr. If you are having trouble locating it, the area on the map at which it is located is called "Cape Victory."

Now that the Delphinus has been modified to withstand sky rifts, there are many other things to do as well. If you wish to find another Cham, some new Discoveries, beef up your crew, and/or fight another wanted battle, continue on; otherwise, skip to the section for Esperanza.

1.38 (OPTIONAL) BEFORE ESPARANZA

In terms of Discoveries, you may now locate numbers 26-35, 74, and 75. After having done so, or along the way, fly over to Pirate Isle. When you arrive, you will see a dog running around in the middle of town with the children. Get Pow's attention and he will join your crew.

If you have come upon at least thirty Discoveries during your journey, search the middle of North Ocean for a strange looking island.

GORDO'S BISTRO

Check the fruit display on the counter next to the barrels for Cham #18. Have a word with the guy sitting alone and ask him to join your crew. If you have found at least 30 Discoveries, Domingo will accept. The food here is a rip-off, by the way. Afterward, go to Horteka.

HORTEKA

Scale that tall pole at the SE part of town and make your way over to the tavern, where you will find a dancer; have a word with her. Apparently, she wrote the letter that you found attached to the lighthouse at Sailors' Island, so she will join your crew.

Assuming you have found Discovery 18 - the Ixa'ness Village - ascend the ramp behind the items and weapons hut, and then climb down the ladder. Beyond the Elder's Hut and up two ladders is the next member of your crew: Tikatika.

Unfortunately, if you speak with Hans, he will tell you that he needs to finish his stint as a factory technician before joining your ranks. Before you leave, rest in the Elder's Hut.

Back in Ixa'takan airspace, head over to the Ixa'ness Village, roughly above which an airship should be floating. Save before confronting it.

*** WANTED BATTLE: The Ixa'ness Demons ***

Items: Riselem Crystal "1", Aura of Valor "1", Tropica "1"

Immediately assign everyone the Red attribute, and use Justice Shield every turn. If the girls cast Quika and/or Incremus, it would be a good idea to use Lunar Winds. The problem with stall tactics in this battle is that the many status effects the enemies can inflict will probably get the best of you, eventually. I recommend using a Glyph of Might on Vyse and unleashing Pirates' Wrath on Lira, since she is their healer.

Once any of the three are dead, they will be unable to use their Chak Mol attack, which causes major damage and can inflict Fatigue. Obviously, you will need to cure this immediately.

Of course, as Fatigue plagues your party, it will be difficult to summon the spirit points to utilize Pirates' Wrath and Justice Shield in one round. If this is the case, settle with Cutlass Fury. Once one of the girls is out of the picture, the fight will become much easier. Tara's Sleep is much more annoying than Pera's Confusion, so I recommend dispatching Tara second.

Truthfully, status conditions will lose you this battle. Fina's Lunar Cleansing and Lunar Winds S-moves are extremely valuable here, so learn them if you are having difficulties. If you can't find a way to win this one, use one of your Aura of Valors at the very beginning and unleash Prophecy. Alternatively, try again at a later point in the game, when you have more spirit points.

A method I have used successfully is giving Enrique a Warrior's Heart, casting Justice Shield, Focusing with Vyse and Fina, and having Aika use a Glyph of Might on Vyse. If you can't get Vyse and Fina to use Focus without being put to sleep or confused, just have Enrique Focus as well. For the second round, I had 21 spirit points: enough to use Pirates' Wrath. With that, I killed Lira in one hit.

Lastly, you can fight two of the Four Giant Monsters - Obispo and Alania - at this point. However, if you want the title of "Vyse the Extravagant," wait until you have Kalifa in your active crew to fight Alania. The Four Giant Monsters can only be fought once, and the ones that have special items will only drop them when Kalifa is in your active crew.

1.39 ESPARANZA

* Treasure Checklist *

- 2248 Gold
- Valuan Uniform "3"
- Moonberry "1"

Make your way up the ramps past the save point to arrive at the town itself. Descend the ladder right in front of you and locate Cham #19. Follow the path through a door to reach [2248 Gold]. Back in town, enter the building to the

E with a ladder behind it. Inside, examine the green handle for a ladder to drop down. On the second floor is a chest containing [VALUAN UNIFORM "3"]. Further ahead, up another ladder, is a lighthouse, on which you can catch Moonfish #15.

Head to the furthest SE portion of the desert area up N to find a hidden chest containing [MOONBERRY "1"]. In the NW part of the desert area, Moonfish #16 is floating around above the shipwreck. Within the NW building is a man sitting down in front of a flag; strike up a conversation. Afterward, head to the port.

*** SHIP BATTLE: Gregorio Cruiser ***

Items: Speed Wax "1"

Focus throughout the first round; the Moon Stone Cannon will be available during round two.

*** SHIP BATTLE: Gregorio Gunboat ***

Items: Shredder Bomb "1", Crystal Ball "1"

Another warmup for the upcoming showdown. "Close in and look for an opening." On the turn after choosing this option, fire the Moon Stone Cannon. Finish it off with whatever you have left.

*** SHIP BATTLE: Auriga ***

Items: Captain's Stripe "1", Heavy Armor Deck "1", 12" Cannon "1"

The trick here is to be under the effect of Quika or Speed Wax before the occurrence of a red square. To be on the safe side, use either one during the round on which you have a red square. After his Hull Ram misses, you will have the opportunity to use the Moon Stone Cannon; do so, and continue laying on the offense on your C! turns.

Before heading into the Dark Rift, whose entrance is to the SE of Esparanza, you can deliver your Moonfish to Doc.

___ 1.40 THE DARK RIFT

* Treasure Checklist *

- Moss Armor "1"
- Magus Seed "1"
- Sacrum Crystal "3"
- Moonberry "1"
- 2731 Gold
- Aura of Valor "1"
- Moonberry "1"
- Chalice of Blood "1"

NOTE: Glowing ships act as treasure chests here. Also, if you encounter any Delzool, use Delta Shield until their presence is eliminated. With luck,

their Eternes spell can kill your whole party.

As you enter, check the island to your upper right for [MOSS ARMOR "1"]. Below, on the ground level, is [MAGUS SEED "1"]. Now, make your way through the hole in the wall and grab [DREAM CUTLASS "1"] from the upper ship. Through the portal below you is Discovery 36 - the Black Moon Stone. In this area you will see four portals; enter the one furthest to the right, from the perspective of being able to see all of them at once.

You should see three ships upon entering, including one emanating an orange glow. The one furthest below contains [SACRUM CRYSTAL "3"]. In the one with the orange glow, you will find [MOONBERRY "1"] inside of a normal treasure chest. Before leaving, speak with the man; assuming Polly is in your active crew, Robinson will come along for the ride as a Sailor. Back on the Delphinus, way up above is a shipwreck containing [2731 Gold]. Backtrack through the vortex.

You should be able to locate a gleaming red vortex right beside a normal vortex. Sail through the normal vortex; inside, on the first level, is a ship on the left side of the chasm holding [AURA OF VALOR "1"]. Examine the ship on the ceiling on opposite side of the area for [MOONBERRY "1"]. There should be two beams of light flowing upward from the chasm; follow either one up to the second level. A familiar foe is hiding in the shipwreck up here.

*** ZIVILYN BANE ***

Items: Icyl Seed "1"

Give him a taste of Cutlass Fury. After about four or so, he should be a goner.

Upon taking [CHALICE OF BLOOD "1"], head through the portal nearby. Prepare for a ship battle beyond the save point.

*** SHIP BATTLE: Anguila ***

Items: Concussion Bomb "1", Heavy Torpedo "1", Timing Valve "1"

Its attacks are nothing to worry about. Avoid moving away from the target, as you will lose sight of it. Upon making the decision to stay put after the first round, the Moon Stone Cannon will become available. The creature enjoys retreating into the vortex, so focus your firepower on your C! turns to ensure accuracy.

Head through the final vortices to reach the other side of the Dark Rift.

___ 1.41 FRONTIER LANDS

As you make your way N to Yafutoma, a scene will trigger.

*** SHIP BATTLE: Tenkou Spellship ***

Items: Pyro Bomb "1", Crystal Ball "1"

Unlike any airships you have faced thus far, the Tenkou ships of Yafutoma are highly maneuverable and rely on accurate magic attacks. That said, use your turns wisely, and don't get frustrated if you find yourself missing often. As usual, concentrate fire on your C! turns for increased accuracy: you will need it. As Aika will mention, fire your torpedos as often as possible.

Cure your party of its wounds before going to the deck for some traditional hand-to-hand combat. During the scene, choose "Fight."

*** BOSS: Jao and Mao ***

Items: Moonberry "1"

Increm Vyse and concentrate on one at a time. Be sure to give Vyse the Red or Yellow attribute for increased damage. Irnagun and Tatatimorutto can cause heavy damage to your weaker characters, so keep them defensive. Use Cutlass Fury over Pirates' Wrath: the latter is superfluous.

Those two battles out of the way, feel free to locate Discoveries 37-45, as well as 77. Some of them are out of the way, and you won't lose anything if you wait until after the events at Yafutoma to find them, so don't get discouraged. When you're ready, continue the trek N to Yafutoma; it is an island surrounded by stone walls.

___ 1.42 YAFUTOMA

* Treasure Checklist*

3000 Gold

Moonberry "1"

Upon gaining control, go to the W side of the palace to find Moonfish #17. Take the lift to the S into the town itself. In the open area to the E across the bridge lies Cham #20. Further ahead, check out the shops. Be sure to pick up a Suiran Blade from Jetah's Weapons so you can recruit Kalifa a little later. There is a door within Thorn's Items leading to [3000 Gold].

In the W part of town is a tub ship located next to a man; examine it and ride over to the E dock. Walk just beyond the tall red bridge in the NW part of town and you will see a signpost, beside which is a lever. After turning the lever, double back to the tub boat and grab [MOONBERRY "1"] past the bridge you just lifted.

Back on your tubship, paddle to the SE part of town, underneath a bridge, and down a waterfall. In the N portion of this area, speak with the woman building the house, who will join your crew if you say "You're right about that." Take the lift to the SW, and paddle your way to the restaurant past the bridge to the NW. Inside, speak to the waitress, Urala, who will join your crew as well.

Dock the tub-boat at the W part of town, and then make your way to Kan's Ship Parts via the SW exit. After outfitting your ship, opt to proceed to Mt. Kazai.

* Treasure Checklist *

Windsong Orb "1"

Moonberry "1"

Down a rope and through some water, you will come to a switch; examine it. Afterward, enter the W door to arrive at a room with eight rectangular pools. Of the two pools in the center, jump into the S one. On this elevated platform, walk over to a second switch which, when triggered, will fill up the central room a bit more. With that done, make your way back to the central area, where you should enter the door on the opposite side.

Upon entering this new room, you should see two switches. Go down and then up a ramp, and then trigger the first switch. A path should now be available to the other switch. After activating it, backtrack to the central room and go through the S door.

At the junction, go W. In the lake up ahead, take the E path to a chest.

*** ZIVILYN BANE ***

Items: Vidal Seed "1"

Guard with everyone except Vyse, who should be using Cutlass Fury every round, and you will easily claim victory.

After taking [WINDSONG ORB "1"], take the W route back in the other area. Go S at the crossroads to reach another switch; push it, and then backtrack to the central area. When you arrive, jump into the large pool. Further ahead, ascend the rope behind you and catch Moonfish #18 above. Back down the rope, continue N to a junction. Go straight ahead to the W for [MOONBERRY "1"]. Back at the intersection, take the other path and nab Cham #21 along the way.

In the following room, you will be forced to fight two Alusphere enemies. Just beyond them is a button; push it if you wish to avoid further series of forced battles. After the water lowers, press the button to the E. Head around to the other side of the room and through the entryway at the SW part of the room to the final switch. Heal up before progressing beyond the save point ahead.

*** BOSS: Tortigar ***

Items: Moonlight Robe "1"

This boss has a move called Steelskin, which nullifies all of your attacks during the round on which it is used. That said, it is quite easy to waste your spirit points by trying to attack it with S-moves. There are two ways to beat it, and they both rely on luck. Since it can fully heal itself with Sacruken, you will want to finish it off as quickly as possible. Whether this entails banking on it not using Steelskin or Sacruken in between your Pirates' Wrath assaults, or it not using Sacruken in between uses of Prophecy, it indeed comes down to luck.

If nothing seems to be working, either persevere or try alternating between Prophecy and Pirates' Wrath. It will probably take more than just two hits to

defeat it, so finish it off with a Red- or Yellow-suited Cutlass Fury. To make this battle slightly more manageable, equip the Warrior's Heart accessory.

Up ahead, collect the Blue Moon Crystal and head back to Yafutoma.

___ 1.44 YAFUTOMA

* Treasure Checklist *

[] Sacrulen Crystal "4"

Make your way back to the palace. Return to the port after the scenes, where you will be given a choice: select "Wait and see what happens." In the next scene, elect to "Run and hide." When you finally assume control, first go SE to reach a treasure chest containing [SACRULEN CRYSTAL "4"].

___ 1.45 TENKOU ISLAND

Be sure to find Cham #22 during your ascent. Upon finally reaching the temple, choose "Of course!" After the scene, climb the stairs of the temple and head to the W along the railing to find Moonfish #19. Make any necessary battle preparations, and then set out to do battle.

Back on the Delphinus, trash the guards on your way to Muraji.

*** BOSS: Muraji ***

Items: Magic Dew "4"

Rain of Swords should (nearly) knock out the soldiers. Muraji will cast Increm on himself, but he is still a weakling. It will only take a few uses of Cutlass Fury - or Royal Blade, if you want to hand him a more fitting defeat - to win this one.

*** SHIP BATTLE: Draco ***

Items: Captain's Stripe "1"

Choose one of the two opportunities each round to fire the Moon Stone Cannon, and leave the other to defend: he can fire his Draco Cannon each round as well. Keep your HP up with Deluxe Kits, and you will outlast him.

*** SHIP BATTLE: Bluheim ***

Items: Captain's Stripe "1"

Use the first round as an opportunity to repair your ship. Bluheim's attacks are not that damaging, but it has a lot of HP, and it is highly evasive. Just like against the Tenkou Spellship earlier, focus your fire on C! turns to

ensure accuracy. On round three, choose the first of the two opportunities to use the Moon Stone Cannon, and the second to defend (your last turn): doing so will avoid the two red squares scenario on round four. As you will be able to use the Moon Stone Cannon again, be sure to have stockpiled enough spirit points during round three.

In summary: if there is a double red square scenario for the first two turns of the following round, defend on your last turn of the current round. Assuming you play your cards right, you will be given many opportunities to fire the Moon Stone Cannon; do so to prevent this battle from dragging on.

Return to the Delphinus, where you should choose "Let's try heading east." Now that your business at Yafutoma has concluded, much exploring can be done. When you're ready to continue on with the story, check your map. Near the W part of Ixa'taka there should now be a gap in the silver stone reef, through which you can reach Crescent Isle.

1.46 (OPTIONAL) AFTER YAFUTOMA

If your Swashbuckler rating is Daring or better, head far N of Yafutoma in search of Ryu-kan's Island, coordinates: (14, 11). Should you meet the prerequisite, Ryu-kan will come along for the ride. With that out of the way, go far SE along the silver stone reef until you find that gap I mentioned. By this point, Hans will have finished his stint as a factory technician. That said, pay him a visit at Horteka, where he will join you as an Engineer.

Now, sail to Sailors' Island. At the Sailors' Guild, sell any Discovery information, and pick up [BLACK SPOT] on your way out. Buy any items you may need, and then rest at the inn. Before confronting Piastol, drop off your Moonfish to Doc.

*** BOSS: Piastol ***

Like last time, switch to the Purple attribute as you are building up your spirit points. Piastol has added a new attack to her arsenal: Deluge. This move hits your entire party for fairly heavy damage, so be sure to utilize Justice Shield every round. She still has Eternes, so use the obligatory Delta Shield every round as well. Sometime while building your spirit points, use a Glyph of Might on Vyse. Before attacking Death Hound, switch Vyse's attribute to Red.

It may be a beneficial to have either Vyse or Fina be your healer; that is, someone to use a Sacrum Crystal every round, just in case Piastol chooses to use Tempest Dance on one of your weaker characters. If Death Hound manages to cast Incremus before it dies, use Lunar Winds. Piastol and Death Hound can inflict Stone and Fatigue, respectively, so cure those immediately.

To speed up the pace, have both Vyse and Fina continually Focus. Although it is risky to not use a Sacrum Crystal every round, you can always have Vyse use a Riselem Crystal on Fina.

Next, fly to Esparanza. In the tavern, first speak to Don, who will now join your crew. Then, strike up a conversation with the tavernkeep to initiate the Kabal Skewer side quest. Go to Maramba, and ride the Dhabu to the other side of the village. Speak to Kalifa in the SE building, who will join your crew if you

possess a Suiran Blade. If you are aiming for the "Vyse the Extravagant" title, you can now safely fight the Four Giant Monsters, two of which, as I mentioned earlier in the guide, have been available, and one of which will become available after the upcoming events at Crescent Isle. Just make sure to add Kalifa to your active crew before attempting Alania, if you have not already.

Back in the normal part of town, enter the building with the blue awning. Talk twice to the woman (the tavernkeep's mother) inside. Go back to Esparanza and speak with the tavernkeep, from whom you will receive [KABAL SKEWER "1"]. With it in hand, return to her mother, who will not be pleased by it. Back in Esparanza, the tavernkeep will tell you that she requires "Gentum," "Khale," and "Kabal" meat.

If you have found Discovery 43 (Spice Island), then you have the Khale in your possession. The Gentum can be purchased from the items merchant in Nasrad; opt to talk about various things. For the Kabal, get it from Gordo at Gordo's Bistro. After having collected the three ingredients, return to the tavernkeep in Esparanza. Back and forth between Maramba and Esparanza one more time, and you will obtain [ABIRIK CHAM "1"].

When you are ready to proceed with the story, go to Crescent Isle.

1.47 CRESCENT ISLE

Discovery 46 is automatic upon visiting. Aboard the Delphinus, neither option will impact your Swashbuckler rating. After Brabham and Izmael join your crew, talk to Belle, the girl next to the save point, and she will join you as well. Catch Moonfish #20 next to the crane, and if you wish, outfit your ship at Khazim's store, nearby. Behind the building in the SE part of the port is Cham #23.

Explore your new town, and speak with your crew members. There are points in the game at which you can pay your shop owners to upgrade their stock. Osman will take a 2,000 gold donation right now. Kirala and Izmael provide various services, the efforts of which will take effect whenever you exit and re-enter the isle. At the southern tip of the island, snatch Cham #24 next to your flag. You can switch the flag design at your will.

Right next to the tunnel entrance to the NE is a lift; take it, catch Moonfish #21, and enter the meeting room. Re-enter the building after the scene, where you will see Domingo, who will reward you for having found given amounts of Discoveries.

Now that the Delphinus is capable of blasting through the silver stone reef, you may locate Discoveries 59 and 87, as well as take on the third of the Four Giant Monsters - the Giant Looper. Read the optional section ahead if you wish to fight a wanted battle; otherwise, skip to the Ruins of Ice section.

1.48 (OPTIONAL) CLEARING YOUR NAME

As you may have noticed, your Swashbuckler rating is "Vyse the Fallen Pirate." In order to clear this, you will need to head over to Nasrad. At the Sailors' Guild, sell any Discovery information, and then take a look at the Wanted List to find your name. You will probably need to exit and re-enter Nasrad in order

for the imposter to appear, but he is dressed in red at the NE part of town. He will only appear if your rating, prior to the "Vyse the Fallen Pirate" rating, was "Vyse the Daring" or better.

*** WANTED BATTLE: Vize the Legend ***

Items: Tuna Cutlass "1", Swirlmerang "1", Focus Robe "1"

Vize can attack a single target for massive damage; Faina cures and buffs their party, and casts offensive magic spells; and Anita can buff their party and cause heavy damage to your entire team. Use Delta Shield and Justice Shield every round, and Focus with Vyse and Fina. The enemies will probably be buffed by the second round, so use Lunar Winds. Vize's Cutlass Wrath can just about halve a defending Vyse's HP, to show an example of how powerful it is.

Use a Glyph of Might on Vyse at some point while building up your spirit bar. When you can execute Delta Shield, Justice Shield, and Pirates' Wrath during one round, smack Anita with a Strengthened Red-suited Pirates' Wrath. Finish her off with a Cutlass Fury if need be. Afterward, change everyone's attribute to Purple in order to lessen the damage taken from Vize.

The next logical target would be Faina, given that she can buff Vize. A Silver-outfitted Pirates' Wrath should do her in. After she is gone, you no longer need to use Delta Shield.

Finally, defeat Vize using the Yellow attribute. Should he use his Revenge technique, he will be harder to defeat. However, if you keep your HP to a maximum, he should not be able to cause any problems.

Claim the bounty to restore your Swashbuckler rating. The Lands of Ice are located beyond the sky rift S of South Ocean. Your exact destination is the Ruins of Ice, whose coordinates are (5, 1). It is located beneath the ice, and although it appears on the top of the map, you need to approach it by going S of South Ocean. If you want to drop off your Moonfish before heading there, feel free.

___ 1.49 RUINS OF ICE

* Treasure Checklist *

- Ice Splitter "1"
- Winter Orb "1"
- Frostblade "1"
- Moonberry "1"

Grab Cham #25 on your way to the door. There will be a stone in each of the next three rooms. Select the following answers for Swashbuckler boosts: "The power of Ice," "Maybe two?" and "Will and spirit." In Glacia, make your way to a junction and go E for [ICE SPLITTER "1"]. Back at the crossroads, go W until you see a ramp. After descending it, you will see a treasure chest to the W through an archway.

*** ZIVILYN BANE ***

Items: Icyl Seed "1"

As usual, its Burst attack causes moderate damage to an area. It will only take a few uses of Cutlass Fury to send him packing.

After taking [WINTER ORB "1"], continue down a few short ramps to a lift. At the top, go S to find Cham #26. Next, take the E path for [FROSTBLADE "1"]. Heal before progressing beyond the save point.

*** BOSS: Veltarn ***

Items: Crystalen Box "1"

Assign everyone the Green attribute. You will want to end this battle as soon as possible, because its Death Laser has a chance of instantly killing a single target. Its standard attack can inflict Confusion, so promptly cure that. Also, watch out for its Avalauncher attack, as it can wreak heavy damage to a line. After about two uses of a Strengthened Pirates' Wrath, it should perish.

Before opening the door up ahead, snatch [MOONBERRY "1"] from the treasure chest to the E. During the scenes, say "Yeah. We should just let him go." Fly back to Crescent Isle.

1.50 CRESCENT ISLE

Go to the meeting room. Using the Book of Polarity, Brabham has enabled the Delphinus to sail above and below the clouds, where there are no random encounters. In lower sky, roughly SW of Crescent Isle, is the Dancing Lights Discovery. From there, head NW into the tunnel to continue on with the story. If you want to do a lot of optional things, read on.

1.51 (OPTIONAL) ABOVE & BELOW THE CLOUDS

* Treasure Checklist *

[] Moonberry "1"

Now that the entire map is open to you, you may locate the rest of the Discoveries, except 88. During your travels, enter the Ruins of Ice from lower sky. Inside, you will find a chest containing [MOONBERRY "1"], as well as Moonfish #22 behind it.

Back on the Delphinus, fly to the island in upper sky at coordinates (8, 2). Inside, grab Cham #27 in front of the turbine. Ask the man, "Would you like to join my crew?", to which he will decline. If you have learned the Silver magic spell "Riselem," he will join your crew if you re-enter his abode and ask him again.

Sail roughly NE of Ilchymis' Island to a tiny island above the Dark Rift, of coordinates (11, 11). When you get there, find Cham #28 hidden amongst the jars. If you wish, speak with the giant bird, from whom you can learn about the

way you fight, and your treasure hunting ability. This information will be useful much later, if you wish to acquire the three secrets.

If you want to take on the fourth of the Four Giant Monsters, go ahead. Do not forget to have Kalifa in your active crew if you want the "Vyse the Extravagant" Swashbuckler rating, though.

When you are finished, pay Doc a visit and then set out to the Maw of Tartas.

___ 1.52 MAW OF TARTAS

* Treasure Checklist *

- Dexus Seed "1"
- Moonberry "1"

NOTE: Similar to the Dark Rift, treasure is not obtained from actual treasure "chests"; instead, it can be found within yellow, crystalline pillars.

In the first large room you encounter, go right through a few areas to a dead end with [DEXUS SEED "1"]. Back in the large area, from your new perspective, go right again. In the next big area, turn left at the junction. Eventually, you will reach [MOONBERRY "1"]. Backtrack to the second crossroads and, again from your new perspective, head through the left tunnel to reach a save point. In the next area, approach the Gigas near the ceiling.

*** SHIP BATTLE: Yeligar ***

Items: Captain's Stripe "1", Thunder Cutlass "1"

Gather spirit throughout the first two rounds while getting some good shots in on your C! square. After the second round, opt to attack from below for two C! turns. You will be put into more danger, but you will probably want to start chipping away at its HP. Besides, it can't cause much damage to the Delphinus. If you fire a torpedo during round two to hit on a C! turn during round three, you can cause a good bit of damage on one turn.

Use the Moon Stone Cannon on round four to knock it off balance. If you do so, you will be given another shot during round five. When given the option, choose "Stay back and see what Yeligar does." for a third shot.

With the Yellow Moon Crystal in hand, sail to Crescent Isle for some scenes. The next morning, depart for Dangral Island. If you go NE of Shrine Island in lower sky, you will find it.

___ 1.53 DANGRAL ISLAND

* Treasure Checklist *

- Imperial Blade "1"
- Moonberry "1"
- Sacrum Crystal "2"
- 4000 Gold

As soon as you arrive, check the SE corner of the area for Moonfish #23. Next, climb down the ladder beyond the save point. In the following area, go N at an intersection to reach a lever. After pulling it, return to where the fans were spinning and head right through. In the room with three doors, enter room on the E side of the hallway. Here, there are six rooms: SW: [IMPERIAL BLADE "1"]; NW: battle with four Elite Guards; S: [MOONBERRY "1"]; N: [SACRUM CRYSTAL "2"]; SE: battle with four Elite Guards; NE: [4000 Gold].

Back in the main hallway, enter through the SW double doors. When you arrive at the new area, enter the door across the hall. Ignore the schematics underneath the lamp and make your way to the end of the walkway, where you will encounter Moonfish #24. After catching it, examine the schematics. You may now return to the Delphinus.

1.54 (OPTIONAL) PIASTOL AND DAIKOKUYA

With your Moonfish you can obtain two rewards from Doc, the last of which is Discovery 88 (Moon Hamachou). Afterward, dock at Sailors' Island. Optimize your equipment and be sure to heavily stock up on crystals, particularly of the Sacrum, Sacrulen, and Riselem variety. On your way out, sell information on your new Discovery and attain [BLACK SPOT]. Make your final preparations for the decisive battle.

*** BOSS: Piastol ***

Items: Light Dress "1"

She has since added Eternum to her repertoire, which is a guaranteed instant kill without a special accessory or Delta Shield. Use Justice Shield and Delta Shield every round, as usual. Give everyone the Purple element while building up the spirit bar. Have Fina use a Glyph of Might on Vyse on her first turn. Vyse should just keep using Focus until there are enough spirit points to use Pirates' Wrath, Delta Shield, and Justice Shield in one round.

If anyone gets petrified or fatigued, use a Curia Crystal immediately; or, if you want to be on the safe side, use Lunar Cleansing. It is unlikely that all of your party members can survive two Tempest Dances in a row (with Justice Shield in effect), so you may want to just keep using a Sacrum Crystal every round.

When you are ready to begin your assault, assign Vyse the Red attribute and obliterate Death Hound with Pirates' Wrath. If you are using a Sacrum Crystal every round then the only two things to worry about are petrification and Tempest Dance.

Visit Doc for the final scene. Stay the night at Sailors' Island once more, and then search for a ship in upper sky in the Lands of Ice area.

*** WANTED BATTLE: Daikokuya the Wealthy ***

Items: Pharax Idol "1"

First of all, give everyone the Green attribute. Daikokuya will summon a third bodyguard on his first turn, so take the opportunity to Focus with everyone. Youjin can cause moderate damage with his Wind Slash technique, so you may want to use Justice Shield on the first turn. Either way, after the first round, use Justice Shield for the rest of the fight.

If you have a Constitution Gem, be sure to equip it on Fina. Daikokuya's Golden Flurry attack inflicts heavy damage to your entire party, and it can cause confusion. If Fina has a Constitution Gem equipped, she can erase the status abnormalities on the following turn with Lunar Cleansing. With four enemies attacking you during one round, you are going to take a lot of damage, with or without Justice Shield. That said, consider having someone use a Sacrum Crystal each round.

The Boo enemies will spend their first turn using a Power Potion, so use Lunar Winds in order to waste their turns. Daikokuya is actually pretty slow, so you should be able to recover your HP pretty safely. His Electrulen spell is quite weak, so Delta Shield is not really necessary.

When you can use Prophecy, do so. One use will make Daikokuya waste turns to summon at least one new bodyguard, which gives you ample time to build up enough spirit for a Pirates' Wrath. Make sure Vyse is Strengthened and has the Red or Yellow attribute before he unleashes his assault. Three uses of Cutlass Fury does just about the same amount of damage as one Pirates' Wrath, so use that if you find it more effective.

With Daikokuya out of the way, sail to Crescent Isle.

___ 1.55 CRESCENT ISLE

Have a word with Brabham at the port in order to trigger some scenes. Afterward, if you have completed your Discovery log, speak with Domingo in the meeting room for a special prize. Before leaving, give Ryu-kan the 4,000 gold needed for him to upgrade his stock. Your next destination is the maelstrom in lower sky, just southeast of Shrine Island.

___ 1.56 THE VORTEX

Make your way to the depths of the vortex. When you arrive, you will see a map on the upper right-hand corner of your screen. You can use the crane a total of ten times. Your primary goal is to find Fina's ship, but there are two pieces of Velorium hidden here as well, used to make an excellent weapon for Vyse; be sure to find them before unearthing Fina's ship.

KEY:

s = Starting position
v = Velorium
f = Fina's ship

[] [] [] [] [] [] [] []
[] [] [] [] [] [] [] []
[] [] [] [] [] [] [] [] [v]
[] [v] [] [] [] [] [] [] []
[] [] [] [] [] [] [] [] []
[] [] [] [] [] [] [] []
[] [] [] [] [] [] [] []
[s] [] [f] [] [] [] [] []
[] [] [] [] [] [] [] []

Upon uprooting Fina's ship, a scene will trigger, after which you will have to fight a familiar foe.

*** SHIP BATTLE: Chameleon ***

Items: Captain's Stripe "1", Twin Turbo "1", Magic Shell "1"

Focus throughout the first round, and take some crapshoots in between. Given that you are provided no indication of when to attack or defend, rely on your most accurate artillery. De Loco can actually cause some decent damage, so you may want to use a Complete Kit every one or two rounds. I was able to inflict a lot of damage by concentrating my fire on the third turn of every round.

Hover to the surface after the battle and fly toward Sailors' Island.

*** SHIP BATTLE: The Blackbeard ***

Items: Timing Valve "1", Spherical Figure "1", Hybrid Wax "1"

Baltor can actually subject you to some danger. His ship is fragile, but he is very aggressive, firing on just about every turn. Focus during the first round for a heavy assault on your C! turn on round two, and finish him off with the Moon Stone Cannon on round three if needed.

During your farewell to Enrique, select "Be careful!" Return to the Delphinus and you will wind up at Crescent Isle.

1.57 CRESCENT ISLE

Quickly eliminate the targets. When given the option, say "You'll have to kill us!" The fight that proceeds is literally impossible, so you might as well just leave yourself open to attack. Instead of a game over screen, there will be more scenes. The next thing you choose to say to Ramirez does not affect your Swashbuckler rating. Tell Aika "I will not give up!" After taking the lift to the meeting room, choose "I understand..." After some more scenes, tell Fina "Of course we will!"

Upon gaining control, check out the shops. Outfit your party with Ryu-kan's new equipment, and be sure to give him your Velorium before heading off via Fina's ship.

___ 1.58 GREAT SILVER SHRINE

* Treasure Checklist *

- Silver Armor "1"
- Moonberry "1"
- Moonberry "1"
- Silver Armor "1"

Examine the stream of light up ahead. In the next area, go past two junctions to reach [SILVER ARMOR "1"]. The camera will adjust when you turn around. At the junction you just passed, take a right turn down a long road until you can go right again to a chest containing [MOONBERRY "1"]. Continue along this course and take the long, ascending route up ahead. Hop onto the lift that you will eventually reach. You will encounter a path to your left; ignore it, and move along to a chest containing [MOONBERRY "1"].

On your way back, go right at the intersection. At the following junction, go left to find [SILVER ARMOR "1"]. Back at the junction, take a left turn to reach the Chamber of Elders. Inside, select "Who do you think you are?!" After the events, accept to be transported back to Fina's ship.

Back at Crescent Isle, return to the Delphinus and make your way back to Dangral Island.

___ 1.59 DANGRAL ISLAND

Return to the door leading to the port where you stole the schematics. Instead of entering it, activate the elevator to the S. After hopping on board you will encounter a certain someone seeking vengeance.

*** BOSS: Vigoro ***

Items: Paranta Seed "1"

He now has his cannon with which he can inflict some serious damage under certain circumstances. Assign everyone the Red or Yellow attribute. Play it safe with Aika and Fina by guarding every round. Commit Gilder to healing duty and have him Strengthen Vyse before Vyse unleashes a Purple- or Blue-suited Pirates' Wrath.

Climb the ladder at the S end of the following room and trigger the lift. Heal before progressing beyond the save point.

*** BOSS: Eliminator ***

Items: Moonberry "1"

It has the same combo of Target Search and Blaster as its predecessor, so defend accordingly. Its Laser Blast can inflict Stone, so cure that as soon as possible. There is not much else worthy of mention.

Return to the elevator. After the scene, make a mad dash up the rail. On the Delphinus, simply approach Soltis. The events that transpire force you to return to Crescent Isle to plan your next move.

— 1.60 CRESCENT ISLE

NOTE: Any of the decisions you make here will improve your Swashbuckler rating.

When you gain control, locate and talk to Aika near the meeting room and Fina beside the flagpole. When you wake up, speak with Ryu-kan from whom you can acquire the Vorlik Blade. After making any final preparations, such as buying a good supply of Complete Kits, return to the Delphinus.

*** SHIP BATTLE: Valuan Mage Ship ***

Items: Frost Bomb "1", Thunder Bomb "1"

This ship should barely be able to damage the Delphinus. Unleash the Moon Stone Cannon on round two.

*** SHIP BATTLE: Galcian's Elite ***

Items: Complete Kit "1", Crystil Cannon "1", Double Shaft "1"

A nice looking ship, but weak nonetheless. Soften it up on your C! turns and choose "Stay put, we shouldn't just rush in..." for an opportunity to fire the Moon Stone Cannon. Make any serious repairs before destroying it.

*** SHIP BATTLE: Hydra ***

Items: Captain's Stripe "1", Moon Cannon "1", Moon Torpedo "1"

Have Increm be in effect the entire battle. Fire the Moon Stone Cannon whenever you get the chance. The Hydra can cause massive damage to you, as indicated by the several yellow and red turns you will encounter throughout the engagement. Take evasive action during any red turns and keep your Complete Kits handy.

Opt to attack the enemy's hull if you want a more aggressive battle; otherwise, choose to attack the upper part of the enemy vessel. I recommend choosing the latter, given that attacking the enemy's hull will subject you to the fearsome Hydra Cannon. The battle may take longer, but it is often better to play it safe.

On your red turn during the fifth round, the Hydra Cannon will be fired. A torpedo/Guard combination is effective here; my Arcwhale Torpedo hit him for just over 20,000 damage by itself.

If you elect to attack the hull the second time around, you will get the chance to fire the Moon Stone Cannon the turn on which he fires the Hydra Cannon, which causes maximum damage to both ships. If you choose to do this, be prepared to heal approximately 20,000 points of damage from that one cannon.

___ 1.61 THE HYDRA

* Treasure Checklist *

- X Cannon "1"
- SacruLEN Crystal "3"
- Moonberry "1"
- Magic Dew "2"

If you need to be healed, Enrique waits by the entrance. Inside the ship, past the first bridge, go W to find [X CANNON "1"]. Mount the proximate pole to reach a ladder that leads outside. There, go E past a cannon and down a ladder. Back inside, slide down the pole on the same side of the room and progress N to a chest that contains [SACRULEN CRYSTAL "3"]. In the alcove on the S part of the walkway is [MOONBERRY "1"].

Back outside, take the second ladder you come across while moving W. Down here, free the contents of the treasure chest for [MAGIC DEW "2"]. Recede to the outdoors and descend the ladder to the NW. After declining the pole along the linear path, enter the contiguous door to reach a save point. Before you proceed, make sure that you are prepared.

*** BOSS: Galcian ***

Items: Valuan Medallion "1"

Start off by giving everyone the Yellow attribute. Galcian can cast Eternes and Eternum, so use either Delta Shield or Aura of Denial as a counter. Aura of Denial costs a single spirit point more than Delta Shield, but you will need to use it over Delta Shield during the round on which you cast Incremus, should you choose to do so.

It is best to have Fina constantly defend. If Aika would benefit from doing the same (e.g. she cannot survive Terminal), have Gilder use Aura of Denial throughout the rest of the fight. Have Vyse execute Pirates' Wrath with the Blue or Silver attribute upon accumulating sufficient spirit points.

Before entering Soltis via Shrine Island, keep in mind that you may switch between Gilder, Drachma and Enrique any time you are aboard the Delphinus. If you want a lot of experience points you may now take on Elcian in the Dark Rift (view the relevant section of the FAQ for more information). Also, keep in mind that you may leave Soltis at your convenience. Proceed when ready.

___ 1.62 SOLTIS

* Treasure Checklist *

[] Moonberry "1"
[] Orb of Serenity "1"
[] Moonberry "1"

NOTE: The guide assumes you are taking Drachma along for the quest. Regardless of who you choose, capitalize on his merits (e.g. Drachma's Spirit Charge, Enrique's Justice Shield, Gilder's Aura of Denial). The wanted battle inside will be the easiest with Enrique.

*** SHIP BATTLE: Gadianos ***

Items: Complete Kit "1", Sparkling Deck "1", Moon Gun "1"

Take this thing out on the first round or else it will run and you will miss some great equipment for the Delphinus. Fire a torpedo and your strongest main cannon to hit on the fourth turn: a C! square. If you have SP left over, fire whatever you can. One shot from my Crystil Cannon destroyed it on turn number one, in fact.

When you arrive at Shrine Island, enter the door on the bottom floor. You will come across many intersections in Soltis; go W at the first and then go NE twice to reach a central area. Take the paths of the upcoming rooms in the following sequence: SE, N, SW, and SW to the central room. In the following set of rooms, the sequence is: NW, NE, S (to reach Cham #29), N, and N to exit this area.

Past the narrow walkway is a room with Cham #30 and a teleporter on the first floor. On the second floor, ignore the first teleporter and open the door to find [MOONBERRY "1"]. Step onto the teleporter to the W, as well as the ones on the following two floors. When you see a door, head inside where you will encounter yet another chest. Heal before examining it.

*** WANTED BATTLE: Lord Zivilyn Bane ***

Items: Magus Seed "1"

Give everyone the Red or Yellow attribute as you are building up spirit points. If you have one, give Fina the Defensive Aura. Obviously, if you brought Enrique, use Justice Shield every round. If not, defend with Aika and Fina and have your fourth character be the healer. When Lord Bane uses Medicine Box, use Lunar Winds with Fina.

Pipes of Doom summons a second Zivilyn Bane. You will need to clear these guys out, so build up enough spirit points for Prophecy. One use should clear them out, so capitalize on this advantage by using Focus with everybody (Spirit Charge with Drachma if you have him). Lord Bane should use Pipes of Doom once his cohorts are eliminated, which gives you a good opportunity to build up enough spirit points for a second Prophecy.

As you may have noticed, Explosive Power is absolutely devastating. Have your strongest character use a Sacrum Crystal every round, and consider having your second most durable character do the same. Damage really does pile up without Enrique, especially if there are three enemies on the field. It is absolutely critical that you quickly nail them with that first Prophecy, or else things can get out of hand.

Snatch [ORB OF SERENITY "1"] and take the teleporter back to the first floor. When you arrive, step onto the teleporter on the other side of the room. Hop onto the nearest teleporter and grab [MOONBERRY "1"] inside the room before stepping onto the next teleporter. Take the next door to the last save point up ahead. The final boss lies beyond, so be sure to save. Report the defeat of Lord Zivilyn Bane if you wish to complete the Wanted List. After having done so, you may also pursue the Three Secrets. Proceed when ready.

*** BOSS: Ramirez ***

Use Delta Shield or Aura of Denial to negate his Eterni spells. Guard with your weaker characters and be sure to Strengthen Vyse while in the process of accumulating Spirit. Silver Tundra can cause quite a lot of damage to one character while Silver Eclipse causes heavy damage to your entire party. Wipe any of his beneficial status effects with Lunar Winds, and keep your own party healthy with Lunar Winds or Curia Crystals.

When you are ready to attack, do so with a Yellow-suited Pirates' Wrath. Ramirez has a lot of HP so it will take a couple of uses to do him in. If your characters are having a difficult time surviving his attacks, use a Glyph of Might on those in need of a boost in defense. Be aware that his Destruction attack, though weak, clears your party of positive status effects.

*** SHIP BATTLE: Zelos ***

Items: Captain's Stripe "1"

Elect to maintain your distance in order to build up your spirit points easier. Cast Sylenis immediately, and make sure that Zelos is silenced for the entirety of the fight. Attack from the front to better utilize the Spirit you have built up. Do not forget to defend on red squares, however, as Zelos can launch some fearsome attacks. Incremus is always a good idea, granting you four rounds of greater attack power and defense.

Zelos should have wasted most of his second round turns using magic, so attack from the front again. Obviously, fire the Moon Stone Cannon on one of your four opportunities during the third round. Keep layering on the offense and guarding during your red turns. When it takes up its new forms, you will have to be more cautious.

If you opt to close in on Zelos you will get another chance to use the Moon Stone Cannon. Zelos will unleash Judgement on the red turns during the round right afterward, each of the uses capable of causing over 20,000 points of damage. Be especially wary of your red turns here, keeping your Complete Kits handy. Choosing to close in on the turns thereafter will open up the four Moon Stone Cannon turns scenario, so use it if you need to.

Enjoy the scenes... while you can, at least.

*** FINAL BOSS ***

If you have stockpiled any Aura of Valors then you might as well reap the benefits right now. Avoid using the Yellow attribute while on defense, but use it while on the offensive. If you don't end this one quickly, you may get unlucky with its Lunar Nightmare attack, which gives it control over one of

your characters for one turn. Use Delta Shield to negate its Yellow and Silver magic spells. If you do get Weakened, use Lunar Cleansing immediately.

Pirates' Wrath is your best option if you don't have Aura of Valors to use Prophecy. Its attacks are not too strong, but again, you can get some unfortunate runs of luck against its Silver Nightmare attack, as there are some moves that your weaker characters will not be able to survive. Use Riselem Crystals with two characters on any Unconscious character just in case one of the users gets caught up with Silver Nightmare.

Silver Binds is a pretty wicked single target attack. Because of it, I recommend constantly guarding with Fina. Fortunately, there is no attack that causes serious damage to your whole party. You will eventually succeed if you keep chipping away at its HP with Pirates' Wrath.

Congratulations on beating the game. I hope you enjoy the ending!

(final boss spoiler protection)

--- 2 SIDE QUESTS ---

2.1 DISCOVERIES

The listed coordinates are only relevant for the earliest times you can find the Discoveries. Your map grows larger as you progress in the game.

Coordinate key: (#, #). (Left-to-right, top-to-bottom).

01. Pirate's Grave

Location: On the small island south of where you assume control of the Albatross. Coordinates: (1, 10).

Altitude: Middle Sky

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02. Guidestones

Location: On the tiny island northeast of Sailors' Island. Coordinates: (7, 5).

Altitude: Middle Sky

--

03. Sky Coral

Location: When you first gain control of the Little Jack that has been modified with the Harpoon Cannon, head through the stone reef east of Shrine Island. In this area surrounded by sky rifts, make your way to the small green island to the southeast. If

you position your airship right on the island, your compass will spin. Coordinates: (8, 8).

Altitude: Middle Sky

--

04. Silver Moon Pit

Location: On the northeast tip of the large, oblong rock just north of the Sky Coral discovery. Coordinates: (8, 8).

Altitude: Middle Sky

--

05. Topple Rock

Location: Atop the mountain on the southern tip of the island on which Maramba resides. Coordinates: (11, 7).

Altitude: Middle Sky

--

06. Wandering Lake

Location: Floating around visibly east of Maramba. Coordinates: (12, 7).

Altitude: Middle Sky

--

07. Oasis

Location: In the open desert region along the mountains roughly south-east of Maramba. Coordinates: (12, 8).

Altitude: Middle Sky

--

08. Sandfalls

Location: Atop the large, high altitude island southeast of Maramba. Coordinates: (12, 7).

Altitude: Middle Sky

--

09. Temple of Pyrynn

Location: Visible northeast of Maramba, in the corner of the large desert region. Coordinates: (13, 6).

Altitude: Middle Sky

--

10. Beak Rock

Location: On the far west side of the rock. Coordinates: (5, 11).

Altitude: Middle Sky

--

11. Sky Anemone

Location: On the third rock near the southern portion of South Ocean
you will come across from the east. Coordinates: (8, 11).

Altitude: Middle Sky

--

12. Ixa'taka

Location: Northwest of South Ocean. It is automatic.

Altitude: Middle Sky

--

13. Garpa Fruits

Location: Check the northern portion of the underside of Horteka.
Coordinates: (3, 7).

Altitude: Middle Sky

--

14. The Great Bird

Location: Etched into the ground southwest of the King's Hideout, next
to the lake. Coordinates: (2, 7).

Altitude: Middle Sky

--

15. Golden Man

Location: On the tall mountain just west of the King's Hideout.
Coordinates: (2, 6).

Altitude: Middle Sky

--

16. Gates of Rixis

Location: Follow the Golden Man's finger to a cluster of mountains.
It is lying up against one of them. Coordinates: (1, 6).

Altitude: Middle Sky

* Cannot be found until after the events at Moon Stone Mountain.

--

17. Ixa'takan Palace

Location: Hidden in the forest, southwest of the King's Hideout.
Coordinates: (2, 6).

Altitude: Middle Sky

--

18. Ixa'ness Village

Location: On the northeast part of the first island north of Moon Stone

Mountain. Coordinates: (2, 9).
Altitude: Middle Sky

--

19. Mysterious Rings

Location: Slightly south of Discovery 20 (Will o' Wisps). Coordinates:
(3, 4).
Altitude: Middle Sky

--

20. Will o' Wisps

Location: On the island northeast of the island on which Discovery 21
(Roc's Nest) resides. Coordinates: (3, 4).
Altitude: Middle Sky

--

21. Roc's Nest

Location: Situated on the southwest-most island in North Ocean.
Coordinates: (2, 4).
Altitude: Middle Sky

--

22. The Giant Throne

Location: Southeast tip of an island in eastern North Ocean.
Coordinates: (5, 4).
Altitude: Middle Sky

--

23. Lighthouse Ruins

Location: On the western tip of the yellow island connecting North
Ocean and Valua. Coordinates: (6, 2).
Altitude: Middle Sky

--

24. Ancient Palace

Location: Roughly southwest of the gigantic crater in Valua.
Coordinates: (9, 3).
Altitude: Middle Sky

--

25. Skull Rock

Location: Northwest of Crescent Isle, on the northeast-most point of
Valua. Coordinates: (12, 1).
Altitude: Middle Sky

--

26. Stone City

Location: On the north part of Valua, on the lower part of the snowy area west of the rock wall. Coordinates: (8, 3).

Altitude: Middle Sky

--

27. Ship Graveyard

Location: Lower southern part of the North Dannel Strait, west of Nasrad. Coordinates: (10, 6).

Altitude: Middle Sky

--

28. Philosophy Stone

Location: Roughly northwest of Discovery 26 (Stone City), atop a tiny island. Coordinates: (8, 2).

Altitude: Middle Sky

--

29. Balloon Flower

Location: North of Skull Rock, near the sky rift, at around 90% altitude. Coordinates: (10, 2).

Altitude: Middle Sky

--

30. The Lands of Ice

Location: South beyond the sky rift of South Ocean.

Altitude: Middle Sky

--

31. Icebird

Location: Around the middle of the wide open area in the northwestern portion of the Lands of Ice. Coordinates: (4, 12).

Altitude: Middle Sky

--

32. The Frozen Giant

Location: On the northeastern tip of an iceberg roughly north of the small mountain in the Lands of Ice. Coordinates: (6, 12).

Altitude: Middle Sky

--

33. Aurora

Location: Visible in upper sky in the Lands of Ice, but can be obtained by sailing around underneath it.

Altitude: Middle Sky

--

34. Blimp Wreck

Location: On the tiny island just outside of the opening to the Dark Rift, Esparanza side. Coordinates: (10, 11).

Altitude: Middle Sky

--

35. Giant Squid Nest

Location: Far north of Crescent Isle, on the lower part of the world map, above a crater. Coordinates: (11, 12).

Altitude: Middle Sky

--

36. Black Moon Stone

Location: The largest rock in the gigantic, dark room inside the Dark Rift.

Altitude: -

--

37. Yafutoma

Location: North of the exit of the Dark Rift. Triggers automatically.

Altitude: Middle Sky

--

38. Uguisu's Nest

Location: From the exit of the Dark Rift on Yafutoma's side, go east to where the Dark Rift and sky rift meet. It is on a tiny, distinguishable island. Coordinates: (12, 9).

Altitude: Middle Sky

--

39. Guardian Walls

Location: South of Yafutoma, near the sky rift.

Altitude: Middle Sky

--

40. Wanderbirds

Location: White birds flying up by the clouds north of Mount Kazai. Coordinates: (13, 4).

Altitude: Middle Sky

--

41. Dheerse

Location: On an island along the northeast part of the walls
surrounding Yafutoma. Coordinates: (14, 5).

Altitude: Middle Sky

--

42. Grieving Prince

Location: Western edge of the island between the Silver Stone Reef and
the Dark Rift. Northwest of Moon Stone Mountain, but on the
other side of the Silver Stone Reef. Coordinates: (2, 9).

Altitude: Middle Sky

--

43. Spice Island

Location: In the middle of nowhere, roughly north of Discovery 38
(Uguisu's Nest). Coordinates: (12, 7).

Altitude: Middle Sky

--

44. Mystic Orchard

Location: Southwest corner of the world map, in the middle of nowhere.
Check roughly west of where the Silver Stone Reef and the
Dark Rift collide. Coordinates: (1, 11).

Altitude: Middle Sky

--

45. Inverse Island

Location: In the southeast portion of the map, far north of Yafutoma.
Where the Dark Rift and the sky rift meet, go south.
Coordinates: (13, 10).

Altitude: Middle Sky

--

46. World is Round

Location: -

Altitude: -

* Given to you when you return to Crescent Isle after obtaining the
Blue Moon Crystal.

--

47. Ruins of Rolana

Location: Southeast of Nasrad, far south beyond the gap between Nasr
and the Dark Rift, on a little clearing. Coordinates: (13,
7).

Altitude: Middle Sky

--

48. Southern Cross

Location: Near the sky rift roughly north of the northwestern tip of the Lands of Ice. Coordinates: (4, 11).

Altitude: Lower Sky

--

49. Rainbow Island

Location: Southeast of Crescent Isle, at the end of the rainbow.

Coordinates: (11, 5).

Altitude: Upper Sky

--

50. Moon Stone Lake

Location: West of Pirate Isle. Coordinates: (5, 9).

Altitude: Upper Sky

--

51. Iron Star

Location: Above Nasrad, slightly to the east. Coordinates: (11, 5).

Altitude: Upper Sky

--

52. Alupas

Location: Northwest of Horteka, on the northeast tip of the large island with the waterfall. Coordinates: (2, 7).

Altitude: Upper Sky

--

53. Observatory

Location: Among the cluster of mountains near Rixis, check the one south of the temple. Coordinates: (2, 7).

Altitude: Upper Sky

--

54. Dancing Lights

Location: Roughly southwest of Crescent Isle, underneath the eastern part of Valua. Coordinates: (9, 5).

Altitude: Lower Sky

--

55. The Mother Tree

Location: On a tiny island south of Tenkou Island. Coordinates: (14, 2).

Altitude: Upper Sky

--

56. The Ghost Ship

Location: Sails in proximity of the Dark Rift entrance in a counterclockwise fashion. Coordinates: (9, 9) to (9, 12) to (13, 1) to (14, 9).

Altitude: Upper Sky

--

57. Flutterflies

Location: Flutters between western Mid Ocean and Maramba. If you are having trouble, go on top of Gordo's Bistro, save and reset. Immediately head southwest and you should see it.

Coordinates: (4, 7) to (9, 7).

Altitude: Upper Sky

--

58. Eclipse Point

Location: North of Discovery 59 (Loopers' Nest). Sail around the lower part of upper sky, and wait until the screen goes dim.

Coordinates: (3, 2).

Altitude: Upper Sky

--

59. Loopers' Nest

Location: Northeastern tip of the island between the Silver Stone Reef and the Dark Rift. Coordinates: (3, 4).

Altitude: Middle Sky

--

60. Flying Machine

Location: On the tiny island near the vortex slightly south of Shrine Island. Coordinates: (6, 8).

Altitude: Lower Sky

--

61. Valuan Wreckage

Location: On the small island northeast of Sailors' Island. Coordinates: (9, 6).

Altitude: Lower Sky

--

62. Rabbats

Location: Directly north of Discovery 54 (Dancing Lights). Coordinates: (9, 4).

Altitude: Lower Sky

--

63. Bottomless Pit

Location: Slightly beyond the second sky rift west of Shrine Island.

Coordinates: (5, 7).

Altitude: Lower Sky

--

64. Ancient Fish

Location: Moving around just west of Discovery 35 (Giant Squid Nest).

Coordinates: (10, 12).

Altitude: Lower Sky

--

65. Star Sand

Location: On the southwest corner of the mountain range south of

Maramba. Coordinates: (11, 8).

Altitude: Middle Sky

--

66. Maroon Isle

Location: Head west, at about 80% altitude, from the corner at which
the mountain range of southern Nasr and the sky rift of South
Ocean meet. Coordinates: (10, 9).

Altitude: Middle Sky

--

67. Comma Rock

Location: Drifting around South Ocean. Coordinates: (7, 11) to (5, 11).

Altitude: Middle Sky

--

68. Turtala Pole

Location: On the southwestern tip of the island roughly west of

Horteka. Coordinates: (1, 8).

Altitude: Middle Sky

--

69. Wings of Gold

Location: Flies near the top of the sky around the large island in
northwestern Ixa'taka. If you are having trouble, hover by
the Iron Net and look to the southeast until it comes into
view. Coordinates: Counterclockwise from (2, 6) to (1, 5) to
(1, 7) to (2, 7).

Altitude: Middle Sky

--

70. Giant's Hammer

Location: On the northern edge of the island about halfway through North Ocean, located near the Dark Rift. Coordinates: (3, 4).

Altitude: Middle Sky

--

71. Tricyclone

Location: Twirling about the part of Mid Ocean south of North Ocean. Coordinates: Between (5, 9) and (4, 4).

Altitude: Middle Sky

--

72. Map of Ages

Location: Moves around the island on which Nasrad is situated in a circular path. Coordinates: Clockwise from (11, 6) to (10, 6) to (10, 5) to (11, 5).

Altitude: Middle Sky

--

73. Balloon Seed

Location: Triangular path between Crescent Isle, Discovery 29 (Balloon Flower), and just southeast of Dacat's Island. Coordinates: Clockwise from (11, 4) to (10, 2) to (11, 3).

Altitude: Middle Sky

--

74. Ice Lens

Location: Atop the mountain range east of Discovery 31 (Icebird). Coordinates: (5, 12).

Altitude: Middle Sky

--

75. Paper Airship

Location: Sails around in a straight path, from east to west, just north of the Lands of Ice. Coordinates: (3, 11) to (7, 11).

Altitude: Middle Sky

--

76. Mirage Island

Location: A blue island floating in Lower Sky, almost directly northwest of Sailors' Island. You have to wait until it is floating upwards for your compass to spin. Coordinates: (7, 4).

Altitude: Lower / Middle Sky

--

77. Ryuguu Turtle

Location: A few leagues north of Yafutoma, traveling between middle and upper sky. Coordinates: (14, 1) to (13, 2) to (14, 2).

Altitude: Middle / Upper Sky

--

78. Sky Ladder

Location: On the peak of a gray mountain in eastern Valua. Coordinates: (9, 3).

Altitude: Upper Sky

--

79. Ryuguu Island

Location: Roughly east of Discovery 55 (The Mother Tree). Coordinates: (14, 2).

Altitude: Upper Sky

--

80. Tomb of Ice

Location: Atop the highest mountain peak in the Lands of Ice. Coordinates: (6, 12).

Altitude: Upper Sky

--

81. Stone Lovers

Location: Just west of Yafutoma, on a tiny island. Coordinates: (13, 5).

Altitude: Lower Sky

--

82. Deep Iron Star

Location: Moves in a square path south of Yafutoma. Coordinates: (12, 8) to (13, 6) to (14, 7) to (14, 9).

Altitude: Lower Sky

--

83. Sky Train

Location: Flies between Nasr, the Lands of Ice, and Ixa'taka in a triangular path. Coordinates: (11, 7) to (5, 12) to (2, 6).

Altitude: Upper Sky

--

84. Flying Flail

Location: Travels in a rectangular path between Gordo's Bistro and

Mount Kazai. Coordinates: (4, 4) to (13, 5).

Altitude: Upper Sky

--

85. Rolling Stone

Location: Starts at about coordinates (14, 10) upon loading a save file. Coordinates: Clockwise, (13, 2), (13, 9), (8, 12), and (10, 10).

Altitude: Lower Sky

--

86. Deep Snow

Location: West of Discovery 48 (Southern Cross). Coordinates: (3, 11).

Altitude: Lower Sky

--

87. Longline

Location: Floats around at various altitudes. Coordinates: Middle Sky: (3, 1) to Upper Sky: (4, 1).

Altitude: Middle / Upper Sky

--

88. Moon Hamachou

Location: Doc's ship

Altitude: Middle Sky

* Feed Maria's bird all (24) Moonfish.

--

89. Golden Hamachou

Location: On top of the rock tunnel that connects Shrine Island and Sailors' Island. Coordinates: (7, 7).

Altitude: Upper Sky

2.2 MOONFISH

Every time you feed Maria's bird a Moonfish, you will get a prize. Below is the list, including how many are needed. The order in which they are fed does not matter.

Rewards:

01: Riselem Crystal "1"

02: Warrior's Rune "1"

03: Flame Mantle "1"

04: Gem of Fluidity "1"

05: Sky Sardis "50"

06: Aura of Valor "1"

07: Counter Bracer "1"
08: Riselem Box "1"
09: Female Armor "1"
10: White Map "1"
11: Romuhai Fish "30", Grule "30"
12: Warrior's Heart "1"
13: Ancient Bracer "1"
14: Magillex Idol "1"
15: Ghost Mail "1"
16: Sword of Daccat "1"
17: Gold Bullion "2"
18: Constitution Gem "2"
19: Defensive Aura "1"
20: Euconyx Idol "1"
21: Fiber Mail "1"
22: Marksman Gun "1"
23: Hydra Wing "1", Silver Arm "1", Serpent Strike "1"
24: Discovery 88 (Moon Hamachou)

01.

Location: Pirate Isle

Description: On the lowest level of the underground port, head to the northwest-most area, aside the large ramp. It floats around the back end of your airship.

02.

Location: Sailors' Island

Description: Right beside the southeast-most building, the pub.

03.

Location: Sailors' Island

Description: On the balcony of the inn on which the girl is standing.

04.

Location: Pirate Isle

Description: Atop the lookout.

05.

Location: Maramba

Description: At the northwest-most part of the pier, beside the Nasr merchant ship.

06.

Location: Maramba

Description: Rent a Dhabu, and head to the northwest-most building in town. It is on the roof.

07.

Location: Temple of Pyrynn

Description: In the first hallway where rocks drop from the ceiling, head east through a door. The Moonfish will be floating above the walkway up ahead.

08.

Location: Temple of Pyrynn

Description: In the large room with the save point, walk over the cooled lava. The Moonfish will be floating between the second and third pillars to the east.

09.

Location: Horteka

Description: From the entrance of Horteka, descend the nearby ladder and climb the tall pole. Slide down the slope and ascend both ladders within the structure. Just outside the door on the top floor, the Moonfish will be floating around above you, to the east.

10.

Location: Horteka

Description: Ascend the two ladders next to the Elder's hut. On the western side of the cliff is the Moonfish.

11.

Location: Moon Stone Mountain

Description: After taking the first elevator, proceed south down some ramps and check the upper-left corner of the platform at the dead end.

12.

Location: Rixis

Description: In the area with several moving platforms, make your way to the third story of the SE room. There, move up to the stationary platform, where you will hear the noise.

13.

Location: Nasrad

Description: Floating around the pier near the ship to the west.

14.

Location: Daccat's Island

Description: In the cave while in control of Vyse, it is to the SW above a treasure chest.

15.

Location: Esparanza

Description: Examine the green switch inside the building to the E, and climb up several ladders to a lighthouse. It is floating around on the opposite side.

16.

Location: Esparanza

Description: It is flying above the front of the shipwreck in the NW part of the desert area.

17.

Location: Yafutoma

Description: On the W side of the palace.

18.

Location: Mount Kazai

Description: Upon filling the central room with water, jump down and follow the path to a rope. The rope leads to the upper part of the central room, at which there is the Moonfish.

19.

Location: Tenkou Island

Description: Ascend the stairs of the temple, and then head to the W side to find it floating around.

20.

Location: Crescent Isle

Description: At the port, stand next to the crane; it is floating near your ship.

21.

Location: Crescent Isle

Description: Floating around just outside the meeting room.

22.

Location: Ruins of Ice

Description: Enter the Ruins of Ice from lower sky, and check behind the treasure chest just ahead.

23.

Location: Dangral Island

Description: Upon arriving, check the southeast corner of the area.

24.

Location: Dangral Island

Description: At the port where De Loco's ship is located, head to the far eastern side of the walkway.

2.3 CHAMS

Fina's weapon, Cupil, is special in that it is the only weapon available to her. Instead of buying her new weapons, you must feed Cupil "Chams" in order for it to evolve and become stronger.

There are thirty (30) Chams and three (3) Abirik Chams to find throughout your quest. By feeding Cupil different combinations of Chams and Abirik Chams you can make it evolve in several different ways. "Choms" are used to reset the combination of Chams and Abirik Chams that Cupil has been fed. It is impossible for Cupil to evolve into every possible weapon without the use of Choms.

2.3.1 LOCATIONS

01.

Location: Pirate Isle

Description: On the catwalk near the entrance to the underground port, top floor.

02.

Location: Shrine Island

Description: When you reach the small stairway leading to the ground floor, take a left to the end of the path. It is located in the southeast corner of this floor.

03.

Location: Sailors' Island

Description: Climb the ladder in the lighthouse.

04.

Location: Maramba

Description: On the balcony of the inn.

05.

Location: Temple of Pyrynn

Description: In the second hallway with falling boulders, check the eastern nook.

06.

Location: Horteka

Description: Just outside the exit of the village to the far northwest.

07.

Location: King's Hideout

Description: Check the silver pot in the corner of the room.

08.

Location: Moon Stone Mountain

Description: In the second room, next to the blue shutter to the west.

09.

Location: Moon Stone Mountain

Description: At the three-way fork after the second trapdoor room, take the left path around to the other side of the middle hatch.

10.

Location: Rixis

Description: On a small hill to the left of where you inserted the Golden Man's Eye gem into the recess.

11.

Location: Rixis

Description: In the area with the moving platforms, take the first one to the NW area and head up the stairs.

12.

Location: North Ocean

Description: "Gordo the Round" drops it.

13.

Location: Nasrad

Description: Gift from the tavernkeep when in control of Aika.

14.

Location: Daccat's Island

Description: When you first arrive in control of Aika, it will be to the west.

15.

Location: Daccat's Island

Description: When in control of Aika, it is in the room with two treasure chests and several ramps.

16.

Location: Delphinus

Description: On the deck, toward the front of the ship, check the area in the middle.

17.

Location: Nasrad

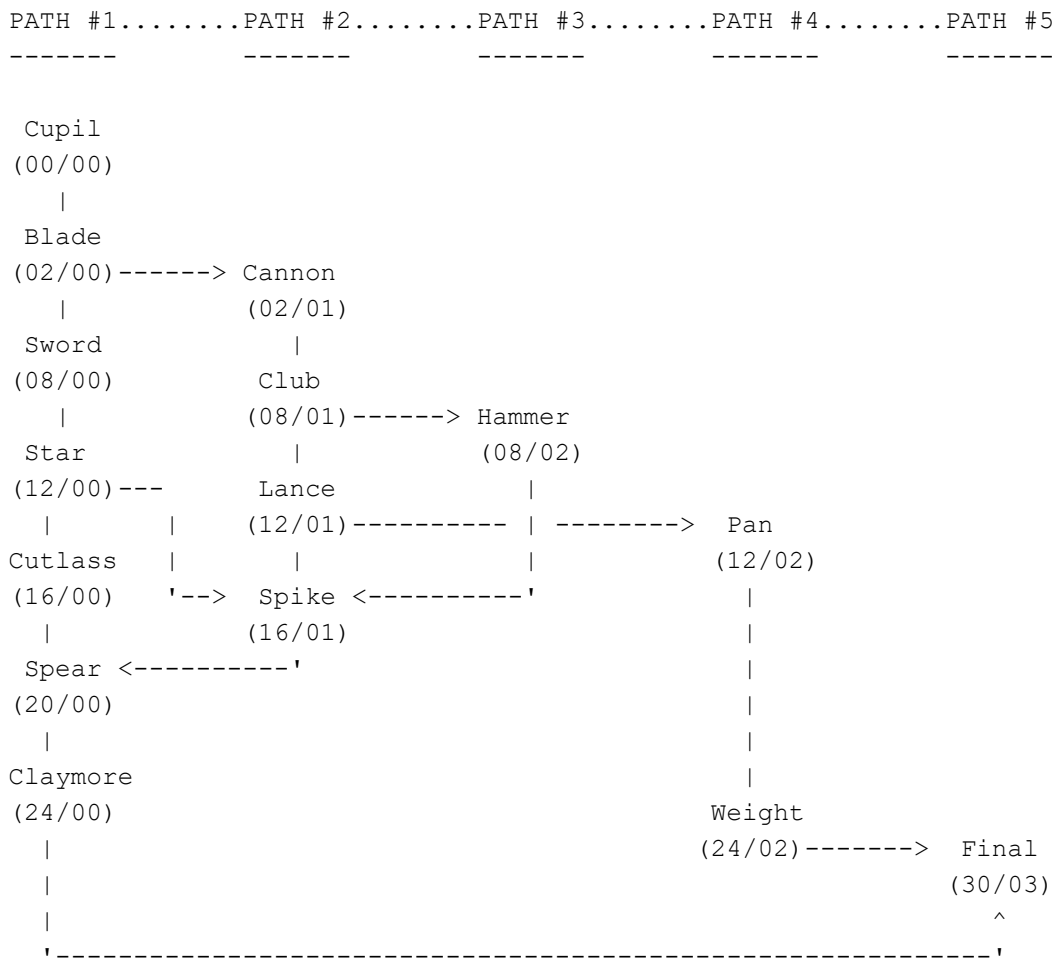
Description: After acquiring the Delphinus, look for it in the middle of the city, near the lovers.

18.
Location: Gordo's Bistro
Description: On the counter next to the barrels, check the fruit display.
19.
Location: Esparanza
Description: At the bottom of the first ladder in town.
20.
Location: Yafutoma
Description: In the open area on the E side of town, past a bridge.
21.
Location: Mount Kazai
Description: After filling the central room with water, jump down and follow the path along to an area with a rope. Along the southern path of the junction just up ahead, you will hear it.
22.
Location: Tenkou Island
Description: You will encounter it about halfway through your ascent to the temple. It lies upon the fourth octagonal platform.
23.
Location: Crescent Isle
Description: At the port, check behind the building to the SE.
24.
Location: Crescent Isle
Description: Next to your flag, at the southern tip of the island.
25.
Location: Ruins of Ice
Description: On the pathway before entering the first room.
26.
Location: Ruins of Ice
Description: After taking the second lift, go south to the dead end.
27.
Location: Ilchymis' Island
Description: Check in front of the turbine.
28.
Location: Hamachou Island
Description: Search amongst the red jars.
29.
Location: Soltis
Description: From the start, go W at the first intersection and then go NE twice to reach a central area. Take the paths of the upcoming rooms in the following sequence: SE, N, SW, and SW to the central room. In the following set of rooms, the sequence is: NW, NE, and S to reach the Cham.
30.
Location: Soltis
Description: On the first floor of the second area with the large tower

in the middle.

2.3.2 CUPIL CHART

KEY: (00/00); (# of Chams/# of Abirik Chams)



2.4 THE FOUR GIANT MONSTERS

The Four Giant Monsters are optional ship battles available at various times after acquiring the Delphinus. Roc and Alania drop exclusive items required to obtain the "Vyse the Extravagant" Swashbuckler rating, so if you want that, be sure to have Kalifa in your active crew before fighting them. Also, defeating the Four Giant Monsters is a prerequisite for the "Sky Battle King Vyse" Swashbuckler rating.

NAME: Obispo

AVAILABILITY: After visiting Crescent Isle after the events at the Grand Fortress.

TYPE: Squid

LOCATION: Floating around west of Discovery 35 (Giant Squid Nest)

ITEMS: Alloy Deck "1"

STRATEGY: As you cause damage to it, its tentacles will detach. The first three

rounds are uneventful; just Focus and have Vyse fire some of the main cannons. After the third round, choose "Maintain present course." in order to fire the Moon Stone Cannon. Its attacks can barely scratch the Delphinus, so there is not much to worry about.

NAME: Alania

AVAILABILITY: After visiting Crescent Isle after the events at the Grand Fortress.

TYPE: Spider

LOCATION: Lands of Ice, on the southern part of the map.

ITEMS: Goddess Figure "1", Air Purifier "1"

STRATEGY: Accumulate spirit points throughout the first round. When given the option, choose "Get behind it!" for a chance to use the Moon Stone Cannon under the best circumstances. Fire your most accurate artillery, because it has a high rate of evasion. Aside from the Moon Stone Cannon, torpedos are your best bet.

NAME: Giant Looper

AVAILABILITY: After visiting Crescent Isle after obtaining the Blue Moon Crystal.

LOCATION: North of Discovery 59 (Loopers' Nest)

ITEMS: Thermal Grease "1", Captain's Stripe "1", Hex Shell "1"

STRATEGY: If provoked enough, it will run on the following turn. During the third round, the Moon Stone Cannon should become available. With that in mind, fire a torpedo on the previous round to connect during the Moon Stone Cannon turn in the following round. For the first two rounds, just concern yourself with building up enough spirit points for a massive attack on the third round. It helps to cast Increm on yourself. If it flees, you will have other opportunities to defeat it.

NAME: Roc

AVAILABILITY: After visiting Crescent Isle upon acquiring the Purple Moon Crystal.

TYPE: Bird

LOCATION: Flying around in upper sky, above Discovery 21 (Roc's Nest).

ITEMS: Wooden Doll "1"

STRATEGY: Rely on your more accurate cannonry. When given the option, select "Take that thing straight on." for a chance to use the Moon Stone Cannon. The Roc will be more aggressive, but that is not saying much.

2.5 KABAL SKEWER

NOTE: This side quest first becomes available after obtaining the Blue Moon Crystal. The reward for completing it is one of the three Abirik Chams.

Fly to Esparanza. Strike up a conversation with the tavernkeep to initiate the Kabal Skewer side quest. Go to Maramba and enter the building with the blue awning. Talk twice to the woman (the tavernkeep's mother) inside. Go back to Esparanza and speak with the tavernkeep, from whom you will receive [KABAL SKEWER "1"]. With it in hand, return to her mother, who will not be pleased by it. Back in Esparanza, the tavernkeep will tell you that she requires "Gentum," "Khale," and "Kabal" meat.

If you have found Discovery 43 (Spice Island), then you have the Khale in your possession. The Gentum can be purchased from the items merchant in Nasrad; opt to talk about various things. For the Kabal, get it from Gordo at Gordo's Bistro. After having collected the three ingredients, return to the tavernkeep in Esparanza. Back and forth between Maramba and Esparanza one more time, and you will obtain the Abirik Cham.

2.6 THE THREE SECRETS

The three secrets become unlockable once the following requirements are satisfied:

- o Find and report every Discovery.
- o Recruit all crew members.
- o Win more than twelve non-story ship battles, including the Four Giant Monsters.
- o Complete the Moonfish/Piastol side quest and view the final scene.
- o Complete every wanted battle and claim all bounties.
- o Kill more than 2,500 enemies.
- o Open at least 90% of the treasure chests in the entire game.

If you need to know how many enemies you have killed or what percentage of the treasure chests you have opened, visit the man on Hamachou Island.

Your rewards are as follows:

- Discovery 89: Golden Hamachou

It does not appear to be an actual Discovery and its information cannot be sold to any guild. Look for it on top of the rock tunnel that connects Shrine Island and Sailors' Island.

- Sky Fang

Wyse's ultimate weapon. You may purchase it from the mystery merchant.

- Optional boss battle

Items: Mesh Tights "1"

Fly to Crescent Isle and opt to fight the Special Air Pirate. He has a ton of HP and his attacks do an absurd amount of damage. Lunar Light is a great move to have, as is Justice Shield, which gives your characters a chance to survive the boss's single target S-move. Give everyone the Red attribute and always have Incremus in effect. You will want enough spirit points to use Lunar Light after a Purple-suited Pirates' Wrath. Have Aika and your fourth character constantly Focus to keep your spirit point count high enough and you will succeed. If Fina goes down, have at least two characters use a Riselem Crystal on her, just in case you get unlucky.

--- 3 SWASHBUCKLER RATING ---

3.1 INTRODUCTION

Throughout the game, you will be prompted to choose between answers and decisions. Basically, your Swashbuckler rating is an indication of your bravery in both your decisions and in your actions. The only action that can negatively impact your Swashbuckler rating is fleeing from encounters; contrarily, fighting a lot can boost your rating.

You may view your Swashbuckler rating by selecting Vyse in the Status Menu: your rating is located on the bottom right-side of the screen. You cannot obtain a "normal" rating upon achieving a "special" rating.

3.2 NORMAL RATINGS

Possible ratings are listed below, in descending order.

Vyse, King of Rogues

Vyse the Hero

Vyse the Fearless

Vyse the Dashing

Vyse the Daring

Vyse the Valiant

Vyse the Bold

Vyse the Admirable

Vyse the Respected

Vyse the Determined

Vyse the Competent

Vyse the Blue Rogue

Vyse the Unimpressive

- Default rating.

Vyse the Cowardly

- Results from fleeing from battles often.

Vyse the Fallen Pirate

- Unavoidable rating upon returning to Crescent Isle after

collecting the Blue Moon Crystal. Removal requires claiming the bounty for "Vize the Fallen Pirate."

3.3 SPECIAL RATINGS

There are also special ratings that can be obtained for completing various tasks.

Vyse the Legend

- Every discovery, bounty, treasure chest, Moonfish, and Piastol battle must be reported, claimed, opened, found, and completed, respectively.

Vyse the Bounty King

- Claim all bounties after completing their respective wanted battles.

Exploration King Vyse

- Report every discovery, and open at least 90 percent of the treasure chests.

Vyse the Extravagant

- Have one million (1,000,000) gold and the following items:
 - o Air Purifier
 - o Chandelier
 - o Enhanced Kitchen
 - o Expensive Wheel
 - o Floor Heater
 - o Intercom
 - o Soundproofing
 - o Wooden Doll
 - o Yafutoman Alcove

Vyse the Fisher King

- Catch one thousand (1,000) fish.

Sky Battle King Vyse

- Defeat the Four Giant Monsters and win at least twelve (12) non-storyline ship battles.

Vyse the Battle Lord

- Kill two thousand, five hundred (2,500) enemies.

Vyse the Charismatic

- Recruit all (22) crew members.

--- 4 MOON STONES ---

There are four Moon Stones to be collected throughout the game, all of which are obtained through storyline events: purple, blue, yellow, and silver. You start the game with the Red and Green Moon Stones.

4.1 ATTRIBUTE EFFECTIVENESS

If you possess the Moon Stone of a given color, it is possible to infuse your weapons with that Moon Stone's given attribute. Attributes affect each other in various ways: there is either no effect, lesser effect, or greater effect.

The color of your weapon is your current attribute. Weapon attributes can be cycled through in battle by pressing the "Y" button. Enemy attributes are displayed on the upper-right portion of the battle screen, the colors of which border the enemy avatars.

* An "x" denotes reduced effectiveness; an "o" denotes increased effectiveness.

ENEMY'S ATTRIBUTE

	G	R	P	B	Y	S
Green		x	o	x		
Red	o	x	o	o	x	
Purple	x	o	x	x		
Blue	x	o	x		o	
Yellow	o			o	x	o
Silver					o	

4.2 MAGIC SPELLS

There are six types of magic, each corresponding to one of the six moons. Each spell expends one magic point, or MP.

4.2.1 GREEN

Spell	Spirit Points	Description
Sacri*	2	Restores 500 HP to any one ally.
Sacres*	4	Restores 1,000 HP to any one ally.
Sacrum*	8	Restores 1,000 HP to entire party.
Sacrulen*	6	Completely restores HP of any one ally.
Noxi	3	Damages and poisons any one enemy.
Noxus	6	Damages and poisons all enemies.

* Denotes magic spells that can be cast outside of battle.

4.2.2 RED

Spell	Spirit Points	Description
Pyri	2	Summons a burst of flames, damaging all enemies on the screen.

Pyres	4	Summons a great explosion and damages all enemies on the screen.
Pyrum	6	Summons fireballs from the sky and damages all enemies on the screen.
Pyrulen	10	Sets the air aflame and engulfs all enemies on the screen in a firestorm.
Increm	4	Increases both Attack Power and Defense of the target by 25%.
Incremus	16	Increases both Attack Power and Defense of the entire party by 25%.

4.2.3 PURPLE

Spell	Spirit Points	Description
Crystali	1	Encases a single enemy in ice.
Crystales	2	Summons an icicle at the foot of a single enemy and impales it.
Crystalum	3	Traps a single enemy in a column of ice.
Crystalen	4	Huge pillars of ice rain from the sky to impale one enemy.
Sylenis	2	Prevents target from casting any spells by silencing them.
Panika	3	Confuses one target into attacking nearest target.

4.2.4 BLUE

Spell	Spirit Points	Description
Wevli	2	Damages one enemy with a whirlwind of air and water. Also, harms nearby enemies.
Wevles	4	Creates a large tornado around one enemy and damages all enemies nearby.
Wevlum	6	Summons a field of fierce winds and stinging rain to damage enemies in a large area.
Wevlen	8	Creates a cluster of tornados around one enemy and damages nearly all enemies on the screen.
Quika	6	Doubles the Speed of all allies. Also, it makes it easier to run from battles.

Slipara		6		Has a chance to put all enemies on the screen to sleep.
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4.2.5 YELLOW

Spell		Spirit Points		Description
Electri		2		Shoots a ball of electricity at a target, also damaging any enemies in the way.
Electres		4		Sends a lightning bolt through a line of enemies, causing major damage.
Electrum		6		A massive bolt of electricity is shot out and hits all enemies in a straight line.
Electrulen		8		The ultimate attack spell, causing major damage on all enemies in a straight line.
Driln		3		Weakens one enemy target. Lowers all attributes by 25%.
Drilnos		6		Weakens all enemies on the screen. Lowers all attributes by 25%.

4.2.6 SILVER

Spell		Spirit Points		Description
Curia		2		Cures one ally of all adverse effects except Unconscious.
Risan		4		Has a 50% chance of reviving an Unconscious ally, along with 50% of their HP.
Riselem		8		Revives an Unconscious ally and restores their HP to full.
Eterni		5		Can instantly kill any one enemy. May not work on some powerful monsters or bosses.
Eternes		10		Can cause instant death to all enemies on the screen.
Eternum		15		Causes instant death to one enemy. If target is immune, then it will cause damage.

Using a given number of Moonberries, each character can learn a variety of "Super Moves." These moves provide unique advantages to your party, but they can only be used in normal combat. Unlike magic spells, Super Moves consume SP only - not MP.

5.1 VYSE

Super Move	Moonberries	Spirit Points	Description
Cutlass Fury	-	7	High physical damage to one enemy.
Counterstrike	1	1	Counters regular attacks during a single round.
Rain of Swords	2	14	Medium physical damage to all enemies.
Skull Shield	2	5	Nullifies regular enemy attacks on entire party for one turn.
Pirates' Wrath	4	21	Ultimate physical damage to a single target.

5.2 AIKA

Super Move	Moonberries	Spirit Points	Description
Alpha Storm	1	4	Minor magical damage to enemies in a line.
Delta Shield	1	2	Protects party from magic spells for one round.
Lambda Burst	2	8	Minor magical damage to all enemies on the screen.
Epsilon Mirror	2	10	Protects Aika from regular attacks for one turn and restores 10 MP.
Omega Psyclone	4	12	Medium magical damage to every enemy.

5.3 FINA

Super Move	Moonberries	Spirit Points	Description
Lunar Blessing	1	12	Bestows Regeneration upon the

			entire party.
Lunar Glyph	1	3	Minimal damage to one enemy with a chance to inflict Stone.
Lunar Cleansing	2	6	Removes party of all adverse effects except Unconscious.
Lunar Winds	2	6	Wipes any advantageous status effects from all enemies. Also does minor damage to all foes.
Lunar Light	4	18	Cures all status ailments, and revives and fully cures HP and MP of all allies.

5.4 DRACHMA

Super Move	Moonberries	Spirit Points	Description
Tackle	1	10	Deals heavy damage to a single target.
Spirit Charge	2	0	Double the amount of spirit points recovered and defends him against incoming attacks.
Hand of Fate	4	25	Ultra damage to one enemy with a chance of causing instant death.

5.5 GILDER

Super Move	Moonberries	Spirit Points	Description
Gunslinger	1	9	Moderate damage to enemies in a line.
Aura of Denial	2	3	Negates all adverse effects for one turn.
The Claudia	4	18	Heavy damage to all enemies.

5.6 ENRIQUE

Super Move	Moonberries	Spirit Points	Description
Royal Blade	1	8	High physical damage to one

			enemy.
Justice Shield	2	4	Halves physical damage taken by party for one turn.
The Judgement	4	16	Heavy damage to one enemy.

--- 6 BOSSES ---

6.1 STORYLINE

*** BOSS: ANTONIO ***

Items: Moonberry "1"

Antonio's Thunder of Fury attack is dangerous as it can deal approximately 200 points of damage to either one of your characters. If you are running low on HP, use a Sacri Crystal or cast Sacri with Aika if you are comfortable using the necessary amount of spirit points. To defeat Antonio, use standard attacks and Vyse's Cutlass Fury S-move, should you accumulate enough spirit points.

*** BOSS: SENTINEL ***

Items: Moonberry "1"

This boss's combo of Target Search/Blaster can prove to be deadly. When it uses Target Search, it - as its title suggests - searches for a target. On its next turn, Sentinel will use Blaster, its most powerful move. After the turn on which it uses Target Search, be sure to guard with both Aika and Vyse. You may have acquired the red magic skill, Increm, by now. If so, use it on Vyse when you gather enough spirit points. Aika does very little damage with her standard attack, and her Alpha Storm S-move takes up vital spirit points which can be better utilized with Vyse's Cutlass Fury. Therefore, it is recommended that Aika uses focus on every turn that she isn't guarding against Blaster or healing the party with Sacri (don't hesitate to use healing crystals if she is at a shortage of MP).

*** BOSS: Bleigock ***

Items: Vidal Seed "1"

This boss has the power to poison your party with its Poisonous Bile attack; counter the poison with the Curia Crystals you picked up earlier. Build up your

spirit points with Vyse and Drachma as Aika casts Increm. If Drachma has Tackle, use Increm on him and have Vyse focus or use standard attacks throughout the battle. If Drachma does not have his Tackle S-move, Increm Vyse and have him execute Cutlass Fury. If Drachma has Spirit Charge, use it as opposed to guarding or focusing. To summarize, Aika is your healer and Vyse or Drachma is your main attacker depending on which S-moves you have.

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*** BOSS: Executioner ***

Items: Electri Box "1"

The Executioner's cohorts, the two Spell Wardens, will likely Increm the Executioner before you can defeat them. Regardless, make taking out the two Spell Wardens your first priority. If they cast Drilnos, use Curia Crystals on the affected characters. Two rounds of standard attacks should be more than enough for both of them. The Executioner is dangerous due to its lethal Tackle attack; have both Aika and Vyse guard. Avoid attacking the Executioner with standard attacks in case it counters and follows up with Tackle.

Fortunately, its Sonic Wave attack and its Electres spell are nothing to worry about. The Executioner has few HP in comparison to Bleigock, so take your time and build up your spirit points, healing your party with whichever character can take a dealing of the boss's Tackle attack. A few Strengthened Drachma Tackles will be more than the boss can withstand.

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*** BOSS: (2) Royal Guard ***

Items: Magic Droplet "10"

Have Aika cast Increm on Vyse and concentrate your attacks on one Royal Guard at a time (they can use Sacri). Feel free to have Aika attack because every bit of damage helps. Heal when necessary and use Cutlass Fury upon gaining enough spirit points.

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*** BOSS: Rokwyrn ***

Items: Riselem Box "1"

If you have surplus Crystales Boxes, use them here. Increm Vyse and build up enough spirit points to use Cutlass Fury. Volcanic Blast can deal more than 600 points of damage to Fina, so be sure to keep her HP at an adequate level. If a party member becomes petrified by Cinder Storm, use a Curia Crystal on him or her immediately as the boss may follow up with additional Cinder Storms.

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*** SHIP BATTLE: Recumen ***

Utilize your secondary cannon on the turn before and during the occasion of a red square. Also during the occurrence of a red square, use one of your main cannons. Doing this will knock Recumen off balance, making it impossible for it to damage you. Focus (or heal, if necessary) on turns that are not relevant to making the aforesaid strategy succeed. The Harpoon Cannon alone is powerful enough to throw Recumen off balance, so the usage of the 3" Cannon is unnecessary when the Harpoon Cannon becomes available. Select "Retreat and regroup." when you are given the option.

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*** SHIP BATTLE: Lynx ***

Items: Captain's Stripe "1", Magic Cannon "1", 3" Blaster "1"

It is imperative that you keep your HP gauge full in this battle as Belleza will sometimes fire three cannons on one turn. If you need to restore 4000 HP, use any spare Repair Kits before casting Sacri. Make sure the benefits of Increm are maintained on the Little Jack because it is the only means by which you can increase your ship's defense at this time. Healing and using the Guard command at random intervals can often save the Little Jack from being destroyed considering Belleza's tendency to slip you unexpected firepower.

During the onslaught you will be presented with a couple of questions. The first decision will barely impact her strategy. However, bringing the Little Jack to a complete stop gives you the opportunity to use the Harpoon Cannon. Using that circumstance to fire the Harpoon Cannon will annihilate - or nearly annihilate - Belleza's ship.

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*** SHIP BATTLE: Chameleon ***

Items: Captain's Stripe "1", B-Type Cannon "1"

His Flame Cannon is not as damaging as Drachma claims it is. Build up spirit points, focus firepower on your C! turns, and fire the Harpoon Cannon when it becomes available.

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*** BOSS: Antonio 2 ***

Items: Moonberry "1"

It still has its Thunder of Fury attack, but it is not much to worry about. Build up your spirit, keep Sacres Crystals handy, and this one will be over quickly.

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*** BOSS: Rik'talish ***

Items: Sylph Seed "1"

Its Feather Slash move can cause greater than 1000 points of damage to a line, so watch out. Some of its attacks can inflict status effects, so use Curia Crystals immediately to avoid getting overwhelmed. As usual, keep the pressure on with your strongest S-moves.

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*** SHIP BATTLE: Chameleon ***

Items: Hunter Torpedo "1" (not guaranteed)

Ensure you have enough spirit points to use the Harpoon Cannon when it becomes available. You will get an opportunity to lay on some solid offense if you opt to take a chance. De Loco will take three turns to take aim; on the fourth, red turn, he will fire his Test Cannon, which will do pitiful damage so long as you take evasive action. During the following round, you will be given the option to use the Harpoon Cannon, the use of which should just about halve his hit points. If you don't neglect to heal, you should be fine.

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*** SHIP BATTLE: Grendel ***

Items: Captain's Stripe "1", Grendel Wing "1", Complete Kit "1"

Surprisingly, its attacks aren't that strong. When given the option before the second round, choose to increase altitude so as to avoid its Stomp attack. On the third turn, you will be given the opportunity to use the Harpoon Cannon. From there on out, just keep up the offense until it grabs onto its head. Choose to keep attacking if you want to fire the Harpoon Cannon again.

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*** BOSS: Gordo the Round ***

Items: Cham (#12) "1", Sky Sardis "30", Flying Fish "40"

On the turn after Gordo uses Digest, he will use Loqua Spray, an attack that hits your whole party for a maximum of about 800 points of damage. Given that it is his most powerful move, there is not much to worry about in this battle. His cohorts have a weak Pyres spell which can prove to be irritating, however, so you may want to dispatch them first.

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*** BOSS: Sinistra and Destra ***

Items: Icyl Seed "1", Magus Seed "1"

Concentrate your attacks on one at a time. Whether it is Cutlass Fury or Pirates' Wrath, be sure that Vyse is Strengthened by Increm before using his S-move. It is especially important to work on taking out one enemy at a time here, because these two can attack in tandem, causing heavy damage. If you do happen to have Pirates' Wrath at this point, it is possible to one-hit these guys using Increm and the proper attribute (Purple against Sinistra, Red against Destra).

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*** BOSS: Vigoro ***

Items: Cannon Room Key "1"

... or not. Treat this like any other encounter. He has a move that causes confusion to Aika, but its damage is negligible.

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*** BOSS: Dralkor Tank ***

Items: Riselem Crystal "5"

Aika and Fina will take a beating from its Wheel Blast; guard with them often. Have Gilder take up healing duty while Vyse pounds away with his strongest attacks.

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*** SHIP BATTLE: Auriga ***

Items: Captain's Stripe "1", Heavy Armor Deck "1", 12" Cannon "1"

The trick here is to be under the effect of Quika or Speed Wax before the occurrence of a red square. To be on the safe side, use either one during the round on which you have a red square. After his Hull Ram misses, you will have the opportunity to use the Moon Stone Cannon; do so, and continue laying on the offense on your C! turns.

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*** SHIP BATTLE: Anguila ***

Items: Concussion Bomb "1", Heavy Torpedo "1", Timing Valve "1"

Its attacks are nothing to worry about. Avoid moving away from the target, as you will lose sight of it. Upon making the decision to stay put after the first round, the Moon Stone Cannon will become available. The creature enjoys retreating into the vortex, so focus your firepower on your C! turns to ensure

accuracy.

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*** BOSS: Jao and Mao ***

Items: Moonberry "1"

Increm Vyse and concentrate on one at a time. Be sure to give Vyse the Red or Yellow attribute for increased damage. Irnagun and Tatatimorutto can cause heavy damage to your weaker characters, so keep them defensive. Use Cutlass Fury over Pirates' Wrath: the latter is superfluous.

Those two battles out of the way, feel free to locate Discoveries 37-45, as well as 77. Some of them are out of the way, and you won't lose anything if you wait until after the events at Yafutoma to find them, so don't get discouraged. When you're ready, continue the trek N to Yafutoma; it is an island surrounded by stone walls.

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*** BOSS: Tortigar ***

Items: Moonlight Robe "1"

This boss has a move called Steelskin, which nullifies all of your attacks during the round on which it is used. That said, it is quite easy to waste your spirit points by trying to attack it with S-moves. There are two ways to beat it, and they both rely on luck. Since it can fully heal itself with Sacruken, you will want to finish it off as quickly as possible. Whether this entails banking on it not using Steelskin or Sacruken in between your Pirates' Wrath assaults, or it not using Sacruken in between uses of Prophecy, it indeed comes down to luck.

If nothing seems to be working, either persevere or try alternating between Prophecy and Pirates' Wrath. It will probably take more than just two hits to defeat it, so finish it off with a Red- or Yellow-suited Cutlass Fury. To make this battle slightly more manageable, equip the Warrior's Heart accessory.

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*** BOSS: Muraji ***

Items: Magic Dew "4"

Rain of Swords should (nearly) knock out the soldiers. Muraji will cast Increm on himself, but he is still a weakling. It will only take a few uses of Cutlass Fury - or Royal Blade, if you want to hand him a more fitting defeat - to win this one.

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*** SHIP BATTLE: Draco ***

Items: Captain's Stripe "1"

Choose one of the two opportunities each round to fire the Moon Stone Cannon, and leave the other to defend: he can fire his Draco Cannon each round as well. Keep your HP up with Deluxe Kits, and you will outlast him.

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*** SHIP BATTLE: Bluheim ***

Items: Captain's Stripe "1"

Use the first round as an opportunity to repair your ship. Bluheim's attacks are not that damaging, but it has a lot of HP, and it is highly evasive. Just like against the Tenkou Spellship earlier, focus your fire on C! turns to ensure accuracy. On round three, choose the first of the two opportunities to use the Moon Stone Cannon, and the second to defend (your last turn): doing so will avoid the two red squares scenario on round four. As you will be able to use the Moon Stone Cannon again, be sure to have stockpiled enough spirit points during round three.

In summary: if there is a double red square scenario for the first two turns of the following round, defend on your last turn of the current round. Assuming you play your cards right, you will be given many opportunities to fire the Moon Stone Cannon; do so to prevent this battle from dragging on.

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*** BOSS: Veltarn ***

Items: Crystalen Box "1"

Assign everyone the Green attribute. You will want to end this battle as soon as possible, because its Death Laser has a chance of instantly killing a single target. Its standard attack can inflict Confusion, so promptly cure that. Also, watch out for its Avalauncher attack, as it can wreak heavy damage to a line. After about two uses of a Strengthened Pirates' Wrath, it should perish.

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*** SHIP BATTLE: Yeligar ***

Items: Captain's Stripe "1", Thunder Cutlass "1"

Gather spirit throughout the first two rounds while getting some good shots in on your C! square. After the second round, opt to attack from below for two C! turns. You will be put into more danger, but you will probably want to start chipping away at its HP. Besides, it can't cause much damage to the Delphinus. If you fire a torpedo during round two to hit on a C! turn during round three, you can cause a good bit of damage on one turn.

Use the Moon Stone Cannon on round four to knock it off balance. If you do so, you will be given another shot during round five. When given the option, choose "Stay back and see what Yeligar does." for a third shot.

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*** SHIP BATTLE: Chameleon ***

Items: Captain's Stripe "1", Twin Turbo "1", Magic Shell "1"

Focus throughout the first round, and take some crapshoots in between. Given that you are provided no indication of when to attack or defend, rely on your most accurate artillery. De Loco can actually cause some decent damage, so you may want to use a Complete Kit every one or two rounds. I was able to inflict a lot of damage by concentrating my fire on the third turn of every round.

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*** SHIP BATTLE: The Blackbeard ***

Items: Timing Valve "1", Spherical Figure "1", Hybrid Wax "1"

Baltor can actually subject you to some danger. His ship is fragile, but he is very aggressive, firing on just about every turn. Focus during the first round for a heavy assault on your C! turn on round two, and finish him off with the Moon Stone Cannon on round three if needed.

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*** BOSS: Vigoro ***

Items: Paranta Seed "1"

He now has his cannon with which he can inflict some serious damage under certain circumstances. Assign everyone the Red or Yellow attribute. Play it safe with Aika and Fina by guarding every round. Commit Gilder to healing duty and have him Strengthen Vyse before Vyse unleashes a Purple- or Blue-suited Pirates' Wrath.

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*** BOSS: Eliminator ***

Items: Moonberry "1"

It has the same combo of Target Search and Blaster as its predecessor, so defend accordingly. Its Laser Blast can inflict Stone, so cure that as soon as possible. There is not much else worthy of mention.

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*** SHIP BATTLE: Hydra ***

Items: Captain's Stripe "1", Moon Cannon "1", Moon Torpedo "1"

Have Increm be in effect the entire battle. Fire the Moon Stone Cannon whenever you get the chance. The Hydra can cause massive damage to you, as indicated by the several yellow and red turns you will encounter throughout the engagement. Take evasive action during any red turns and keep your Complete Kits handy.

Opt to attack the enemy's hull if you want a more aggressive battle; otherwise, choose to attack the upper part of the enemy vessel. I recommend choosing the latter, given that attacking the enemy's hull will subject you to the fearsome Hydra Cannon. The battle may take longer, but it is often better to play it safe.

On your red turn during the fifth round, the Hydra Cannon will be fired. A torpedo/Guard combination is effective here; my Arcwhale Torpedo hit him for just over 20,000 damage by itself.

If you elect to attack the hull the second time around, you will get the chance to fire the Moon Stone Cannon the turn on which he fires the Hydra Cannon, which causes maximum damage to both ships. If you choose to do this, be prepared to heal approximately 20,000 points of damage from that one cannon.

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*** BOSS: Galcian ***

Items: Valuan Medallion "1"

Start off by giving everyone the Yellow attribute. Galcian can cast Eternes and Eternum, so use either Delta Shield or Aura of Denial as a counter. Aura of Denial costs a single spirit point more than Delta Shield, but you will need to use it over Delta Shield during the round on which you cast Incremus, should you choose to do so.

It is best to have Fina constantly defend. If Aika would benefit from doing the same (e.g. she cannot survive Terminal), have Gilder use Aura of Denial throughout the rest of the fight. Have Vyse execute Pirates' Wrath with the Blue or Silver attribute upon accumulating sufficient spirit points.

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*** BOSS: Ramirez ***

Use Delta Shield or Aura of Denial to negate his Eterni spells. Guard with your weaker characters and be sure to Strengthen Vyse while in the process of accumulating Spirit. Silver Tundra can cause quite a lot of damage to one character while Silver Eclipse causes heavy damage to your entire party. Wipe any of his beneficial status effects with Lunar Winds, and keep your own party healthy with Lunar Winds or Curia Crystals.

When you are ready to attack, do so with a Yellow-suited Pirates' Wrath. Ramirez has a lot of HP so it will take a couple of uses to do him in. If your characters are having a difficult time surviving his attacks, use a Glyph of

Might on those in need of a boost in defense. Be aware that his Destruction attack, though weak, clears your party of positive status effects.

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*** SHIP BATTLE: Zelos ***

Items: Captain's Stripe "1"

Elect to maintain your distance in order to build up your spirit points easier. Cast Sylenis immediately, and make sure that Zelos is silenced for the entirety of the fight. Attack from the front to better utilize the Spirit you have built up. Do not forget to defend on red squares, however, as Zelos can launch some fearsome attacks. Incremus is always a good idea, granting you four rounds of greater attack power and defense.

Zelos should have wasted most of his second round turns using magic, so attack from the front again. Obviously, fire the Moon Stone Cannon on one of your four opportunities during the third round. Keep layering on the offense and guarding during your red turns. When it takes up its new forms, you will have to be more cautious.

If you opt to close in on Zelos you will get another chance to use the Moon Stone Cannon. Zelos will unleash Judgement on the red turns during the round right afterward, each of the uses capable of causing over 20,000 points of damage. Be especially wary of your red turns here, keeping your Complete Kits handy. Choosing to close in on the turns thereafter will open up the four Moon Stone Cannon turns scenario, so use it if you need to.

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*** FINAL BOSS ***

If you have stockpiled any Aura of Valors then you might as well reap the benefits right now. Avoid using the Yellow attribute while on defense, but use it while on the offensive. If you don't end this one quickly, you may get unlucky with its Lunar Nightmare attack, which gives it control over one of your characters for one turn. Use Delta Shield to negate its Yellow and Silver magic spells. If you do get Weakened, use Lunar Cleansing immediately.

Pirates' Wrath is your best option if you don't have Aura of Valors to use Prophecy. Its attacks are not too strong, but again, you can get some unfortunate runs of luck against its Silver Nightmare attack, as there are some moves that your weaker characters will not be able to survive. Use Riselem Crystals with two characters on any Unconscious character just in case one of the users gets caught up with Silver Nightmare.

Silver Binds is a pretty wicked single target attack. Because of it, I recommend constantly guarding with Fina. Fortunately, there is no attack that causes serious damage to your whole party. You will eventually succeed if you keep chipping away at its HP with Pirates' Wrath.

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6.2.1 PIASTOL

Piastol, aka the Angel of Death, can be fought four times throughout the game. She sails around in a ship with purple sails west of Sailors' Island. To fight her you need to collect a Black Spot from the Sailors' Guild, four of which become available at different points throughout the game.

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PIASTOL I

AVAILABILITY: After Fina joins the party.

Use a Glyph of Might on Drachma instead of Increm so Aika can use Delta Shield every round to prevent instant death from Eterni. Fina will be obliterated by Tempest Dance, so ensure that she maintains a defensive position throughout the entire engagement. Dispose of Death Hound first because it has fewer HP and will aid Piastol as long as it is alive. Have Vyse use healing crystals on the party when necessary. The only character who can survive two dealings of Tempest Dance at this time without wasting a turn to use Guard is Drachma, so if Vyse is injured, have Drachma take up healing duty.

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PIASTOL II

AVAILABILITY: After acquiring the Delphinus.

Give everyone the Purple attribute. Your main goal is to fill your spirit bar in order to use Prophecy. Employ Delta Shield to help buy you time: Piastol can cast Blue and Silver magic, while Death Hound can cast Green. If Piastol uses her standard attack, keep in mind that it has the power to inflict Stone. Fina should guard each turn, while Vyse and Enrique can Focus. If you have Justice Shield, you can, alternatively, use that every round and Focus with Vyse and Fina.

Tempest Dance has the power to knock out Aika in one hit if she is not guarding, so the safest way to go about this battle is to use both Delta Shield and Justice Shield every round. Piastol will be faster than your party, so it would be even safer to use a Sacrum Crystal every round with Fina (or Vyse, assuming no Justice Shield) and just stall out the battle until you gather enough spirit points to use Prophecy. Without Justice Shield, you will probably have to do a lot of reviving, and that is a problem given that just about everybody has a specific role.

When you do use Prophecy, Death Hound should be (nearly) killed. At this point, use a Glyph of Might on Vyse and pound away with your most powerful Red-suited S-move.

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PIASTOL III

AVAILABILITY: After obtaining the Blue Moon Crystal

Like last time, switch to the Purple attribute as you are building up your spirit points. Piastol has added a new attack to her arsenal: Deluge. This move hits your entire party for fairly heavy damage, so be sure to utilize Justice Shield every round. She still has Eternes, so use the obligatory Delta Shield every round as well. Sometime while building your spirit points, use a Glyph of Might on Vyse. Before attacking Death Hound, switch Vyse's attribute to Red.

It may be a beneficial to have either Vyse or Fina be your healer; that is, someone to use a Sacrum Crystal every round, just in case Piastol chooses to use Tempest Dance on one of your weaker characters. If Death Hound manages to cast Incremus before it dies, use Lunar Winds. Piastol and Death Hound can inflict Stone and Fatigue, respectively, so cure those immediately.

To speed up the pace, have both Vyse and Fina continually Focus. Although it is risky to not use a Sacrum Crystal every round, you can always have Vyse use a Riselem Crystal on Fina.

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PIASTOL IV

AVAILABILITY: After delivering all (24) Moonfish to Doc.

ITEMS: Light Dress "1"

She has since added Eternum to her repertoire, which is a guaranteed instant kill without a special accessory or Delta Shield. Use Justice Shield and Delta Shield every round, as usual. Give everyone the Purple element while building up the spirit bar. Have Fina use a Glyph of Might on Vyse on her first turn. Vyse should just keep using Focus until there are enough spirit points to use Pirates' Wrath, Delta Shield, and Justice Shield in one round.

If anyone gets petrified or fatigued, use a Curia Crystal immediately; or, if you want to be on the safe side, use Lunar Cleansing. It is unlikely that all of your party members can survive two Tempest Dances in a row (with Justice Shield in effect), so you may want to just keep using a Sacrum Crystal every round.

When you are ready to begin your assault, assign Vyse the Red attribute and obliterate Death Hound with Pirates' Wrath. If you are using a Sacrum Crystal every round then the only two things to worry about are petrification and Tempest Dance.

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6.2.2 WANTED BATTLES

Wanted battles are arguably the toughest fights in the game. As such, the bounties for beating these enemies are quite excellent, as are the items that some of them drop. The following are strategies taken directly from the walkthrough, so the tactics described therein are especially relevant for the first time these fights are available. Also, note that the enemies in wanted battles level up with your characters.

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NAME: Baltor the Black Bearded

AVAILABILITY: After Fina joins your party.

LOCATION: This is a storyline battle. It occurs while you are escorting the Nasr merchant from Sailors' Island to Nasrad.

ITEMS: Captain's Stripe "1", Bomb "1"

STRATEGY: This is the only wanted battle fought on ship. You found three Repair Kits at Sailors' Island, so use them if Aika's MP gets depleted from using healing spells. To maximize offensive damage, assign Vyse and Drachma your Main and Standard Cannons. When Baltor attempts to maneuver his ship behind yours, choose "Try to get behind him instead" to give yourself an edge. Unleash your offense on him afterward and he will go down quickly.

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NAME: Rupee of the Larso Clan

AVAILABILITY: After obtaining the Red Moon Crystal.

LOCATION: Maramba port

ITEMS: Captain's Hat "1", Paranta Seed "1"

STRATEGY: In terms of magic, Rupee can cast Increm, Sacri, Pyrum, Drilnos and Panika. The latter two spells can become quite the nuisance, so it is best to have Aika use Delta Shield every turn. As has been the case, Drachma will be your damage dealer (use a Glyph of Might on him from the get-go), and Vyse your healer. When Barta uses Legendary Charge, he will use Legendary Punch - a powerful single target attack - on his following turn. Drachma will shrug this attack off, so keep him hammering away at Barta with Tackle (use the Purple or Blue element). No one else really wants to eat one of those punches, so have them defend (including Aika). Use a Curia Crystal on whoever gets Fatigued by Barta's Legendary Fire.

If Rupee decides to cast one of his annoying spells on turns during which Aika is defending, just use Curia Crystals. It may take quite a few Tackles to defeat Barta, but it is the safest route. Once Barta falls, Rupee won't be able to cause you any harm as long as Aika uses Delta Shield every round.

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NAME: Gordo the Round

AVAILABILITY: After you obtain the Green Moon Crystal. This is a storyline boss as well.

LOCATION: About halfway through North Ocean a scene will trigger.

ITEMS: Cham (#12) "1", Sky Sardis "30", Flying Fish "40"

STRATEGY: On the turn after Gordo uses Digest, he will use Loqua Spray, an attack that hits your whole party for a maximum of about 800 points of damage. Given that it is his most powerful move, there is not much to worry about in this battle. His cohorts have a weak Pyres spell which can prove to be irritating, however, so you may want to dispatch them first.

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NAME: Loose Cannon Lapen

AVAILABILITY: After acquiring the Delphinus.

LOCATION: Sailors' Island

ITEMS: Berzerker Mail "1"

STRATEGY: First of all, change everyone's weapon attribute to Yellow. Give Fina equipment that maximizes her defense. If you picked up Warrior's Heart from the Moonfish sidequest, it is a good accessory for Enrique. The Frocks are faster than you, and although they only use regular attacks, those are more than enough to halve Fina's HP in one turn. It would be a wise idea to dedicate one of your other characters to using a Sacres Crystal on Fina every round, even if she has full HP before the round. Everyone should be faster than Gunarm, so if it uses Sidewinder, use a Sacrum Crystal instead of a Sacres Crystal on the following round.

If you have Justice Shield, use it on every turn and Focus until you fill your spirit bar. Otherwise, take the longer route of defending with Aika and Fina while the others build up spirit. At this point, use Prophecy to wipe out the Frocks.

On the turn after which Gunarm uses Target Search, use Sacrum Crystals to heal your party with whomever can take a hit strong hit. Gunarm will probably target Fina, who will die (or be very close to dead, which is why it is important to give her equipment which maximizes her defense) at full health even if she is defending. If this happens, just revive her, and concentrate on building up enough spirit for Prophecy.

If you do manage to execute Prophecy, use a Glyph of Might on Vyse, build up your spirit, and start pounding away with Cutlass Fury or Pirates' Wrath (give him the Blue or Silver attribute during his attack rounds). As far as I know, Lapen will use at least the turn after which the Frocks are destroyed to revive one, so that is a good time to build up your spirit.

Unfortunately, this battle can come down to luck, because Gunarm's Moonstone Blast can cause instant death. Given that Prophecy requires every party member to be alive, this could be a problem. Oh, and this battle may be the first to show to you just how fragile Fina is. Regardless, stick to the strategy, and don't be afraid to use your Riselem Box/Crystals.

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NAME: The Ixa'nness Demons

AVAILABILITY: After obtaining the Blue Moon Crystal.

LOCATION: Floating above Discovery 18 (Ixa'nness Village).

ITEMS: Riselem Crystal "1", Aura of Valor "1", Tropica "1"

STRATEGY: Immediately assign everyone the Red attribute, and use Justice Shield every turn. If the girls cast Quika and/or Incremus, it would be a good idea to use Lunar Winds. The problem with stall tactics in this battle is that the many status effects the enemies can inflict will probably get the best of you, eventually. I recommend using a Glyph of Might on Vyse and unleashing Pirates' Wrath on Lira, since she is their healer.

Once any of the three are dead, they will be unable to use their Chak Mol attack, which causes major damage and can inflict Fatigue. Obviously, you will need to cure this immediately.

Of course, as Fatigue plagues your party, it will be difficult to summon the spirit points to utilize Pirates' Wrath and Justice Shield in one round. If this is the case, settle with Cutlass Fury. Once one of the girls is out of the picture, the fight will become much easier. Tara's Sleep is much more annoying than Pera's Confusion, so I recommend dispatching Tara second.

Truthfully, status conditions will lose you this battle. Fina's Lunar Cleansing and Lunar Winds S-moves are extremely valuable here, so learn them if you are having difficulties. If you can't find a way to win this one, use one of your Aura of Valors at the very beginning and unleash Prophecy. Alternatively, try again at a later point in the game, when you have more spirit points.

A method I have used successfully is giving Enrique a Warrior's Heart, casting Justice Shield, Focusing with Vyse and Fina, and having Aika use a Glyph of Might on Vyse. If you can't get Vyse and Fina to use Focus without being put to sleep or confused, just have Enrique Focus as well. For the second round, I had 21 spirit points: enough to use Pirates' Wrath. With that, I killed Lira in one hit.

=====

NAME: Vize the Legend

AVAILABILITY: After obtaining the Blue Moon Crystal, your Swashbuckler rating will automatically change to "Vyse the Fallen Pirate". If it was "Daring" or better prior to the change, Vize will be available.

LOCATION: Nasrad. Leave and re-enter if he does not appear.

ITEMS: Tuna Cutlass "1", Swirlmerang "1", Focus Robe "1"

STRATEGY: Vize can attack a single target for massive damage; Faina cures and buffs their party, and casts offensive magic spells; and Anita can buff their party and cause heavy damage to your entire team. Use

Delta Shield and Justice Shield every round, and Focus with Vyse and Fina. The enemies will probably be buffed by the second round, so use Lunar Winds. Vize's Cutlass Wrath can just about halve a defending Vyse's HP, to show an example of how powerful it is.

Use a Glyph of Might on Vyse at some point while building up your spirit bar. When you can execute Delta Shield, Justice Shield, and Pirates' Wrath during one round, smack Anita with a Strengthened Red-suited Pirates' Wrath. Finish her off with a Cutlass Fury if need be. Afterward, change everyone's attribute to Purple in order to lessen the damage taken from Vize.

The next logical target would be Faina, given that she can buff Vize. A Silver-outfitted Pirates' Wrath should do her in. After she is gone, you no longer need to use Delta Shield.

Finally, defeat Vize using the Yellow attribute. Should he use his Revenge technique, he will be harder to defeat. However, if you keep your HP to a maximum, he should not be able to cause any problems.

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NAME: Daikokuya the Wealthy

AVAILABILITY: After completing the events at Dangral Island the first time through.

LOCATION: Upper sky in the Lands of Ice area.

ITEMS: Pharax Idol "1"

STRATEGY: First of all, give everyone the Green attribute. Daikokuya will summon a third bodyguard on his first turn, so take the opportunity to Focus with everyone. Youjin can cause moderate damage with his Wind Slash technique, so you may want to use Justice Shield on the first turn. Either way, after the first round, use Justice Shield for the rest of the fight.

If you have a Constitution Gem, be sure to equip it on Fina. Daikokuya's Golden Flurry attack inflicts heavy damage to your entire party, and it can cause confusion. If Fina has a Constitution Gem equipped, she can erase the status abnormalities on the following turn with Lunar Cleansing. With four enemies attacking you during one round, you are going to take a lot of damage, with or without Justice Shield. That said, consider having someone use a Sacrum Crystal each round.

The Boo enemies will spend their first turn using a Power Potion, so use Lunar Winds in order to waste their turns. Daikokuya is actually pretty slow, so you should be able to recover your HP pretty safely. His Electrulen spell is quite weak, so Delta Shield is not really necessary.

When you can use Prophecy, do so. One use will make Daikokuya waste turns to summon at least one new bodyguard, which gives you ample time to build up enough spirit for a Pirates' Wrath. Make sure Vyse is Strengthened and has the Red or Yellow attribute before he unleashes his assault. Three uses of Cutlass Fury does just about the

same amount of damage as one Pirates' Wrath, so use that if you find it more effective.

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NAME: Lord Zivilyn Bane

AVAILABILITY: After the events on the Hydra.

LOCATION: Soltis

ITEMS: Magus Seed "1"

STRATEGY: Give everyone the Red or Yellow attribute as you are building up spirit points. If you have one, give Fina the Defensive Aura. Obviously, if you brought Enrique, use Justice Shield every round. If not, defend with Aika and Fina and have your fourth character be the healer. When Lord Bane uses Medicine Box, use Lunar Winds with Fina.

Pipes of Doom summons a second Zivilyn Bane. You will need to clear these guys out, so build up enough spirit points for Prophecy. One use should clear them out, so capitalize on this advantage by using Focus with everybody (Spirit Charge with Drachma if you have him). Lord Bane should use Pipes of Doom once his cohorts are eliminated, which gives you a good opportunity to build up enough spirit points for a second Prophecy.

As you may have noticed, Explosive Power is absolutely devastating. Have your strongest character use a Sacrum Crystal every round, and consider having your second most durable character do the same. Damage really does pile up without Enrique, especially if there are three enemies on the field. It is absolutely critical that you quickly nail them with that first Prophecy, or else things can get out of hand.

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6.2.3 ELCIAN

Elcian is an optional "boss" that can be found within the Dark Rift after Soltis becomes available. It is a great boss for experience points, magic experience points and gold, giving 7,500, 20, and 15,000 per defeat, respectively. The easiest way to find Elcian is to enter the Dark Rift from the Yafutoma side. In the room in which you fought Anguila, Elcian, a black-colored, gigantic looper, floats around. Elcian can be fought an infinite number of times.

Before approaching Elcian, be sure to have the Black Map accessory equipped in order to prevent it from running away. You will also need the Skull Shield and Delta Shield S-moves in order to execute the following strategy. Keep in mind that the following strategy uses Drachma for his Spirit Charge ability; it is not necessary, but it will make things quicker.

Give everyone the Blue or Silver attribute. Use Skull Shield, Delta Shield, and Spirit Charge (Focus with Fina) every round until you build up enough spirit for Prophecy. Rinse and repeat. If anyone becomes fatigued, have Fina use a

Curia Crystal (unless it is Drachma, in which case he should use one on himself). Give someone the Warrior's Heart accessory to speed up the process. Other useful accessories include those that block Fatigue.

--- 7 BATTLE MODES ---

In both battle modes there is a spirit points gauge, located at the top of the screen, which represents the amount of actions that can be taken by your party. Super Moves and Magic spells cost a given number of spirit points to execute. Each character generates a specific number of spirit points at the start of each round, the value of which depends on his or her Spirit rating.

7.1 NORMAL

7.1.1 BATTLE COMMANDS

- o Run

If successful, ends the battle with no rewards. Can negatively affect your Swashbuckler rating if used.

- o Item

Allows you to select items and change your equipment. One's equipment may be changed instantaneously.

- o Guard

Cuts damage in half for one turn.

- o Attack

A standard attack using one's equipped weapon. Can inflict status if the equipped weapon possesses such features.

- o S-Move

Gives a list of Super Moves that have been learned by the character. Animations can be skipped by pressing "START/PAUSE" or "Z".

- o Magic

Cast magic that the character has learned. In addition to SP cost, magic costs 1 MP per spell use.

- o Focus

Increases the amount of spirit points.

7.1.2 STATUS ABNORMALITY

- o Poison

HP slightly decreases at the start of each round.

- o Unconscious

Unable to perform any actions until revived. Occurs when HP reaches zero.

- o Stone

Cannot do anything for a number of turns. Spirit recovery drops to zero.

- o Sleep

Cannot do anything for a number of turns.

- o Strengthen

Attack and Defense raised by 25%.

- o Regenerate

Recover a small amount of HP at the end of each round.

- o Confusion

Character is uncontrollable and can attack friend and foe alike.

- o Silence

Lose ability to cast magic spells.

- o Fatigue

Cannot recover SP.

- o Weak

Attack and Defense decreased by 25%.

- o Quickened

Increases Quick.

7.2 SHIP

7.2.1 BATTLE COMMANDS

- o Run

Flee from battle.

- o Items

Use items specific to ships.

- o Guard

Take evasive action in order to reduce damage and the chance of being hit.

- o Attack

Choose from a variety of artillery with which to fire.

- o Magic

Cast magic spells which cost 1 MP. In order to use more than healing spells you must acquire the Magic Cannon.

- o Focus

Increases the number of spirit points.

- o S-Cannon

Fire the ship's Special Cannon in exchange for a large number of spirit points.

- o Crew

Your crew members provide various benefits. Only available when you command your own ship.

7.2.2 BATTLE GRID

The battle grid is 3x3 or 4x4, depending on the number of party members. Differently colored squares represent varying degrees of danger. Red represents the greatest degree of danger. C! squares represent turns on which your attacks have a greater chance of connecting. The right-hand side of the 3x3 or 4x4 grid shows you the next round's set of squares. There are three types of cannons:

- o Main Cannon: Fires on the specified turn. Damage dealt increases if used by a character with a higher Attack stat, and vice versa.
- o Secondary Cannon: Can fire in successive rounds; damage dealt is independent of everything.
- o Torpedo: Can be assigned a turn to be fired and a turn to connect in order to increase damage on a single turn.

If the right-hand side of the grid flips, this indicates that there will be a decision to make at the end of the current round. Choose the answer that you think will merit the better set of circumstances for the next round.

--- 8 CREW ---

After obtaining the Delphinus, you are given the option to recruit crew members to fulfill various jobs. If you have more than one crew member with the same job, you must choose a main; the other member will remain as a standby. Your main is the one whose crew command or passive effect will be in effect.

--

NAME: Lawrence
JOB: Helmsman
HOW TO RECRUIT: He's the guy in purple leaning against the Sailors' Guild at Sailors' Island. Pay him 10,000 gold and he will join you.
CREW COMMAND: Improves the ship's Quick by 30.
SP COST: None; automatic

--

NAME: Don
JOB: Helmsman
HOW TO RECRUIT: After obtaining the Blue Moon Crystal, speak with him at the tavern in Esparanza.
CREW COMMAND: Increases the ship's Dodge by 15.
SP COST: None; automatic

--

NAME: Marco
JOB: Sailor
HOW TO RECRUIT: Simply talk to him. He's hiding inside one of containers behind a set of gauges on the bridge of the Delphinus.
CREW COMMAND: Doubles spirit points for one turn.
SP COST: 8

--

NAME: Robinson

JOB: Sailor

HOW TO RECRUIT: First of all, Polly must be in your active crew. Head to the area of the Dark Rift which contains the Black Moon Stone Discovery. As you enter the room through one of the four portals and turn around, you should be able to see all four portals at once. Take the right-most portal and enter the shipwreck that emanates an orange glow. Inside, you will find a bearded-man - Robinson - who will join your crew.

CREW COMMAND: Reduces SP consumption for one turn.

SP COST: 8

--

NAME: Pinta

JOB: Delegate

HOW TO RECRUIT: Have a word with him in the equipment shop at Sailors' Island.

CREW COMMAND: Protects your ship from all cannon damage for one turn.

SP COST: 10

--

NAME: Moegi

JOB: Delegate

HOW TO RECRUIT: She joins you after you defeat Bluheim.

CREW COMMAND: Protects your ship from all Magic damage for one turn.

SP COST: 10

--

NAME: Khazim

JOB: Gunner

HOW TO RECRUIT: In Nasrad, at the NW part of the port, climb the ladder behind the two men. Khazim stands beside the large cannon.

CREW COMMAND: Increases the damage done by your main cannons.

SP COST: None; automatic

--

NAME: Belle

JOB: Gunner

HOW TO RECRUIT: Talk to her at Crescent Isle. She stands near the save point next to the Delphinus.

CREW COMMAND: Increases the damage done by your secondary cannons.

SP COST: None; automatic

--

NAME: Osman

JOB: Merchant

HOW TO RECRUIT: Talk to her in the northwest corner of the Ruins of Nasrad.

CREW COMMAND: Increases the chance of finding expensive items.

SP COST: None; automatic

--

NAME: Kalifa

JOB: Merchant

HOW TO RECRUIT: If you have a Suiran Blade from Yafutoma, talk to her in
Maramba.

CREW COMMAND: Increases the chance of finding special items.

SP COST: None; automatic

--

NAME: Polly

JOB: Cook

HOW TO RECRUIT: Talk to her in the tavern across from the Sailors' Guild at
Sailors' Island.

CREW COMMAND: Replenishes 10 MP of one character.

SP COST: 6

* Polly's Special can be made once given 10 Grule fish. Restores HP and MP
outside of battle. Feeding Maria's bird 11 Moonfish nets you 30 Grule.

--

NAME: Urala

JOB: Cook

HOW TO RECRUIT: You must recruit Kirala first. When you have done so, travel to
the restaurant in the NW part of Yafutoma via tubship. She is
the waitress.

CREW COMMAND: Maxes out SP, minus the cost of the command.

SP COST: 15

* Urala's Lunch can be made by giving 10 Romuhai fish to Urala. Restores all
HP and MP outside of battle. Feeding Maria's bird 11 Moonfish nets you 30
Romuhai fish.

--

NAME: Kirala

JOB: Builder

HOW TO RECRUIT: In Yafutoma, on your tubship, paddle to the SE part of town,
underneath a bridge, and down a waterfall. In the N portion of
this area, speak with the woman building the house, who will
join your crew if you say "You're right about that."

CREW COMMAND: Restores all your ship's HP.

SP COST: 7

--

NAME: Izmael

JOB: Builder

HOW TO RECRUIT: Once you return to Crescent Isle from Yafutoma, he joins
automatically.

CREW COMMAND: Increases the power of the Moon Stone Cannon.

SP COST: None; automatic

--

NAME: Brabham

JOB: Engineer

HOW TO RECRUIT: Once you return to Crescent Isle from Yafutoma, he joins
automatically.

CREW COMMAND: Increases your ship's Defense by 20.

SP COST: None; automatic

--

NAME: Hans

JOB: Engineer

HOW TO RECRUIT: After you obtain the Blue Moon Crystal, speak with him on the deck of Centime's ship in Horteka.

CREW COMMAND: Increases your ship's Magic Defense by 20.

SP COST: None; automatic

--

NAME: Pow

JOB: Jester

HOW TO RECRUIT: Talk to Pow at Pirate Isle.

CREW COMMAND: Raises the chance of attacking first for one turn.

SP COST: 4

--

NAME: Merida

JOB: Jester

HOW TO RECRUIT: After finding the Note in a Bottle attached to the lighthouse at Sailors' Island, speak with her in the tavern at Horteka.

CREW COMMAND: Increases your ship's value.

SP COST: None; automatic

--

NAME: Tikatika

JOB: Lookout

HOW TO RECRUIT: Once you have found Discovery 18 - the Ixa'ness Village - talk to him at Horteka. He is located beyond the Elder's Hut and up two ladders.

CREW COMMAND: Increases torpedo Hit%.

SP COST: None; automatic

--

NAME: Domingo

JOB: Lookout

HOW TO RECRUIT: Once you have found 30 Discoveries, talk to him at Gordo's Bistro.

CREW COMMAND: Increases the chance of critical hits.

SP COST: 6

--

NAME: Ilchymis

JOB: Artisan

HOW TO RECRUIT: His island is located in upper sky at coordinates (8, 2). Inside, ask him, "Would you like to join my crew?", to which he will decline. If you have learned the Silver magic spell "Riselem," he will join your crew if you re-enter his abode and ask him again.

CREW COMMAND: Raises your ship's attributes for a short time.

SP COST: 8

--

NAME: Ryu-kan

JOB: Artisan

HOW TO RECRUIT: If your Swashbuckler rating is Daring or better, head far N of

Yafutoma in search of Ryu-kan's Island, coordinates: (14, 11).
Should you meet the prerequisite, Ryu-kan will come along for
the ride.

CREW COMMAND: Increases your ship's Attack and Defense for a short time.

SP COST: 15

--- 9 FREQUENTLY ASKED QUESTIONS ---

Feel free to send me e-mail with not only questions, but with comments and
criticism as well. As I receive questions, I will answer them to the best of my
ability within this section.

--- 10 ACKNOWLEDGMENTS ---

- "42Potatoes" : Provided me with the information for the
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Shortcuts FAQ.
- <http://www.network-science.de/ascii/>: Generated the ASCII art at the top of the
document.
- Official Instruction Manual : Provided me with some basic and concise
information to include in the guide, some
of which was copied verbatim for the sake
of clarity.
- Sherwin Tam : Used information from the Cupil Evolution
section of his Cupil Guide.
-

Version 1.12 - 1/13/2010

- Improved the strategies for Piastol I, Rupee, and Lapen.
- Fixed the section in which Cham #3 should have been located.
- Various minor grammatical corrections.

Version 1.11 - 4/14/2009

- Added a "Crew" section.
- Fixed the odd typo.

Version 1.01 - 3/02/2009

- Corrected a minor spacing issue in the first Sailors' Island section.
- Fixed the number of a Cham in the Moon Stone Mountain section.
- Added a list of websites permitted to host this FAQ.

Version 1.00 - 2/26/2009

- Initial release.

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