

Skies of Arcadia Legends FAQ/Walkthrough

by PeTeRL90

Updated on Apr 24, 2007

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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VERSION Piastol
FAQ/Walkthrough
By: PeTeRL90

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Date Finished: September 4, 2005
Latest Update: April 24, 2007

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Use Ctrl+F and type in the series of numbers and letter to find the part you're looking for. The first two are the numbers, and the last one is the letter.

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DON'T E-mail me
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-Any Vize questions. I answered on how to get him appear the best I can.

-Any word typos I made. If I made any location typos, though, as in I mislead you, then e-mail me that.

-Telling me to add more detail to any of the sections. If I feel the need to do so, I will.

-Poorly typed e-mails. It's not my place to tell you how to type, but it's hard and annoying to read very mistyped e-mails, trying to figure out what they're asking.

-Any hate mail. I will accept criticism, however. Something like "Your guide 'effin sucks and you should be banned from writing any more guides" is not acceptable. However, something along the lines of "Although your guide is helpful, I didn't agree with a few aspects such as etc etc etc." will be

read and replied to.

-Telling me to respond to you as fast as possible. Although I understand you want to finish the game, I also have things I need to attend to in life that takes higher priority than responding to an e-mail. Also, don't claim I'm ignoring you if I don't reply right away. It may take a few days for me to get a reply back.

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=====
1.) Introduction (xsec1x)
=====

Welcome to my Skies of Arcadia Legends walkthrough. Skies of Arcadia was released for the Dreamcast awhile back, and was a huge hit among the RPG fans that owned a Dreamcast. Some also claimed it as the best RPG ever. Then in 2003 (?), Skies of Arcadia was ported over to the Gamecube, titled as Skies of Arcadia Legends. Many people have fallen in love with this game, and even claim it to be the best RPG for the Gamecube. The port had a few changes to it. Here are some of the following changes:

- +Less random battles
- +A new 'Bounty' System
- +Graphics were tweaked
- +New Discoveries (24, I believe)
- +New titles

I know I don't have all the differences down, but those are the ones that I have on the top of my head. Anyways, this guide will help you through the game, and I really do hope that it helps you out. Once the guide itself is completed, more sections will be added up in the future. As of now, enjoy.

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2.) Legal Stuff (xsec2x)
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3.) Characters (xsec3x)

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NOTE: There are spoilers in this (namely the last character), so if you don't want to be spoiled on who the last character is, skip over it.

VYSE

-Vyse is the main character of the game. The young Blue Rogue is the son to the great Blue Rogue, Dyne. Early on, Vyse takes orders from Dyne, as Dyne is the captain. Later on, Vyse will take to the skies on his own, making history in the progress, and discovering things that will change the world forever.

S. MOVES

NAME	SP	MOONBERRIES
Cutlass Fury	7	N/A
Rain Of Swords	14	2
Pirates' Wrath	21	4
Skull Shield	5	2
Counterstrike	1	1

-Cutlass Fury: Vyse hits the enemy a few times before jumping into the air, slamming his Cutlass's into the enemy.

-Rain of Swords: Vyse jumps into the air, lightning absorbing into his sword, and then releases a bunch of lightning bolts shaped like swords, hitting all enemies.

-Pirates' Wrath: Vyse stands between a cyclone type of barrier, shooting a huge lightning beam as his opponent, and then jumps in and slashes his opponent, doing heavy damage.

-Skull Shield: Vyse calls upon the Pirates of the past to defend his allies and to help his allies counter any attacks for one turn.

-Counterstrike: Vyse gets into a defensive stance, and when hit, releases a counterattack for one turn.

AIKA

-A childhood friend of Vyse's, she and Vyse are both Blue Rogues and work under Dyne. Using a boomerang as her main weapon, the other sailors respect her swiftness and her ability with such a weapon. No matter what, Aika would follow Vyse's steps, always having his back.

S. MOVES

NAME	SP	MOONBERRIES
Alpha Storm	4	1
Delta Shield	2	1
Lambda Burst	2	2
Omega Psyclone	12	4
Epsilon Mirror	10	2

-Alpha Storm: Aika starts twirling her boomerang, shooting out a stream of fire that hits enemies formed in a line.

-Delta Shield: Aika summons a shield that protects her allies from all magic attacks, including her allies magic. Always used first in a turn.

-Lambda Burst: Aika calls upon fire to engulf her enemies, and throws her boomerang into the ground, damaging all opponents.

-Omega Psyclone: Aika jumps into the air as the ground that supports her opponents breaks apart. Aika then throws her boomerang at the ground, causing a big explosion, damaging all enemies.

-Epsilon Mirror: Aika protects herself from attacks and restores 10 MP for one turn.

FINA

-A mysterious girl that is abducted at the beginning of the game, but is later rescued by Vyse and Aika and brought upon their ship to recover. Fina is on a secret mission whom she can't tell anyone about, or it may endanger her life and the others lives as well.

S. MOVES

NAME	SP	MOONBERRIES
Lunar Glyph	3	1
Lunar Winds	6	2
Lunar Blessing	12	1
Lunar Cleansing	6	2
Lunar Light	18	4

-Lunar Glyph: Cupil breaths in, and releases some kind of air damaging the selected enemy, perhaps stoning them.

-Lunar Winds: Cupil breaths in, and releases some kind of air damaging all enemies and removing any positive stat boosts they have.

-Lunar Blessing: Regeneration is cast upon the party.

-Lunar Cleansing: All negative status effects (except for K.O.) are wiped away from your party.

-Lunar Light: The moons shine down on your party, completely healing your HP and MP, and reviving any fallen characters. Always used first in a turn.

DRACHMA

-The old fisherman you meet early in the game. Drachma is out sailing the skies in search of an Arcwhale named Rhaknim. His intentions for doing so are revealed during the storyline. Drachma is an old, grouchy fisherman who at first doesn't like Vyse and Aika when he first meets them.

S. MOVES

NAME	SP	MOONBERRIES
Tackle	10	1
Hand Of Fate	15	4
Spirit Charge	0	2

-Tackle: Drachma charges at the opponent, slamming his arm over them as he runs by, heavily damaging the enemy.

-Hand Of Fate: Drachma pulls out a huge hand, and slams the opponent into the ground with it, with a great chance of instantly killing the enemy.

-Spirit Charge: Drachma guards against attacks and Focuses, increasing SP for one turn.

GILDER

-Gilder is one of those laid-back, take it easy type of people. He doesn't worry about many things, but there's always one thing that always has him on the run. Gilder is a sweet-talking, gunslinging Air Pirate who loves treasure, fun, adventuring, and women.

S. MOVES

NAME	SP	MOONBERRIES
Gunslinger	9	1
The Claudia	18	4
Aura Of Denial	3	2

-Gunslinger: Gilder pulls out his guns, and shoots at enemies that are formed in a straight line.

-The Claudia: Gilder somehow appears into his ship, and fires the cannons at the enemies.

-Aura Of Denial: Gilder calls on an Aura that makes the party immune to status effects.

ENRIQUE

-The young Prince of Valua. Enrique doesn't like the idea of taking countries by force and making unnecessary bloodshed in the process of doing so. Because of this, Enrique questions his mother's, the queen of Valua, motives. Being sick and tired of his mother's tyranny, Enrique decides to make his own move.

S. MOVES

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O-----O
|          NAME          |  SP  | MOONBERRIES |
|-----|
|      Royal Blade      |   8  |           1  |
|-----|
|     The Judgement     |  16  |           4  |
|-----|
|    Justice Shield    |   4  |           2  |
|-----|
O-----O

```

-Royal Blade: Enrique gives quick slashes at the selected opponent, and then releases one last slash.

-The Judgement: Enrique and the enemy selected appear in front of the Valua people, with Enrique summoning a huge Dragon from the sky to dive onto the enemy.

-Justice Shield: Enrique calls forth a shield to protect his allies, halving the damage they take.

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4.) Walkthrough (xsec4x)

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NOTE: This may contain spoilers, so read at your own risk.

Watch the opening scene with the mysterious woman, being shot down by a Valua Armada ship which is owned by a man named Alfonso. Soon after, his ship gets shot at, and the ship shooting at them are soon recognized as Air Pirates. One young man jumps onto the ship and introduces himself as Vyse. After some talking, a young woman jumps down, and introduces herself as Aika. Then you fight an easy battle.

After the battle, the leader of the Blue Rogues, Dyne, will shoot at a soldier and Vyse and Aika will run into the ship, where you regain control.

=====O-----O

ALFONSO'S SHIP| (00A) |

=====O-----O

O-----O

| ITEMS | Sacri Crystal (3), 50 Gold, Magic Droplet (2)

O-----O

O-----O

|SWASHBUCKLER| None

O-----O

Once you gain control, grab the chest behind you for a Sacri Crystal. Now go through the doors to find Alfonso and he'll throw some guards at you. Dispatch of them and go left and then down for a chest containing Sacri Crystal x2. Now go up the stairs and Alfonso will retreat. Go over to the door he went through, and go to the left of it to flip the switch to turn off the alarms. Now head back to find a chest containing 50 Gold. Now go through the door and open the chest containing Magic Droplet x2. Save your game at the save point, and go through the door on the right. Go down the ladder and you'll be on the deck. You'll see Alfonso throw over one of this men to use as a scapegoat since he doesn't want his reputation tarnished. After some talking, Alfonso will call something to attack you.

```
=====
ANTONIO
HP: 500
Drops: Moonberry
=====
```

-This fight can be rather hard, especially if he uses his Thunder of Fury attack, as it can do up to 250 damage. Try to conserve your SP for this fight and have Aika use the Sacri Crystals you got. Once you get enough SP, have Vyse use Cutlass Fury to damage him pretty well. Just have Aika keep using Sacri Crystals and either Guard or Focus, and let Vyse let loose with attacks and Cutlass Fury, and he should fall.

After that's done with, Alfonso will flee the ship, and you'll be back on your ship with the mysterious woman.

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=====O-----O
MID-OCEAN | (00B) |
=====O-----O
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O-----O
| ITEMS | None
O-----O
```

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O-----O
|SWASHBUCKLER| "That's A Great Name"
O-----O
```

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O-----O
| DISCOVERIES | Pirate's Grave
O-----O
```

The mysterious woman will wake up, revealing her name as Fina. Once given the choice, choose "That's A Great Name" for a Swashbuckler Boost. Dyne will then call Vyse up to the Helm. To get there, exit the room and take the ladder up. Go talk with Dyne and then to Briggs to take control of the wheel.

From here, go south and watch your compass. When it starts spinning, press A to find your first Discovery, the Pirate's Grave. Keep going southeast until you reach Pirate Isle.

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=====O-----O
PIRATE ISLE | (00C) |
=====O-----O
```

```
O-----O Sacri Crystal (6), Magic Droplet (2), Moonberry, Sacres Crystal(2)
| ITEMS | 150 Gold
O-----O
```

```
O-----O
|SWASHBUCKLER| "Sit Quietly And Listen", "Sure, You Can Become A Sailor"
O-----O
```

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O-----O
|           EQUIPMENT SHOP           |
|-----|
| Pirate Cutlass - 220 Gold |
| Leather Crescent - 180 Gold |
| Light Robe - 130 Gold |
| Valuan Uniform - 170 Gold |
| Meditation Ring - 100 Gold |
| Marocca's Shell - 130 Gold |
O-----O
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O-----O
|           ITEM SHOP           |
|-----|
| Sacri Crystal - 20 Gold |
| Magic Droplet - 40 Gold |
| Curia Crystal - 30 Gold |
O-----O
```

You'll appear in the underground base and after some talking, Dyne will call for you to come up. So follow the path, going up the stairs. On the second floor, there's a shop. If you have any money for any upgrades, get them. If not, then grab a couple of Curia and Sacri Crystals and keep following the path until you reach the top. Enter the final house up here to find Dyne. Once given the choice, choose "Sit Quietly And Listen" for a Swashbuckler Boost.

Once in control again, go over to the Bookshelf and climb down the ladder for a chest containing 150 Gold. Now exit the house, and keep going down the path until you reach the outside. Once here, Aika will run off. Now you can go explore town. Go to where the kids are running around and talk with the one named Alan. Once given the choice, choose "Sure, You Can Become A Sailor" for a Swashbuckler Boost.

Now go around town until you find a huge stone slab on the wall. Go examine it to enter a little passage. Run straight and open the chest for a Moonberry. Now exit here, and head to where the farm is, open the door, and grab the chest here containing Sacri Crystal x3. Now go run up the ramp and climb the ladder that goes very high to find a chest containing Sacri Crystal x3. Climb down and go to the docks to find Magic Droplet x2. Now head for Vyse's house, which is in front of the save point. Aika will come running in. Dinner won't be ready for awhile, so Aika decides to go check out the setting sun. Go back to the ladder that leads to the look out point (the very high

ladder) and watch the scene here.

During the scene, a Moonstone Shower will occur and one will crash into the island that's located north of Pirate Isle, Shrine Island. After the scene, you'll be resting at your house. Morning comes, and Aika screams at Vyse through his window. Climb down the stairs and talk to Dyne to obtain the Purple Moon Stone. Now head out of your house and save your game. Head for the docks, and set sail for Shrine Island. Shrine Island is north.

=====O-----O
SHRINE ISLAND | (00D) |
=====O-----O

O-----O
| ITEMS | Sacri Crystal (2), Sacres Crystal (2), Moonberry
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

Once docked, save your game and head straight and open the door into the temple. Vyse and Aika will notice the Moonstone at the bottom of the pit. It doesn't matter which choice you choose here. Once in control, follow the linear path until you reach a door. Open it and go through and you'll find a crystal. Before touching it, go to the right for a chest containing Sacri Crystal x2. Now go back to the Crystal and touch it and the place will start sinking. Once it stops, head back inside.

Now head back to where you first came from, and go through the door. Follow the straight path here and open the door you come across. A bunch of water will burst out, draining some of it. Now go through the door and go left and through the door for a Moonberry. Go back to the room you came from and go up the stairs and follow the path until you reach a door. Open it and follow the path, opening the door at the end. Run past the next door you see and open the chest containing Sacres Crystal x2.

Now take the door and go down the path until you see a save point. Save your game and open the door to unleash a lot of water. After the water is drained, Vyse and Aika will go through the door themselves. You see the Moonstone, but you knew it wasn't going to be easy, and it seems you were right.

=====
SENTINEL
HP: 1300
Drops: Moonberry
=====

-This guy has a lot of Hit Points, so you know this will take a while. He also has a high counter rate, so avoid attacking with Aika if possible. He also has an attack that can do about 400 damage to a character, so beware of that. Now then, Aika should either Guard or Focus so Vyse can get enough SP to do a Cutlass Fury. Once he gets enough, go bonkers with it. Have Aika supply Vyse and herself with Sacri Crystals, or Sacres Crystals. The Sacres Crystals should be used as a last resort, though. After a few Cutlass Furies,

Sentinel will fall back to rubble.

You'll grab the Moonstone. As you do, the game will shift towards Pirate Isle where the lookout man is stretching. He then looks between his legs to find the Valua Armada invading, and in attack formation. He warns everyone to take cover, and then the ships start firing on the island. The game shifts back to Vyse and Aika. Head for your boat and head back for Pirates Isle.

=====O-----O
PRIATE ISLE | (00E) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
|SWASHBUCKLER| "Try And Save Everyone", "Sure, I Promise", "Retreat!"
O-----O

You'll notice all the destruction here, and no one is on land. So let's head to the underground base and talk with everyone to see what happened. Go to Dyne's Headquarters, and Vyse's mom will be there. When given the choice, choose "Try And Save Everyone" for a Swashbuckler Boost. You'll then be resting. Soon it becomes morning, and it's time to try to save everyone. Head for where the dock is, and talk with Lindsay. When given the choice, choose "Sure, I Promise" for a Swashbuckler Boost.

When ready, set sail for the North past Shrine Island until the screen blackens. You'll come across a thick fog, and an Arcwhale will start attacking your ship. When given the choice, choose "Retreat!" for a Swashbuckler Boost. The scene ends with your ship being thrown away.

You wake up on another ship, and you see a grizzly old man standing in front of you. He will introduce himself as Drachma. Drachma will knock Vyse back. After the scene, you'll be in the Bridge on Drachma's ship, the Little Jack. Drachma will want you to get supply boxes. Go down the stairs and go to the side of the room and press A in front of one of the brown boxes. Repeat for the second one, and Drachma will tell you to take control of the ship. You also now have access to the Blue Moon Stone, and Drachma will join you. Once ready, set sail North and underneath the stonewall.

NOTE: From now on, whenever you're on the world map, I'm going to indicate which region you're in (IE: Nasr Region, Valua Region, etc...)

=====O-----O
VALUA REGION | (00F) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

O-----O
| DISCOVERIES | Guidestones
O-----O

Once you enter this region, a ship will stop you and ask you to come aboard. Meet Doc and Maria. Doc will get to the point and ask you to collect Moonfish for the little bird he has on his ship. He'll give you a special lens so you can see them, and something to catch them with. He'll give you a rundown on how to catch one. Whenever you get any, bring them back to him and you'll get various items.

Now then, once in control, go over to where Sailor's Island is, and go Northeast and you should see a small island. Hover over it and your compass should start spinning. Press A to Discover the Guidestones. Now head back to where Sailor's Island is, and land there.

===== O-----O
SAILOR'S ISLAND| (00G) |
===== O-----O

O-----O
| ITEMS | Repair Kit (3), 200 Gold, Note in a Bottle
O-----O

O-----O
| MOONFISH | Two
O-----O

O-----O
|SWASHBUCKLER| "Beat Around The Bush", "We Accept Your Offer"
O-----O

O-----O
EQUIPMENT SHOP
Sky Cutlass - 450 Gold
Hook Hand - 580 Gold
Sailor's Uniform - 330 Gold
Mystic Dress - 310 Gold
Gemstone Ring - 150 Gold
Throkryn's Scale - 300 Gold
O-----O

O-----O
ITEM SHOP
Sacri Crystal - 20 Gold
Magic Droplet - 40 Gold
Curia Crystal - 30 Gold
O-----O

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O-----O
|   MYSTERY MERCHANT   |
|-----|
| Thermo Ring - 2080 Gold |
| Slayer Ring - 1010 Gold |
|Crystales Box - 800 Gold |
| Sylenis Box - 600 Gold |
O-----O
```

Once you enter, Drachma will tell you that he's leaving you behind. Looks like you gotta find a way for him to take you to Valua, so might as well explore the town. Enter into the building to your right to find the Sailor's Guild. Talk with the man and and sell your Discoveries and look over the Wanted list. Exit here, and go to the right of the Wanted List for a chest containing Repair Kit x3. Now run down to the item shop and buy an item if you need to. Now check out the Ship Store next to it and choose to talk with the merchant. He'll mention a Harpoon Cannon, and you may think it will catch Drachma's interest.

Exit here and head towards the other two buildings. The left is a weapon shop and the right is the inn. Go into the inn and go upstairs. Check the left room for a chest containing 200 Gold. Now go back to the stairs but hug along the wall until you go outside. Get the Moonfish here. Head back to the Bar to find Drachma. When given the choice, choose "Beat Around The Bush" for a Swashbuckler Boost. Drachma will agree to take you to Valua, but one problem, we need a Valuan Passport. Go to the Sailor's Guild and talk with the man behind the desk and he won't give you one. But luckily, a Nasrad merchant overheard you, and is willing to give you one if you help him get back to Nasrad. When given the choice, choose "We Accept Your Offer" for a Swashbuckler Boost. When ready, head for your ship.

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=====O-----O
VALUA REGION | (00H) |
=====O-----O
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O-----O
| ITEMS | Valuan Passport
O-----O
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O-----O
| DISCOVERIES | None
O-----O
```

Save your game and fly next to the stone reef until the screen blackens. A Black Pirate Ship will come into view, and you'll have your first ship battle.

```
=====
BALTOR
HP: 10,000
Drops: Bomb, Captain's Stripe
=====
```

-Since it's your first ship battle, it shouldn't be all that hard. Just use

your cannons to attack, and it should knock a good amount of damage off. If you need to heal, have Aika heal, and keep pounding him with your cannons. On one turn, you'll get a choice on what to do. Choose to get behind him, and finish him off.

Baltor will retreat. Just keep following the path until the screen blackens again, and the Nasrad Merchant will give you the Valuan Passport. Once he leaves, fly past the Guidestones and keep going until the screen blackens. The Valuan Ship will check for your Passport and you'll be in Valua.

=====O-----O
VALUA | (00I) |
=====O-----O

O-----O
| ITEMS | Sacres Crystal (2), Moonberry
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
|SWASHBUCKLER| "Let's Sneak Into The Coliseum"
O-----O

O-----O
EQUIPMENT SHOP
Valuarang - 480 Gold
Valuan Armor - 480 Gold
Lover's Ring - 300 Gold
Mage's Bane - 480 Gold
Gem of Purity - 300 Gold
O-----O

O-----O
ITEM SHOP
Sacri Crystal - 20 Gold
Sacres Crystal - 60 Gold
Magic Droplet - 40 Gold
Curia Crystal - 30 Gold
O-----O

Once you dock, follow the path here and go up when given the chance. This is the weapon and item shop. Upgrade as needed. Exit here, and keep going until you can go right and behind a house. Follow this path to find a chest containing Sacres Crystal x2. Now head back and you'll meet a kid named Marco. After all the talking, head onto the lift and go into the next section.

The inn is here, but before going in, follow the path and head down the ladders until you find some barrels. Go around them to find a chest containing a Moonberry. Now go back into the inn and speak with the innkeeper

to head upstairs. Drachma will come in, and you'll try to start formulating a plan. When given the choice, choose "Let's sneak into the Coliseum" for a Swashbuckler Boost. You'll hear a noise outside and see Marco was listening in on you. Follow him across the rooftops and you'll catch him at the end. After the talking, you'll be resting, and then morning will come. Head down to the sewer Marco tried to escape to, and go down it.

=====O-----O
CATACOMBS | (00J) |
=====O-----O

O-----O Curia Crystal (3), Sacri Crystal (4), Magic Droplet (4), Pyri Box,
| ITEMS | Assassin Blade, Heavy Armor
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
|SWASHBUCKLER| "We Have To Save Fina"
O-----O

Follow the path until you reach a fork. Go left at the fork to find two chests. One containing a Curia Crystal x3 and a Pyri Box. Now go back to the fork and take the right path and keep going down the path until you reach another intersection. Keep going straight at this intersection for two more chests containing an Assassin Blade and Heavy Armor. Now go back and take the other path and save your game. Continue down the path until you reach the big blobby thing for a fight.

=====
BLEIGOCK
HP: 4600
Drops: Vidal Seed
=====

-This boss can be rather difficult if you're low on Curia Crystals. The two attacks you'll want to watch out for are Vile Breath which hits for good damage and poisons, and Frost Breath which hits for good damage as well. Cast Increm on both Vyse and Drachma with Aika, and have Vyse use Cutlass Fury and Drachma use Tackle whenever you get the SP. Make sure to immediately cure Poison if you're inflicted with it, and keep using Cutlass Fury and Tackle on him. Have Aika be your healer, or Focus if she doesn't need to heal. After a few Cutlass Furies and Tackles, he should fall.

Make sure to heal up after the fight and go back to save your game. Now go back to where the ladder is and climb it to find the execution block.

Vyse will set everyone free, and the Executioner will come after you.

=====
EXECUTIONER
HP: 1800
Drops: Electri Box
=====

-This fight is hard. First thing you'll want to do is take out the two Spell Wardens. You most likely won't be able to get them on the first turn, so at least one will be able to cast Increm on the Executioner. If you have any Crystales Boxes, use them on the Spell Wardens to get rid of them quickly so they don't cast Drilnos on you. The Executioner hits hard, and if he's Incremmed, he'll hit even harder. His Tackle attack will do well over 1,200 Damage, so that possibly means an instant kill. Make sure to Guard with Aika, as she's important in this fight. Have Vyse use Cutlass Fury and Drachma should use Tackle. His HP isn't high, so you should be able to waste him in a few turns. Just keep guarding with Aika so Tackle doesn't kill her, and hope that Vyse and Dracha don't die, and you should win.

Well wasn't that fun. You'll jump back into the Catacombs and run back to the save point and Marco will open a path for you. Open the chests in here that contain Sacri Crystal x4 and Magic Droplet x4. Talk with Dyne and when given the choice, choose "We have to save Fina!" for a Swashbuckler Boost. You'll recieve the Yellow Moon Stone. When ready, take the path here to find the uppercity. Save your game, and go up to the bridge to jump on the train.

=====O-----O
TRAIN | (00K) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
|SWASHBUCKLER| "Never!"
O-----O

You'll jump upon the train. Make your way down the railcar and Galcian will step onto the train. You need to make it to where Fina is being held before Galcian can reach you, but since he doesn't move fast, you don't need to worry about it. Once you reach the railcar Fina is in, and you'll fight a battle. This fight is like a regular battle, only they'll heal themselves if they get low on HP and cast Electri, so lay waste.

Once you've gotten Fina, Galcian will step in. When given the choice, choose "Never!" for a Swashbuckler Boost. The Little Jack will then blow open the railcar, seperating yourself from Galcian. Vyse will jump onto the Little Jack and try to escape, but it seems someone doesn't want us to go.

=====
VALUAN CRUISER
HP: 18,000
Drops: Repair Kit
=====

-This is a basic Ship Battle, only it can hit a little harder than what Baltor did. On the first turn, fire one cannon to soften it up and Focus on the rest

of the turns. Once you get the signal to use the Harpoon Cannon, do so and the Cruiser should be destroyed. If not, then finish it off.

You'll barely escape through the closing wall, and you'll be in Pirate Isle.

=====O-----O
PIRATE ISLE | (00L) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| MOONFISH | Two
O-----O

O-----O
| CHAMS | One
O-----O

O-----O
|SWASHBUCKLER| "Leave Everything To Us"
O-----O

You'll ask Fina why she was out in the first place, and she'll tell you her story and she'll ask for your help. When given the choice, choose "Leave Everything To Us" for a Swashbuckler Boost. Once you regain control, you'll be right by a Moonfish, so catch it. Head down to the Underground Base and you'll hear Cupil making a sound. It appears that there's a Cham here. Cham's help Cupil grow, and are scattered all over the world of Arcadia. Head all the way down to where the Little Jack is, but before talking to Dyne, head all the way to the end to find another Moonfish. Now talk with Dyne and it's time to set sail.

=====O-----O
PIRATE REGION | (00M) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| DISCOVERIES | Sky Coral, Silver Moon Pit
O-----O

Fly to Shrine Island, and fly east from there, going through the Stone Reef. Once on the other side, look for a small green island to find the Sky Coral Discovery. From there, head north to find a gray rock. Explore the north end of it to find the Silver Moon Pit Discovery. When ready, head to the Valua Region and give the Moonfish you've caught so far to Doc. If you head

into Sailor's Island and visit the Sailor's Guild, you'll receive a Black Spot that enables you to fight Piastol. It would be a wise idea not to fight her yet, as she is extremely strong.

From Sailor's Island, head through the stone reef to find the Nasr Region.

=====O-----O
NASR REGION | (00N) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O Tumble Rocks, Oasis, Wandering Lake, Sandfalls, Star Sand,
| DISCOVERIES | Maroon Isle
O-----O

Before landing in Maramba, there are a few Discoveries to find here. Hover around the mountain tops around Maramba to find the Tumble Rocks Discovery. Head East to find a Black Pirate Ship you can fight, and also the Wandering Lake Discovery. Now lower yourself and fly straight and go into the mountain pass to find the Oasis Discovery. Raise your ship to the high land you see to find the Sandfalls Discovery. Head back to where you found the Oasis Discovery, and head down this path (opposite of the Wandering Lake) until you reach the end to find the Star Sand Discovery. Now go rise up and go forward a little to find the Maroon Isle Discovery. Head back to the Sailor's Island to sell your Discoveries, and stop by the ship shop to upgrade your weapons and armor. Make sure to buy a secondary cannon. Now head back to the Nasr Region and land at Maramba.

=====O-----O
MARAMBA | (000) |
=====O-----O

O-----O Magic Droplet (3), Slipara Box, Nasr Combat Mail, Excavation Arm,
| ITEMS | 300 Gold, Gem Of Fluidity, Moonberry
O-----O

O-----O
| MOONFISH | Two
O-----O

O-----O
| CHAMS | One
O-----O

O-----O
|SWASHBUCKLER| "Hehe. Okay, I'll Stop Staring", "We'll Do It!"
O-----O

O-----O
| EQUIPMENT SHOP |

```

|-----|
|   Nasr Cutlass   - 1340 Gold |
|   Nasrean Mail  -   920 Gold |
|   Ceramic Armor - 1040 Gold |
|   Agile Robe    -   930 Gold |
|   Nomadic Veil  -   640 Gold |
|   Sandstorm Ring -   770 Gold |
O-----O

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O-----O
|           ITEM SHOP           |
|-----|
|   Sacri Crystal -   20 Gold |
|   Sacres Crystal -   60 Gold |
|   Magic Droplet -   40 Gold |
|   Gylph of Might -  100 Gold |
|   Gylph of Speed -  100 Gold |
|   Healing Salve -   50 Gold |
O-----O

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

```

Once you land, Drachma will ditch you here, and fly off to find Rhaknam, so your only choice right now is to explore the town. Head to the dock to the left of you to find a Moonfish and head up the stairs into the town itself.

Head into the building right next to you as you enter and go up the stairs and out onto the roof to find a Cham and Magic Droplet x3. Now go back down and exit the inn and go across to find the Weapon shop. Upgrade if you have the money. There's an item shop behind the weapon shop, so get some items too. Now go to where the Dhabu (the camel-like thing) is and go up the little ramp and talk with the man here to ride it. Ride it back to the little sets of shops and mount off at the posts to grab a Moonfish, Nasr Combat Mail, and a Slipara Box. Now go to the other side of town (through the gates where you found the Dhabu) and mount off on top of the Tavern for 300 Gold.

Now go to the other mount in this area and run down the ramp to reach the ground again. Explore around and you'll run into a ladder going down into a maze. Go left to find a chest containing a Moonberry, and then go back. Push the first switch you see and follow the path to find a chest containing an Excavation Arm. Keep going and push in another button and follow this path for another button. Push it in and follow the path to find a chest containing a Gem of Fluidity. Press the first button and then the last button to get back to land.

Now go into the tavern and talk with the Dancer here. When given the choice, choose "Hehe. Okay, I'll stop staring" for a Swashbuckler Boost. Listen to what the Dancer has to say and head back to the inn to rest. Morning will come. Head for the docks and talk with Bellena. When given the choice, choose "We'll do it" for a Swashbuckler Boost. Once you gain control of the ship, sail east to find the Temple of Pyrynn Discovery and enter it.

===== O-----O
TEMPLE OF PYRYNN| (00P) |
===== O-----O

O-----O Sacres Crystal (3), Magic Droplet (5), Rune of Ill Omen, 1301 Gold
| ITEMS | Moonberry, Ancient Robe, Dancing Arc
O-----O

O-----O
| MOONFISH | Two
O-----O

O-----O
| CHAMS | One
O-----O

O-----O
|SWASHBUCKLER| "You Mean Attack Belleza's Ship?"
O-----O

Head down the path and roll across the gap with the barrel on the right side. Then go to the barrel on the right side and cross the gap here and follow the path for a chest containing 527 Gold. Go back down and cross the gap with the barrel in front of you and continue down the path. Once you reach a room with boulders, run down as soon as the boulder starts rolling and take cover in one of the side rooms. One of the siderooms has a path leading to a Moonfish but we can't reach it yet, so keep following the path, going down and up the ladders until you're able to reach the Moonfish. Keep following the path and open the chest for an Ancient Robe. Head back to the Boulders and go down the ramp and into the door.

In here, roll the barrels on the side into the ground, and then move the last barrel into the ground, and the path will open. Follow the path and open the chest here for Sacres Crystal x3. Go to the right to find another chest containing a Dancing Arc. Now go up twice to find another chest containing 774 Gold. Go back to the first chest and follow the path up to find another puzzle. Roll the two closest barrels into their respective holes and then roll the other two into theirs to open the path. Take the door that's open. After the boulder starts rolling here, run down and take cover in the left side for a Cham and then go across for a chest containing a Moonberry. Now continue going down and follow the path until you reach the next section of the Temple. Follow the linear path in here, opening the chest that contains Magic Droplet x5 along the way until you reach the next screen.

This is the last part of the Temple. Once here, ignore the switch and head right and follow the path until you reach a chest. Open it to fight a Zivilyn Bane. This is like a normal fight, only it has tons more HP, but the end results are worth it as the items you get from the chests can be sold for

big gold. Just watch out for his Burst attack. Once the Bane is dead, go down the ramp and into the last puzzle. Move the Blue Barrel on the right into it's hole, and then the Blue Barrel in the lowerleft corner. Then move the Blue Barrel on the left into it's hole, then the bottom Blue Barrel, and then finally the Red Barrel. Head back to where the switch is and activate it to cool the lava and follow this path, getting the Moonfish on the way. Save your game and enter the door for a fight.

=====
ROKWYRM
HP: 4300
Drops: Riselem Box
=====

-This guy isn't all that hard, but he'll hit you hard on occassion with Volcanic Blast. It can also stone one of your characters, so beware of that. Cast Increm on Vyse, and make sure his weapon is of the Ice (Purple) Element to do the best damage. Fina should focus on healing, while Aika should either Focus, Attack, or Heal, depending on the situation. Just keep using Cutlass Fury with Vyse and it should fall.

Cross the newly formed bridge to claim the Red Moon Crystal. A path will open to the entrance. Take it and make sure to save your game. Head down to where Bellena is and talk with her and she'll reveal herself as Belleza. She'll summon the Red Gigas, Recumen and make a run of it. Drachma comes along and shoots the Gigas before it can get its shot off, knocking it off balance and rescues Vyse and friends. Vyse then takes control of the Helm, and it's showtime.

=====
RECUMEN
HP: -----
Drops: -----
=====

-Although you can't win this fight, you can't lose it either. All you have to do is shoot it and dodge it's Red Ray attack. It's easier than it sounds. Simply use your Secondary cannon on the square before the Red square, and drag it so it fires onto the Red Square, and then with the next character, choose to shoot with a regular cannon and it should knock it off balance. Just keep this up. Once given the choice, choose "You mean attack Belleza's Ship?" for a Swashbuckler Boost. You'll then fly off to do battle with Belleza's Ship, the Lynx.

=====
LYNX
HP: 30,000
Drops: Captain's Stripe, Magic Cannon, 3" Blaster
=====

-This will be a difficult fight. On your first turn, make sure to cast Increm and keep casting it as the battle wears on if you want to win. Use a mix of your Secondary Cannons and Main Cannons to hurt her, but make sure to heal after every turn. About every other turn, she'll use three attacks in one turn to do around 6,000 damage to you. Just keep your HP up while you attack her until you get some options. On the first option, choose to make a sharp turn. When given another choice, choose to get behind her. When given another choice, choose to move upwards, giving you the chance to land a Harpoon Cannon shot which should finish her off. If this doesn't finish her off, do so on the next turn. Just keep your HP above 6,000 and you should

win this fight.

After the fight, Drachma will take Belleza's Engine so they can cross the South Ocean to get the Green Moon Crystal. After it's all said and done, make sure to save your game, and head back to Maramba. The second Bounty, Rupee is here. If you wish to fight him, then here's a strategy for him.

=====

RUPEE LARSO

HP: 5000

Drops: Captain's Hat, Paranta Seed

=====

-This fight can be a real pain. For starters, Barta is the one you'll want to take out first, so concentrate on using Cutlass Furies and Tackles whenever you have the spare SP to do so. Fina and Aika should be your healers. Use Crystals to conserve SP, and keep your health up above half and you should take out Barta with no problems. For Rupee, just have Aika keep using Delta Shield and Rupee won't be able to hurt you, so lay waste.

Go report to the Sailor's Guild after beating them to claim your reward and rest at the inn if needed. Make sure to buy some equipment for your Ship and sail off. Before heading to the South Ocean, head for Doc and give him the Moonfish you have. Head back to Maramba and go South to find the South Ocean.

=====O-----O

SOUTH OCEAN | (00Q) |

=====O-----O

O-----O

| ITEMS | None

O-----O

O-----O

| DISCOVERIES | Sky Anemone, Beak Rock, Comma Rock, Ixa'Taka

O-----O

The one thing to note here is that there are more random encounters in here for some reason, so don't be surprised if you get into a random battle every 3 seconds.

Head along the southeastern part of the South Ocean crossing over any rocks you see to find the Sky Anemone Discovery. Head East from this Discovery to find the Beak Rock Discovery. Now make your way across the South Ocean. The Comma Rock Discovery should be flying around near the exit, so claim it once you find it. Once you exit the South Ocean, you'll find the Ixa'Taka discovery.

===== O-----O

IXA'TAKA REGION | (00R) |

===== O-----O

O-----O

| ITEMS | Abirik Cham

O-----O

O-----O Garpa Fruits, The Great Bird, The Golden Man, Ixa'Takan Palace
| DISCOVERIES | Ixa'Ness Village, Turtula Pole, Wings of Gold

O-----O

There are two important ships here; a merchant ship, and a ship floating
around that will take 10 Sky Sardis from you and will give you an Abirik Cham
in return. These will make Cupil grow a level.

Now then, for the Discoveries, once you find a village on a platform with a
ship on the back of it, fly under it and hover around it to find the Garpa
Fruits Discovery. Now fly west from here and look between two cliffs to find
a forest. Examine around here to find the Turtula Pole. Now raise to the
cloud ceiling and move around for a little bit to find the Wings of Gold
Discovery. This will fly around in the air, so catch it when you see it. Go
back to the Garpa Fruits discovery, and go northwest and look on the ground
for a bird. Hover over it to find The Great Bird Discovery. Now look for
a little hut on a floating island next to two tall pillars with grass on the
top. Move to the left one to find The Golden Man Discovery. From this
discovery, head south and search the small forest (it's on the same island)
and you'll find the Ixa'Takan Palace Discovery. Now go back to the Garpa
Fruits Discovery, and head Southwest to find the Ixa'Ness Village Discovery.
Now head to the Garpa Fruits Discovery again, but stay high into the air
hover around the village until you can land.

=====O-----O

HORTEKA | (00S) |

=====O-----O

O-----O

| ITEMS | Sacri Crystal (25), Sacri Box, Moonberry, Paranta Seed

O-----O

O-----O

| MOONFISH | Two

O-----O

O-----O

| CHAMS | Two

O-----O

O-----O

|SWASHBUCKLER| "Let's break into the Moonstone Mines"

O-----O

O-----O

| EQUIPMENT SHOP |

|-----|

| Hunter's Sword - 2280 Gold |

| Hunting Arc - 1820 Gold |

| Miner's Overalls - 910 Gold |

| Fiber Robe - 1040 Gold |

| Golden Armor - 2480 Gold |

| Quetya Feather - 810 Gold |
O-----O

O-----O

| ITEM SHOP |

|-----|

| Sacres Crystal - 60 Gold |

| Sacrum Crystal - 600 Gold |

| Magic Droplet - 40 Gold |

| Curia Crystal - 30 Gold |

| Risan Crystal - 150 Gold |

O-----O

Once you enter, the people in this village will shun you once you say you came across the South Ocean. Make sure to save your game here. Now run past the ramp going up and go down the ladder here and follow the path for a Cham. Go through the exit here to find a huge field with a ship. Go onboard the ship and talk with the young man here to get some Fuel. The man will reveal himself as Hans. Before leaving this section, go up the little ramp and around the boat to find a chest containing Sacri Crystal x25. Jackpot. Now head back to the save point, and explore the town some more. Eventually you'll run into a tunnel. Follow it and keep following it to find the Chief's Hut. Once you talk with him, the people will start talking and the weapon and item shop is now available. Before going back, head up the ladder near the chief's house, and then up another ladder to find a watchout man named Tikatika. Also up here is a Moonfish and a chest containing a Paranta Seed. Now go back down and head back to the save point, and go up the ramp to the left of the save point until you find a ladder going all the way down. Once you reach the bottom, take the rope all the way up and take the slide and enter the Tavern here. Head up the ladder here and open the back in this room to find a chest containing a Sacri Box. Now climb up the ladder again and exit to find another Moonfish. Slide back down and climb the ladder. Find the other rope that goes up and go up and take the little platform to find a Moonberry. Now head to the Weapons Shop to upgrade your equipment and get some Healing items, and exit. Find the Merchant ship here to sell your Discoveries, and head north from Horteka and you'll run into De Loco.

=====

THE CHAMELEON

HP: 25,000

Drops: Captain's Stripe

=====

-His attacks may hit hard, but his defense is low, so make sure that your Torpedos, Sub Cannons, and Cannons hit on the same turn at least once to make the most out of it. Guard when a red block comes up to reduce the damage from the Flamethrower, and hit him with the Harpoon Cannon to finish him off.

Now with that pest out of the way. Keep going south to find the King's Hideout.

Talk with the King to learn that the man that knows where the Green Moon Crystal is has been captured by the Valuans. When given the choice, choose "Let's break into the Moonstone mines" for a Swashbuckler Boost. Grab the Cham in here before leaving, and then exit. Head south and a little west to find Moonstone Mountain.

```
===== O-----O
MOONSTONE MOUNTAIN | (00T) |
===== O-----O
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```
O-----O Curia Crystal (4), Zaal Seed, Healing Slave (2), 3" Blaster,
| ITEMS | 800 Gold, Gylph of Might (4), Gylph of Speed (4), De Loco Drill,
O-----O Twin Propellers, Moonberry
```

```
O-----O
| MOONFISH | One
O-----O
```

```
O-----O
| CHAMS | Two
O-----O
```

```
O-----O
|SWASHBUCKLER| None
O-----O
```

Follow the linear path once you enter and save your game once you come across the save point. Enter and you'll trigger something off, catching De Loco's attention. From here, keep following the path until you come at an intersection. Take the left path for a Cham, and then go through the right path and follow the main path. Walk across the X and keep following the path, going up the next ramp and follow the path of X's here and follow the path until you reach the next screen. In here, cross over the left Triangle and get the Cham. Keep going and open the doors along the way to find Curia Crystal x4 and 800 Gold. Keep going and take the right path, dropping through the O tile. Now drop through the middle one. Enter the door in this hall to find Centime.

Centime will activate the elevators for you. Take the elevator he was near and go up. Check the side room for a chest containing a Zaal Seed. Exit the room and keep going straight, ignoring the intersection and open the door here to find a chest containing a 3" Blaster. Run past the next door and open the chest to find the De Loco Drill. Look over the left to find a Moonfish. Go back to the intersection and take the right path and drop through the O tile on the right to find a chest containing a De Loco Mail. Drop down and you'll be back at the beginning. Make your way back to where you were and stop at the first huge tile room, and go down the left ramp and take the elevator.

Once out of the elevator, open the door to find a chest containing a Moonberry. Now go back to the main path and keep going until you reach the tile room. Take the left path here and keep going to find an elevator. Take it and cross the bridge here. Keep following it and you'll eventually reach a room with four doors. You'll fight a battle. Waste the guards. Save the door they were guarding for last, and open all the chests in the rooms and then enter the room the guards were guarding. You'll meet the High Priest the king was talking about, Isapa. A path will now open, so take it and save your game and continue through the door. You'll run into Alfonso, and his rebuilt pet, Antonio.

```
=====
ANTONIO 2
HP: 5000
Drops: Moonberry
```

=====
-This is just like the same fight with Antonio before, only he's a little stronger and a lot slower. If Vyse has Pirate's Wrath, save up your SP to use that, as it should do around 2,500, and even more if Incremmed. Don't bother using Increm, though. Just attack fast and hard, having Vyse use either Cutlass Fury or Pirate's Wrath, and Drachma using Tackle. Fina and Aika should be the healers as Antonio 2 can hit upwards to 1,200 damage. Just hit him hard and he'll fall fast.

Antonio will lift up and fall back on Alfonso, crushing his back. That was pretty painful to watch. Now head out the door, talk with Centime, and make your way to the exit and head back to the King's Hideout. When there, Isapa will mention a clue to find Rixis.

Head back to the Ixa'Taka Region, and find the Great Bird Discovery, and fly straight from where the beak is pointing until you find the Rixis Discovery. Land here.

=====
RIXIS | (00U) |
=====O-----O

O-----O Risan Crystal (3), Sacrulen Crystal (2), Moonberry, Golden Mask,
| ITEMS | 1186 Gold, Stonecutter, Light Coat, Ruin Arm, Icyl Seed
O-----O

O-----O
| MOONFISH | One
O-----O

O-----O
| CHAMS | Two
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

Grab the Cham at the entrance, and put the Golden Man's Eye in the left statue and the Great Bird's Eye in the right statue and the path to Rixis will open. Once you reach here, Aika will see someone and they'll run off. Go to where the person was, and follow the path to find a floating platform. Take it across and once you land, take the stairs down and open the chest containing Risan Crystal x3. Now take the stairs up and continue down the path until you a pair of stairs. Find a way to get behind the wall to find a chest containing a Stonecutter. Go back to the stairs and take them up and take a right to find a chest containing Sacrulen Crystal x2. Go back and take the floating platform and ride it to the next location.

Head up the stairs to find a Cham. Go back down and go into the next room to find a chest containing the Golden Mask, but first you must defeat a Zivilyn Bane to claim it. Once he's done for, go down the stairs and run past the floating platform and open the chest containing 1186 Gold. Go back to the platform and ride it across. Run into the next room and open the chest containing a Moonberry. Go back and go up the stairs and open the chest

containing a Light Coat and keep going up. Move forward a little to the platform and grab the Moonfish floating around. Now get onto the moving platform and grab the chest containing a Ruin Arm. Head into the next room and step onto the platform and get off at the second edge it goes across to find a chest containing an Icyl Seed. Now ride the platform all the way around and get off the ledge before the one that contained the Icyl Seed to find the person earlier. Once you approach, he'll run. So run forward and take a right and he'll run away again. Now go left and he'll use a floating platform to get across. Take it and follow him and take the other floating platform to the top. Save your game here and head up the stairs to trigger a fight.

=====
RIK'TALISH
HP: 6500
Drops: Sylph Seed
=====

-The one thing to note here is that Rik'Talish has the ability to confuse your party, so make sure to have enough Curia Crystals for this fight. He'll also put you to sleep. The one attack you'll want to watch out for is Feather Slash which will hit your characters for heavy damage. Cast Increm on Vyse and Drachma, and have Vyse go crazy with Cutlass Furies, or if you have it, Pirate's Wrath. Drachma should either attack or use Tackle. Aika and Fina should be throwing out Curia Crystals or Healing Crystals whenever someone is low on health or has a status effect. Just keep confusion and sleep off of everyone and keep your health up and you should be able to win.

You'll notice the Green Moon Crystal is missing, and the man that you followed will try to escape, but Vyse slides down the railing and tackles him, and you'll learn that the king is going to summon the Green Gigas, Grendel, to rid of the Valuans. Well we can't have this. Make sure to save your game and head back to the floating platform to board the Little Jack. Grendel will rise, and De Loco will appear. Looks like he wants a fight.

=====
THE CHAMELEON
HP: 25,000
Drops: Hunter Torpedo
=====

-The Hit Points haven't changed, but his offensive sure has. De Loco will hit you hard and start attacking ruthlessly from the start of the battle. Get as many shots as you can to deal as much damage as possible before the turn he gets to use his Test Cannon. On this turn, guard and then heal on your next turn. Then keep pelting him with your cannons until you can use the Harpoon Cannon. That should finish him off.

With De Loco out of the way, the Armada will flee the scene, and now it's time for Grendel.

=====
GRENDEL
HP: -----
Drops: Captain's Stripe, Grendel Wing, Complete Kit
=====

-Just like Recumen, you can't beat him by knocking his health down. However, you can still win this fight by knocking him into the valley. Start off by softening him up a little with your cannons. Most of his attacks will only

do about 1,200 Damage, so you'll need to worry about healing once every two or three turns. When given the choice of staying up or going down, stay up. If you go down, Grendel will use his Stomp attack doing 7,000 damage to the Little Jack, and then usually follows that up with another attack. Once you've done enough damage, he'll start holding his head. Now's your chance. Once you get the chance to use the Harpoon Cannon, use it and Grendel will fall into the valley, rendering him stuck.

The King will call off Grendel, and you'll gain the Green Moon Crystal. Now the Iron Gate will be pulled down. Make your way through it.

=====O-----O
NORTH OCEAN | (00V) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O Will o' Wisps, Mysterious Rings, Roc's Nest, The Giant Throne,
| DISCOVERIES | Lighthouse Ruins, Giant's Hammer, Tricyclone
O-----O

Head North from the Iron Gate to find a little island and explore it to find the Will o' Wisps Discovery. From the Will o' Wisps, fly south and watch your compass to start spinning. When it does, press A to find the Mysterious Rings Discovery. Go back to the Will o' Wisps, and head west to find the Roc's Nest Discovery. Now drop down a little and wait to find the Tricyclone Discovery. Now rise back up and continue down the North Ocean, sticking on the east until you reach a gray island to find The Giant Throne Discovery. Continue forward and you'll encounter the next Bounty, Gordo.

=====

GORDO
HP: 2000
Drops: Cham, Sky Sardi x30, Spiked Sunfish x20
=====

-Not all that hard. His Chefs will pose as a problem, however. Just Cutlass Fury the Chefs, and then Gordo will be a pushover. Cutlass Fury and Tackle Gordo and he'll fall in a matter of minutes.

After Gordo leaves, hug on the west side of the North Ocean and fly over an island to find the Lighthouse Ruins Discovery. Keep on the western side and look for an island by the dark, gray rift for the Giant's Hammer Discovery. Now fly into the Valua Region and explore around here until you find the Maw of Tartas.

=====O-----O
MAW OF TARTAS | (00W) |
=====O-----O

O-----O
| ITEMS | Chom (3)

O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
| CHAMS | None
O-----O

O-----O
|SWASHBUCKLER| "We Understand. We'll Go With You"
O-----O

Explore around the entrance to find a Chom which makes Cupil puke out any Chams it ate. Now continue down to the seal for an easy fight. When given the choice, choose "We understand. We'll go with you." for a Swashbuckler Boost. Head back to the Little Jack and then head to the Deck to find Drachma holding a box. He tells you to open the box, and he'll begin opening up about why he's chasing Rhaknam, which is to avenge his son. Soon the fog will roll in. Save your game and head east until the screen Blackens, and you'll encounter Ramirez's Ship, and then do battle with a Valuan Cruiser. The fight is way too easy, so lay waste to it, and the Little Jack will start being fired at. Run to the Lifeboats, and Drachma will push Aika and Fina off first and then pushes Vyse off, going down with his boat. Ramirez will then attack attack the life boats, and Vyse will land on a deserted island.

NOTE: From now on, I'm not going to make sections for the world map.

===== O-----O
DESERTED ISLAND| (00X) |
===== O-----O

O-----O
| ITEMS | Moonberry
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

Make sure to save your game here, and head through the tiny forest and examine the skeleton near the entrance of the right cave to find a piece of a map that will come into play later. Enter the cave and take a left to find a chest containing a Moonberry. Explore the rest of the island, and then head back into the cave with the Moonberry, and continue past the left turn and turn right to find a bed. Rest, and the scene cuts to, Aika and Fina.

```
=====O-----O
NASRAD      | (00Y) |
=====O-----O
```

```
O-----O
| ITEMS | Abirik Cham, Sylph Seed
O-----O
```

```
O-----O
| CHAMS | One
O-----O
```

```
O-----O
|SWASHBUCKLER| None
O-----O
```

Go save your game and go enter the town. Find the weapons shop and you'll find the Nasrad Merchant you escorted earlier in the game. Talk with him to receive an Abirik Cham. Now exit, and head down the ramp, and head up the stairs near the Sailor's Guild to enter the next section of the map. Head all the way past the shop and take a turn up to find a chest containing a Sylph Seed. Also go into the house that has the pink cat on it to find Osman. Watch her be rude, and exit. Head for the inn, talk with the innkeeper and choose to rest and the scene will switch back to Vyse.

```
===== O-----O
DESERTED ISLAND| (00Z) |
===== O-----O
```

```
O-----O
| ITEMS | None
O-----O
```

```
O-----O
| MOONFISH | None
O-----O
```

```
O-----O
|SWASHBUCKLER| None
O-----O
```

You will now be in control of Vyse again. He'll want food, so search around the forest to find some Grapors. Once you get 15 Grapor's Meat, the day will end. Next, you'll need to find some firewood. Run around in the forest. The pieces are pretty easy to see, so you shouldn't have any problems. Once you get five, the day will end. Now, you have to find Moonstones. Get the one by Gonzalez's Grave, and then explore the forest for four more. To find the last one, head up to where the signal fire is to claim the last one. A few days will pass as Vyse works on his boat, and then a ship will fly overhead and will see Vyse. Vyse will be taken on the ship and the Captain, Gilder, comes out to greet him. Fly towards Nasrad.

```
=====O-----O
NASRAD      | (01A) |
=====O-----O
```

```
O-----O
| ITEMS | None
O-----O
```

```
O-----O
| MOONFISH | One
O-----O
```

```
O-----O
|SWASHBUCKLER| "We Have Important Information"
O-----O
```

```
O-----O
|           EQUIPMENT SHOP           |
|-----|
| Iron-Cutter - 3870 Gold |
| Nasr Pistol - 3520 Gold |
| Nasr Uniform - 2070 Gold |
| Caravan Armor - 1930 Gold |
| Holy Robe - 1520 Gold |
| Immunity Ring - 1490 Gold |
O-----O
```

```
O-----O
|           ITEM SHOP           |
|-----|
| Sacres Crystal - 60 Gold |
| Sacrum Crysatl - 600 Gold |
| Magic Droplet - 40 Gold |
| Gylph of Might - 100 Gold |
| Gylph of Speed - 100 Gold |
| Healing Salve - 50 Gold |
O-----O
```

```
O-----O
|           SHIP SHOP           |
|-----|
| Advanced Cannon - 5500 Gold |
| 10" Cannon Coil - 3710 Gold |
| Valuan Torpedo - 2400 Gold |
| Porynn Figure - 4400 Gold |
| Compound Deck - 5500 Gold |
|Enhanced Kitchen - 5500 Gold |
| Deluxe Kit - 75 Gold |
| Gear Grease - 500 Gold |
| Apa Wax - 100 Gold |
O-----O
```

Once here, head around on the docks until you find a Moonfish. Save your game and head into Nasrad and head to the Weapon Shop to upgrade your equipment and sell off any of the Zivilyn Bane treasures you claimed. Once you're done, head to the inn to rest up and Aika and Fina will be in control now.

Head for the bar to claim your pay from the Barkeeper, and you get an extra item since you did a good job. Now head back to the inn, and you'll spot an old man lying on the ground. Once he's in Aika's and Fina's room, he'll give you part of a treasure map. The scene will shift over to Vyse. Gilder will look at the map and claim that Vyse found a real treasure map. Now head to the dock, but you'll remember you have to tell the king something. Head for the palace, and when given the choice, choose "We have important information!" for a Swashbuckler Boost. The king will listen to you and not believe you.

You'll now be in control of Aika and Fina. Head North and look around the several islands for Daccat's Island. It's the biggest one. Once you land, grab the Cham here and stand on the platform. Now it will be Vyse's and Gilder's turn. Head for the dock, get on your boat, and head for Daccat's Island.

===== O-----O
DACCAT'S ISLAND| (01B) |
===== O-----O

O-----O Sacruken Crystal (2), Magic Droplet (4), Magic Dew, Moonberry,
| ITEMS | 2001 Gold, Soul Crystal, Electrum Box, Vidal Seed, Skywing,
O-----O Maiden's Armor (2), Daccat's Armor, Risan Crysatl (2)

O-----O
| MOONFISH | One
O-----O

O-----O
| CHAMS | One
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

Step on the tile with Vyse, and the path will open up. You will now have control of Aika, so venture inwards. Take the left path for a chest containing a Skywing. Go back and head foward and head for the switch icon to switch to Vyse. As Vyse, take the right path when you come to it and open the chest for a fight with Zivilyn Bane. Beat him to get the Soul Crystal. Now go back and go foward and take the left path and move the lever here. Go to the switch icon to change.

With Aika, head for the sidepath and open the chest for Sacruken Crystal x2. Move the lever and go to the switch icon and change to Vyse. Find the chest in here that contains 2001 Gold, step on the plate and it will switch back to Aika. Head straight and open the chest for Maiden's Armor x2 and change back into Vyse. Go up to the crank and turn it once, go open the chest containing Magic Droplet x4 and go change back into Aika. Open the chest with Aika for a Magic Dew and go stand on the plate and change back to Vyse. With Vyse, turn the crank twice, open the chest for Daccat's Armor, and run over to the plate and it will switch back to Aika. Grab the chests that contain a Vidal Seed and Electrum Box and the Cham and go step on the plate and switch back to Vyse. Head to the left for a chest containing Risan Crystal x2, another one containing a Moonberry, and a Moonfish above. Now go back and take the

other path for another chest and stand on the plate.

It will switch to Aika. Head for the switch icon and change back to Vyse. As Vyse, go over to the crank and turn it once and switch back to Aika. Now run over to the other crank with Aika and turn it twice. Go change back to Vyse and run over to the switch icon and change back to Aika. Now turn the crank three times and run over to the plate and change back to Vyse. Now go over to the other plate, and the two doors will open Follow the path with Aika until you reach a plate again. Follow the path with Vyse and save your game. Now go down to the plate, and the path to the treasure will open. Aika spots Vyse and runs over to hug him, but the pathways fold into the side, and two enemies appear to rid of you.

```
=====
SINISTRA/DESTRA
HP: 4,000/4,500
Drops: Icyl Seed, Magus Seed
=====
```

-This fight can be rather difficult, depending on what moves they use. Cast Increm on everyone if you can, and have Fina use Sacrum Crystals if you have them. Change your weapons to the Ice Element (Purple) and have Vyse use Cutlass Fury on Sinistra, and Gilder should use Gunslinger. Have Aika and Fina Focus if they don't need to heal, and keep attacking Sinistra until it falls. Once it's gone, change your weapons to the Fire Element (Red) and focus on Destra. Fina and Aika should use Sacrum Crystals as needed to save you SP, and have Vyse use Cutlass Fury and Gilder either attack or use Gunslinger. Keep hitting it hard, and keep your health up, and you should come out victorious.

After they're gone, the path to the chest will come up. So run across the bridge and you'll find the chest, which only contains one Gold coin, and a letter from Daccat. An exit will then open, so exit, and head back to Nasrad.

```
=====O-----O
NASRAD      | (01C) |
=====O-----O
```

```
O-----O
| ITEMS | None
O-----O
```

```
O-----O
| MOONFISH | None
O-----O
```

```
O-----O
| CHAMS | None
O-----O
```

```
O-----O
|SWASHBUCKLER| "Surrender"
O-----O
```

Once you enter, save your game and enter into the town, and you'll notice the Valua Armada shooting at Nasrad, destroying the Nasrad Palace. This can't

be good. Gilder will suggest running towards the docks, so do so. Once you get there, Ramirez will appear behind a huge firewall, and will want to fight you. Fina gets in front of Vyse and tells him to Surrender, as Ramirez is too strong. Take her advice and choose "Surrender" for a Swashbuckler Boost. You'll then be taken to the Grand Fortress.

=====O-----O
GRAND FORTRESS| (01D) |
=====O-----O

O-----O
| ITEMS | Unholy Dagger, Moonberry (2)
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
| CHAMS | One
O-----O

O-----O "Let's Take Our Chance And Hop On"
|SWASHBUCKLER| "Of Course You Can Come With Us", "I'll Do It"
O-----O

Gilder's little birdie will fly into the cell with a piece of paper and piece of wire around it's leg. Gilder will take the wire and will unlock the door. Let's set off to find Aika and Fina. Let's find Aika, first. Head straight until you reach a room with an elevator. Waste the guards and save your game. Ride the elevator to the second floor, and follow the path and enter Aika's cell to find Vigoro trying to get... erm... friendly with Aika. After some talking, it's time for a fight.

=====
VIGORO
HP: 5,000
Drops: Cannon Room Key
=====

-This fight is pretty easy. His attacks are weak, only doing about 300 damage but he can confuse Aika, which can get annoying pretty fast. Just lay waste with Pirate's Wrath and Gunslinger and Vigoro will fall in a few turns.

Equip Aika with her weapon and armor and head back to the elevator room and head up for the third floor. Run through the barrel here and take the lift outside. Save your game and go through the door. You'll encounter a scene with Ramirez and Fina. Once it's over, run to the door the Guards are guarding for an easy fight. Open the door to find Fina. Equip Fina's armor and go back to the lift and go down. Now take the door on the left and open the door. You'll notice a bunch of search lights here. It would be wise not to get caught by one, as it provokes a battle, and you'll want to keep your HP up. Run up the stairs, and when on the second floor, head all the way to the right while avoiding the search lights to find a chest containing a Moonberry. Now head back left and make your way up until you spot another chest. Open it to start a fight with Zivilyn Bane. You'll get the Unholy

Dagger for beating him. Now go through the door, save your game, and go through the next door for a fight.

```
=====
DRALKOR TANK
HP: 7,800
Drops: Riselem Crystal x5
=====
```

-This fight can be rather difficult. If you have at least 16 SP on the first turn, have someone use Incremus, and Focus with the rest of the party. The main attack you'll want to watch out for is Wheel Blast which hits an area, doing around 1,800 damage, so make sure Fina and Aika don't run in. Once everyone is Incremmed, have Vyse use Cutlass Fury or Pirate's Wrath and Gilder should use Gunslinger if you have the leftover SP. Fina and Aika should always be focusing unless someone needs healing. He has a lot of HP, and has high attack power, but if you keep your HP up, you'll win.

After the fight, a faint voice will call out to jump onto the lift and to go up. When given the choice, choose "Let's take our chances and hop on" for a Swashbuckler Boost. You'll run into the Prince of Valua, Enrique. He'll ask you to follow him, and the party will do so. You'll be aboard on a huge ship named the Delphinus. Enrique will ask you to take him with you. Choose "Of course you can come with us." for a Swashbuckler Boost. The ship will start up, and you'll fly out into the middle of the Grand Fortress Wall, where a battle will ensure. You just simply need to Focus on the first turn and use the Moonstone Cannon to escape.

The ship will escape, and now everyone elects a captain, and the popular opinion seems to be Vyse. Choose "I'll do it!" for a Swashbuckler Boost. Gilder will suggest to check out the ship. Search both of the crates on the sides for a Moonberry, and a familiar face, Marco. Marco will be your first crew member. Head out to the deck to find a Cham, and then go talk with Gilder who will leave you. With Gilder gone, you have a new teammate, Enrique.

You'll now have control of the Delphinus. Go visit Doc to give him the Moonfish you caught. Land at Sailor's Island now.

```
-----
===== O-----O
SAILOR'S ISLAND| (01E) |
===== O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
| CHAMS | One
O-----O

O-----O
|SWASHBUCKLER| None
O-----O
```

O-----O
| CREW | Polly, Lawrence, Pinta
O-----O

O-----O
EQUIPMENT SHOP
Ixa'Taka Armor - 2790 Gold
Naval Uniform - 2470 Gold
Prophet's Sand - 890 Gold
Moondust Ring - 1530 Gold
Thryllak's Scale - 2300 Gold
Burocca's Shell - 1920 Gold
Scout Wing - 680 Gold
Beak Hand - 880 Gold
Elastamor - 580 Gold
Raincoat - 560 Gold
Crylhound's Claw - 420 Gold
Thief's Aura - 330 Gold
Sky Cutlass - 450 Gold
Hook Hand - 580 Gold
Sailor's Uniform - 330 Gold
Mystic Dress - 310 Gold
Gemstone Ring - 150 Gold
Throkryn's Scale - 300 Gold
O-----O

O-----O
ITEM SHOP
Sacri Crystal - 20 Gold
Sacres Crystal - 60 Gold
Sacrum Crystal - 600 Gold
Sacrulen Crystal - 200 Gold
Magic Droplet - 40 Gold
Magic Dew - 400 Gold
Curia Crystal - 30 Gold
Risan Crystal - 150 Gold
Gylph of Might - 100 Gold
Gylph of Speed - 100 Gold
Healing Salve - 50 Gold
Chom - 3000 Gold
O-----O

O-----O
SHIP SHOP
Standard Cannon - 1000 Gold
3" Cannon - 700 Gold
Engine Cover - 800 Gold
Armored Deck - 1000 Gold
Bomb - 100 Gold
Repair Kit - 30 Gold
O-----O

Go to the Sailor's Guild to sell any Discoveries and claim your money for

Gordo if you haven't yet, and if you beat the first Piastol, you'll get another Black Spot. The Piastol fights will be in the Sidequest section. Now head to Polly's Tavern and talk with her and she'll join your crew. Now go talk with the man leaning against the Sailor's Guild. Pay Lawrence 10,000 Gold and he'll join your crew. Now head to the Weapon shop to recruit Pinta. Go into the tower by the Inn to find a Cham. If you didn't get the Note in a Bottle earlier here, grab it now. It's at the top. You'll also notice a man by the weapon shop. This is Lapen. Talk with him to initiate a fight.

```
=====
LAPEN
HP: 7,000
Drops: Berzerker Mail
=====
```

-Your first priority is to stay alive in this fight. If anyone dies, you won't be able to use your new move, Prophecy. Have Vyse use Skull Shield while everyone either guards, focuses, or heals. Once your SP is full and no one is dead, use Prophecy to take out the Cones and most of Lapen's life. Finish Lapen off with Cutlass Furies and Royal Blades. Lapen can hit your party for around 3,000 damage, so keep your health up every turn.

Go report your victory to the Sailor's Guild and exit. Head for Nasrad.

```
-----
=====O-----O
NASRAD      | (01F) |
=====O-----O
```

```
O-----O
| ITEMS | Moonberry
O-----O
```

```
O-----O
| MOONFISH | None
O-----O
```

```
O-----O
| CHAMS | One
O-----O
```

```
O-----O
|SWASHBUCKLER| None
O-----O
```

```
O-----O
| CREW | Khazim, Osman
O-----O
```

At the docks, go up the stairs and down the other end and keep going straight and climb up the ladder here to find Khazim. Talk with him and he'll join your crew as a Gunner. Now head into the city. Search around near the fountain for a Cham, and if you look closely, you'll find Osman. Go talk with her and she'll join your crew as a Merchant. Now head to where the item and weapon shops are, but stay on the lower ground and go into the little alley between them to find a chest containing a Moonberry. Now exit Nasrad and head North for the Deserted Island, or now called Crescent Isle.

=====O-----O
CRESCENT ISLE | (01G) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
| CHAMS | None
O-----O

O-----O
|SWASHBUCKLER| "Try And Cheer Her Up"
O-----O

Once you land, you'll meet Brabham and Izmael. They'll offer to upgrade your ship and build your own little base... for a heavy price. You'll need 100,000 Gold for this. If you need any Gold, go find Discoveries and sell off your Daccat Coin for 20,000. Once you get the money, talk with them each and give them the amount they want, and you'll rest up. Fina will tell you what she knows about Ramirez. Ramirez is also a Silvite and was on the same quest as Fina, but was taken into the Valua Armada and changed for the worst. When given the choice, choose "Try and cheer her up" for a Swashbuckler Boost. Your ship will be ready to go. Before heading to our next location, let's get a few more crew members.

NOTE: From now on, I'm not going to list bounty fights in the main walkthrough. You can find them in the respective section.

First place to go is Horteka. Use your map and fly through Sky Rifts to get there.

=====O-----O
HORTKEA | (01H) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
| CHAMS | None
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

O-----O
| CREW | Tikatika, Merida
O-----O

Only two crew members to get here. To get to Tikatika, find the Chief's house and climb the ladder behind his house. Climb the next ladder and talk with Tikatika and he'll join your crew. Now make your way to the Tavern and talk with Merida in the corner and she'll join your crew, assuming you got the Note in a Bottle.

With that done, leave and head into the North Ocean to find a huge restaurant in the air. Enter it and talk with Domingo. If you have 30 Discoveries, Domingo will join you. Nothing left to do here.

Head over to Maramba, and go to where the Star Sand Discovery is and fly through the Sky Rift to find your next destination, Esparanza.

=====O-----O
ESPERANZA | (01I) |
=====O-----O

O-----O
| ITEMS | 2248 Gold, Moonberry, Valuan Uniform (3)
O-----O

O-----O
| MOONFISH | Two
O-----O

O-----O
| CHAMS | One
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

O-----O

EQUIPMENT/ITEM/SHIP SHOP			
Admiral Cutlass	-	4970	Gold
Wing of Hope	-	4760	Gold
Daccat's Tunic	-	3500	Gold
Battleworn Armor	-	3810	Gold
Miracle Robe	-	2400	Gold
Vigoro's Chain	-	2890	Gold
Sailor's Buckler	-	1930	Gold
Nocturnal Sight	-	1930	Gold
Sacrum Crysal	-	600	Gold
Magic Droplet	-	40	Gold
Magic Dew	-	400	Gold

	Curia Crystal	-	30 Gold	
	Advanced Cannon	-	5500 Gold	
	10" Cannon Coil	-	3710 Gold	
	Valuan Torpedo	-	2400 Gold	
	Pyrynn Figure	-	4400 Gold	
	Compound Deck	-	5500 Gold	
	Deluxe Kit	-	75 Gold	

O-----O

I really love the theme song of this town. Save your game here and follow the ramp going up to enter into the town itself. Go down the ladder near you to find a Cham. Follow the path down here to find a chest containing 2248 Gold. Now climb back up the ladder, and look for the inn. Next to the inn is a house. Enter it and pull the lever and climb the ladder and open the chest for Valuan Uniform x3. Keep going up until you reach the top of the Lighthouse. Catch the Moonfish up here and climb back down and exit the house. Explore the town a little more and you'll see a broken down ship and a man. Talk to the man to upgrade your equipment and sell your old stuff. Check around here for a Moonfish and head behind the lighthouse for a chest containing a Moonberry. Now head for the Tavern and talk with the drunk man at the table. He'll reveal himself as Don and talk about how the Rift is impossible to get through. After the scene, Fina runs in and tells you to go to the Dock. Do so and you'll see the Valuan Armada. Enrique will tell you that the man on the ship is Gregorgio. Seems like there's going to be a little war tomorrow. Rest at the inn, save your game, and get on your ship.

You'll first have to fight two easy ship battles back to back, so keep your health up for the big ship itself. Once the second ship has fallen, you'll now tangle with Gregorio's ship.

=====

THE AURIGA
 HP: 50,000
 Drops: Captain's Stripe, Heavy Armor Deck, 12" Cannon

=====

-Although the Hit Points are high, this battle isn't as difficult as it looks to be. Start off by casting Increm and start shooting Torpedos and firing Main and Secondary cannons. Make it so that on at least one turn, the Torpedo, Main, and Secondary Cannon hit at the same time. This fight will take awhile longer. Not because of the Hit Points, but because it likes to defend about two to three times every turn. His cannons are weak, and are even weaker with Increm cast. Once you see a red square, make sure to cast Quicka or use a Speed Wax to avoid the Ram attack, leaving him wide open for a Moonstone Cannon shot. If that doesn't destroy the ship, then finish it off the next turn.

Witht that out of the way, it's time to make your way through the Dark Rift. Fly to where the dark sky rifts are and fly east from them to find a dark colored portal. That's the Dark Rift.

=====O-----O
 DARK RIFT | (01J) |
 =====O-----O

O-----O Sacrum Crystal (3), Magus Seed, 2731 Gold, Moonberry (2),

| ITEMS | Moss Armor, Dream Cutlass, Aura of Valor, Chalice of Blood

O-----O

O-----O

| MOONFISH | None

O-----O

O-----O

| CHAMS | None

O-----O

O-----O

|SWASHBUCKLER| "Fight"

O-----O

O-----O

| CREW | Robinson

O-----O

O-----O

| DISCOVERIES | Black Moon Stone

O-----O

Submitted by many users:

-Apparently I left out where to find the Dream Cutlass. Simply fly up at the beginning and look around for a ship. That's where the Dream Cutlass is. Thanks to the many people that told me about this. There are too many of you to name.

Save your game and fly through the portal to enter the next room. The glowing ships here contain items in there. Check the two ships near for you Moss Armor and a Magus Seed. Now go through the green wall on the left and go through the portal here. Fly straight until you're over the middle and press A to find the Black Moon Stone Discovery. Now turn around and go through the portal on the right. Fly through it to find a ship containing Sacrum Crystal x3 and another ship that has red and white sails. Enter it and you'll see a bearded man who can't remember a thing. Polly will come in and recognize him as her husband, and then he finally remembers who he is. Go figure. Once the talking is done, the sailor, Robinson, will join your crew. Open the chest here for a Moonberry and exit the ship. Now float as far up as you can go and look around for a ship that contains 2731 Gold. Now head back to the Black Moon Stone Discovery.

Once in here, take the portal that's second to the left. Examine the ships here that contain an Aura of Valor, a Moonberry, and a Chalice of Blood. But first, you must fight a Zivilyn Bane for it. Waste it and the Chalice of Blood is yours. Now float up and take the portal here and save your game. Now go foward to find a creature guarding the exit.

=====

ANGUILA

HP: 50,000

Drops: Heavy Torpedo, Timing Valve, Concussion Bomb

=====

-The only thing that can make this fight difficult is that Anguila can duck into the portal, therefore seriously lowering your accuracy. Torpedos are the way to go in this fight, but don't be afraid to use your cannons as well, as they can still hit if his head is poking out. His attacks are fairly weak, so get as many hits as you can. When given the choice, choose to stay put and pound him with your Moonstone Cannon to take about half of his life. He'll then fly out, cueing you to show no mercy and blast him with everything you have. If you don't finish him this turn, he'll duck back into the portal, but he should be close to death, so a well placed Torpedo should do the trick.

It's time to leave the Rift, so do so.

Now fly North until the screen blackens, and it's time for another fight.

=====

TENKOU SHIP

HP: 23,000

Drops: Crystal Bomb, Pyro Bomb

=====

-The ship here will fly high, so don't bother with your main cannons. Fire your Torpedos and make use of the Magic Cannon to land hits. Their cannons are fairly strong, so make sure to pay attention to your ship's HP. Just keep pounding them with Torpedos and Magic and they ship will fall.

After the fight, two men will climb aboard your ship. Choose "Fight" for a Swashbuckler Boost.

=====

JAO/MAO

HP: 2400 (each)

Drops: Moonberry

=====

-This fight can be rather difficult. If they attack a character twice, that'll add up to probably around 2,000 damage. First things first, have someone cast Incremus and Guard on that turn with the other characters. Then have Enrique use Justice Shield to seriously cut down the damage they do. Fina and Aika should be dishing out Sacrum Crystals, and Vyse should use Pirate's Wrath, as one of them should kill one. Or you can simply use a Prophecy, but it's best to waste them as fast as you can before your health gets too low.

Now keep flying North until you find Yafutoma.

====O-----O
YAFUTOMA | (01K) |
====O-----O

O-----O
| ITEMS | 3000 Gold, Moonberry
O-----O

O-----O
| MOONFISH | One

O-----O

O-----O

| CHAMS | One

O-----O

O-----O

|SWASHBUCKLER| None

O-----O

O-----O

| CREW | Kirala, Urala

O-----O

O-----O

| EQUIPMENT SHOP |

|-----|

| Surian Blade - 7500 Gold |

| Yin Wing - 5930 Gold |

| Blade of Slumber - 5690 Gold |

| Scale Mail - 3990 Gold |

| Soranchu Robe - 3750 Gold |

| Long Robe - 4110 Gold |

| Jade Swirl Ring - 2960 Gold |

| The Unseen Hand - 2960 Gold |

O-----O

O-----O

| ITEM SHOP |

|-----|

| Sacrum Crystal - 600 Gold |

| Sacruken Crystal - 200 Gold |

| Magic Droplet - 40 Gold |

| Magic Dew - 400 Gold |

| Risan Crystal - 150 Gold |

| Riselem Crystal - 450 Gold |

O-----O

O-----O

| SHIP PARTS |

|-----|

| Yamato Spirit - 6700 Gold |

| 3' Cannon - 4690 Gold |

| 5' Cannon - 5110 Gold |

| Serpent Torpedo- 5360 Gold |

| Bluheim Figure - 5360 Gold |

|Yafutoman Alcove- 6700 Gold |

| Concussion Bomb- 200 Gold |

| Deluxe Kit - 75 Gold |

| Gear Grease - 500 Gold |

| Rudder Grease - 2000 Gold |

O-----O

Once you enter the town, you'll get a rather rude welcome from one of the Yufatomian guards. Another guard will run in, apologizing for the actions of the other guard. You'll then be in front of the King and asks you to help him get the Blue Moon Crystal, or the Mega Sphere. You agree to do so. You'll

then be outside of the King's place and will have control. Run around the King's Place until you find a Moonfish. Now head down the stairs and take the elevator into town.

Go down the stairs here and head left to find a Cham. Go across the bridge and upgrade your equipment at the Weapon shop. Then head into the Item shop next door and buy any Healing Crystals you need and enter through the other door in the shop to find 3000 Gold. Now head back across the bridge and to the stairs and take the right path this time. Jump in the tub boat and dock on the other side. Head to where the bridge is and turn the crank to open up the bridge. Now get back onto the tub boat and go through the bridge to find a chest containing a Moonberry. Now head down the waterfall and dock. Talk with the woman hammering at the wood, and choose the option complimenting to get Kirala to join your crew. Now find the elevator and go back up and take the tub boat and head for the restaurant. Talk with the waitress, Urala, and she'll join your crew. Now exit, and make your way to the entrance of the town. Head down the stairs and enter the Ship Shop and buy some new equipment for your Ship. Now choose the second option and he'll take you to Mount Kazai.

```
=====O-----O  
MOUNT KAZAI | (01L) |  
=====O-----O
```

```
O-----O  
| ITEMS | Moonberry, Windsong Orb  
O-----O
```

```
O-----O  
| MOONFISH | One  
O-----O
```

```
O-----O  
| CHAMS | One  
O-----O
```

```
O-----O  
|SWASHBUCKLER| None  
O-----O
```

Save your game and head inside. Go down the rope and follow the path. Take the right path when you come to a switch and go through the door and follow the path. You'll notice several little drop off points in the pools here. Take the one second one on the left and follow the path and activate the switch. Jump down and go through the door to get back onto land. Head back into the other room and go through the left door this time. Go right in here and touch the switch when you come across it. Go across and activate the switch. Head back to the other room and take the last door remaining. When you hit an intersection, go right. Once you get underwater, take the door behind you for a chest containing the Windsong Orb, but you first must defeat a Zivilyn Bane for it. Head back and go through the other door and keep going until you reach an intersection. Go left and activate the switch and head all the way back to the main room. Activate the switch in here and head for the ramp and jump down to the bottom. Follow the path. Once on dry land, climb up the rope near you. Catch the Moonfish here and slide back down. Follow the path for a chest containing a Moonberry. Go back and take the

other path for a Cham. Follow the path and stand on the platforms and hit the switch. Head over to the next switch and stand on the platform and hit it. Follow the path and save your game. Take the floating platform down and make your way across the bridge until something pops out of the water.

```
=====
TORTIGAR
HP: 9000
Drops: Moonlight Robe
=====
```

-This fight is more annoying than it is hard. The thing that makes this fight extremely annoying is the fact that Tortigar can use an ability, Steelskin, which neglects all physical and magic attacks, and he uses it almost every turn too, so your best hope is to use Prophecy. What you should do is attack with at least one person. That way, he'll use Steelskin most of the time, so you should focus with the three other characters until you get full SP for a Prophecy. Repeat again and hope that he doesn't use Sacruen which will completely heal him. Just keep using Prophecy until he goes down, as if you try any other S. Moves, he'll use Steelskin.

Run into the door to claim the Blue Moon Crystal. Head back to Yafutoma.

```
-----
=====O-----O
YAFUTOMA      | (01M) |
=====O-----O

O-----O
| ITEMS | Sacruen Crystal (4)
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
| CHAMS | None
O-----O

O-----O
|SWASHBUCKLER| "Wait And See What Happens", "Run And Hide"
O-----O
-----
```

You'll give the Blue Moon Crystal to the King and a party ensues. Moegi will escort you to the Guest house, where Muraji shows up, saying how Moegi is going to marry him, and mentions something of an exiled Prince. Enrique then steps in and protects Moegi from the little runt. Soon after, Muraji will run into a familiar face, Belleza.

The next morning, you'll hear news of the Armada coming, but it appears they don't want to attack. You'll go to the dock to see Belleza and Vigoro, who are here on business terms. Choose "Wait and see what happens." for a Swashbuckler Boost. The scene will switch to inside of the King's Place where the King is screaming at Belleza. Soon after, Moegi will run into your room, saying that the King has been taken hostage. Choose "Run and Hide." for a Swashbuckler Boost. At the intersection, go right for Sacruen Crystal x4.

Now take the other path and take the escape pod, where you'll land at Tenkou Island.

=====O-----O
TENKOU ISLAND | (01N) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| MOONFISH | One
O-----O

O-----O
| CHAMS | One
O-----O

O-----O
|SWASHBUCKLER| "Of Course", "Let's Try Heading East"
O-----O

Follow the very linear path, picking up the Cham along the way. One thing to note here is that the random encounter here can get a little tough, as the enemies will support each other with Power and Speed magic, so make sure to keep an eye on your HP. Once you reach the top, you'll run into Jao and Mao again, but before a battle ensues, a young man will appear and introduce himself as Daigo, the former Prince of Yafutoma, as well as Moegi's brother. Daigo will learn of how his father, the King, was betrayed, and will tell you the Tenkou will join forces with you, that is if you'll help. Choose "Of course." for a Swashbuckler Boost. Once in control again, head to the left side and grab the Moonfish. Head back down to the escape pod and Diago will insist you ride on his ship until you can get yours back. Well speak of the devil, there's been a sighting on your ship. You jump on board. Make your way to the helm for a fight.

=====
MURAJI
HP: 3000
Drops: Magic Dew x4
=====

-The only dangerous thing about this fight are the guards which can be taken care of easily, but Muraji will use support magic on them and himself, and then start with attack magic, so once the guards are gone, using Delta Shield will net you a guaranteed win.

With your ship back, it's time to take out the Armada.

=====
THE DRACO
HP: 40,000
Drops: Captain's Stripe
=====

-Forget strategy here. This fight is an all out offensive fight. You'll be able to use the Moonstone Cannon every turn, but Draco can use his Draco Cannon every turn also. It can deal upwards to 15,000 Damage, so make sure to heal at the end of the turn series. Go all out with your attacks, mixing Torpedo hits and Secondday Cannon hits with the Moonstone Cannon to get the best results. Just keep your health up and your SP up and you should win.

Now that Draco is gone, the Blue Gigas, Bluheim will be free, destroying all the ships. Except yours, silly.

```
=====
BLUHEIM
HP: 80,000
Drops: Captain's Stripe
=====
```

-I have mixed feelings about this guy. Although his attacks are weak, the damage will add up very quickly, as he usually attacks 3 times in one round. He's also fast and will fly out of range of your cannons, so use Torpedos to do the most damage. Whenever a round appears that has two red squares next to each other, make sure to guard on the last turn, as Blue Winds can knock your ship offguard, giving him a wide open chance to strike you hard. Just keep pounding him with your Torpedos and smack him with your Moonstone Cannon when given the chance, and after several minutes of fighting, he'll fly to the ground, crashing into Mount Kazai.

After the fight, Kangan will surrender. You'll be back at Yafutoma and Diago will give you a scroll. Moegi will then decide to join your crew, but we all know she wants to get into Enrique's pants.

You'll then be back on the Delphinus. Choose "Let's try heading east." for a Swashbuckler Boost. Head Southeast from Yafutoma to find the hole that Belleza blasted into the reef, and make your way back to Crescent Island.

```
-----
=====O-----O
CRESCENT ISLE | (010) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| MOONFISH | Two
O-----O

O-----O
| CHAMS | Two
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

O-----O
| CREW | Brabham, Izmael, Belle
O-----O
```

Once you land, Izmael will tell you about everything he's done and Brabham will tell you that he has some plans for the Delphinus. Vyse will then give him the scroll Daigo gave Vyse, and Brabham will nearly wet himself. Once in control, talk to the girl in pink behind you. Her name is Belle, or Jiggles, and Clara sent her to help you so let her join your crew. Head into the first house you see and talk with Khazim or Belle, whoever is in your Active Crew, to view the ship items. Make sure to get some Complete Kits, as they replenish all of your ship's HP, saving you Spirit Points.

Exit and check near the Crane and down for a Moonfish. Keep going straight and get the Cham here. Now head up the stairs and keep going straight to find Osman's shop. Choose to talk with her and she'll ask for money to upgrade her shop. It's your call. Now exit through the other cave and you'll see that there are buildings now. Head all the way to the tip of the island to find a Cham. Talk with all your crew members and some will ask for money to renovate their surroundings. You can do so if you want, as it has it's benefits. Whenever you're done, head up to the lift and grab the Moonfish here. Enter into the Meeting Room and you'll decide to head for the Land of Ice next.

You may notice that your title is Vyse the Fallen Pirate. To correct this, fight Vize at Nasrad. For more information on Vize, check the respective section or the Bounty FAQ. Once you're ready, head Northwest to find the Land of Ice.

Look for a bright blue color in the ice, and land there.

```
=====O-----O
GLACIA      | (01P) |
=====O-----O
```

```
O-----O
| ITEMS | Moonberry, Ice Splitter, Frostblade, Winter Orb
O-----O
```

```
O-----O
| MOONFISH | None
O-----O
```

```
O-----O
| CHAMS | Two
O-----O
```

```
O-----O "The Power Of Ice", "Two...Maybe?", "Will And Spirit"
|SWASHBUCKLER| "Yeah, We Should Just Let Him Go"
O-----O
```

Grab the Cham here and follow the straight path until you reach an Ice Statue. Talk with it and choose "The Power Of Ice" for a Swashbuckler Boost. Go down the path it opened and follow the next path. Talk with the Ice Statue and choose "Two...Maybe?" for a Swashbuckler Boost. Take the open path and follow it until you reach another Ice Statue. Talk with it and choose "Will and Spirit" for a Swashbuckler Boost. This will open the path for the main dungeon.

Follow the linear path until you reach an intersection. Go left here for a chest containing an Ice Splitter. Go back and take the other path and take a left at the next intersection for a chest containing the Winter Orb, but you first must beat a Zivilyn Bane. Head back to the intersection and take the other path until you reach yet another intersection. Go right to find a Cham. Then go back and turn right and take that path for a Frostblade. Now go back to the intersection, turn to the right, and use the save point. Keep going and you'll encounter a fight.

```
=====
VELTARN
HP: 10,000
Drops: Crystalen Box
=====
```

-Talk about a hard battle. Veltarn will mostly use his Avalauncher attack which hits an area, doing around 1,700 damage to whoever is hit by it. He'll also use his Death Laser attack which has a high chance of instantly killing someone off. With that said, this fight won't be a cakewalk. Start off by casting Incremus to boost the Defense up. Cutlass Fury won't work for this fight, so stick with Pirate's Wrath and let the girls focus on using Riselem Crystals or the spell Riselem if someone dies, and let Enrique use Royal Blade if there's enough SP. Just keep attacking him, and keep using Riselem Crystals if someone dies, and Veltarn should fall. Grab the Moonberry a little way up.

With that out of the way, follow the path here and you'll stumble across a foggy room, and you'll see a familiar character. It's Drachma! Man did I miss him. You'll exchange greetings and words, and you'll see Rhaknam, laying on the ground in pain. Drachma will explain that it was damaged too badly from Ramirez's ship, and since Rhaknam saved Drachma, Drachma thought the least he can do is sit by Rhaknam's side in his final minutes. The party will notice the Purple Moon Crystal, revealing that Rhaknam is the Purple Gigas. After some more talking, Rhaknam will form a tear in its eye as it slowly passes away. You'll then leave Glacia. Drachma will board his ship, and will set to sail off to become a Fisherman again. Choose "Yeah, we should just let him go." for a Swashbuckler Boost. Drachma will then fly off, and you should do the same to. Fly back to Crescent Island.

```
-----
=====O-----O
CRESCENT ISLE | (01Q) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
| CHAMS | None
O-----O

O-----O
|SWASHBUCKLER| None
```

O-----O

Once you land, Brabham will tell you that your engine is ready and that he will put it in tomorrow. So head into town and take the lift to the conference room. After some talking, you'll decide that since you'll be able to fly lower, you'll be able to enter the Maw of Tartas from underneath. Morning arrives, meaning your ship is ready to fly higher and lower. Just to let you know, there are no random encounters in the high sky and low sky.

Before heading to the Maw of Tartas, go back to the Lands of Ice and fly below the clouds and use your map to locate Glacia. Enter it through the bottom to grab the Moonberry and the Moonfish here. Now exit, and head for the Maw of Tartas. Use your map to find it if you're having trouble.

=====
MAW OF TARTAS | (01R) |
=====O-----O

O-----O
| ITEMS | Dexus Seed, Moonberry
O-----O

O-----O
| MOONFISH | None
O-----O

O-----O
| CHAMS | None
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

Once you enter, save your game and go right and follow this path. Examine the top of the crystal in here for a Dexus Seed. Return to the intersection at the beginning and take the other path until you run into another intersection. Take a left here and examine the crystal for a Moonberry. Now go back to the intersection and take the other path until you reach a save point. Save your game. That's it. You're already done with the dungeon itself. Head to the next screen, and float upwards until the screen blackens. The Yellow Gigas will come alive, burst through the seal, and will get cranky for being woken up. Time to calm it down.

=====
YELIGAR
HP: 90,000
Drops: Captain's Stripe, Thunder Cutlass
=====

-This guy is extremely weak, but for most of the battle, you'll be too far away to use your cannons, so stick with Torpedos. Cast Increm on the first turn. Yeligar has two attacks; Photon Charge and Voltigar. Photon Charge only hits for about 1,000, if that much. Voltigar will hits for about 1,500

or a little more. Either way, his attacks are weak, but since you'll be far away from the Gigas most of the time, your cannons won't hit. Stick with Torpedos and when you get the chance, use the Moonstone Cannon. His HP is high, so you may have to heal once due to the length of the battle, but he'll fall in a matter of time.

Once that's done, it'll crash into the ground leaving a huge crater. Get the Yellow Moon Crystal, and head back to Crescent Isle.

Once there, it's time to get Fina's Ship back so she can bring the Moon Crystals back to her home. Try to leave Crescent Isle, and Gilder will tell you about a base that's being built a base so they can get into the Deep Sky. Like the good guys you are, it would be wise to stop them. Head to Dangral Island. It's in the lower sky around Shrine Island.

```
-----  
=====O-----O  
DANGRAL ISLAND| (01S) |  
=====O-----O  
  
O-----O  
| ITEMS | Sacrum Crystal (2), Moonberry, 4000 Gold, Imperial Blade  
O-----O  
  
O-----O  
| MOONFISH | Two  
O-----O  
  
O-----O  
| CHAMS | None  
O-----O  
  
O-----O  
|SWASHBUCKLER| None  
O-----O  
-----
```

Once in control, grab the Moonfish to the right and climb down the ladder. Run down the path, and open the door to shut down the power so the fans will stop. Head back to the fans and go through them. Follow this path and you'll run into several doors. Take the door that's across from you and follow this path to find some more doors. Examine all the rooms for Sacrum Crystal x2, 4000 Gold, a Moonberry, and an Imperial Blade. Head back to the room with the four doors and enter through the only door you haven't been through yet. Follow the path, going down the stairs and go through the door at the end. Go through the door across from you and you'll notice some papers on a desk. Vyse will check them out, grab them, and run, but not before Galcian spots him. Go back into the room, and run along the right side until you hear a Moonfish. This is the last Moonfish, so grab it. Now head back all the way to the entrance, but before you can escape, Galcian appears. After some talking, Gregorio appears behind you and knocks you all through the door. Head back to the Delphinus and go back to Crescent Isle.

```
-----  
NOTE: Since you've gathered all the Moonfish in the game, there's no need for  
me to keep the Moonfish part around.
```

====O-----O
CRESCENT ISLE | (01T) |
====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| CHAMS | None
O-----O

O-----O
|SWASHBUCKLER| None
O-----O

Talk with Brabham to give him the plans you got at Dangral Island, and he'll tell you it'll be 10 days until he's finished. Several scenes will occur showing everyone helping. After the 10th day, you'll be ready to find Fina's Ship. Head to The Vortex, near Dangral Island.

====O-----O
THE VORTEX | (01U) |
====O-----O

O-----O
| ITEMS | Velorium (2)
O-----O

O-----O
| CHAMS | None
O-----O

O-----O
|SWASHBUCKLER| "Be Careful"
O-----O

Sink down to the bottom. From where you start, your Coordinates are 1,8. If you wish to find the two Velorium's, go to the Coordinates 2,5 and 8,4. After that, head to the Coordinates 5,8. If you don't know how to use Coordinates, count the bottom from the left and then count the side from the bottom to figure out where they are. After you find Fina's Ship, a ship will attack you. De Loco doesn't like to give up.

=====
THE CHAMELEON
HP: 25,000
Drops: Captain's Stripe, Twin Turbo, Magic Shell
=====

-The Chameleon hasn't changed much, but you'll just miss more since visibility is poor. Once you deal enough damage, De Loco will hook onto you, starting another battle. He isn't much stronger at all, so pelt him with your Torpedos and Cannons until he falls.

After the fight, float back up, and head for Sailor's Island where a familiar face will encounter you.

```
=====
BALTOR
HP: 13,000
Drops: Spherical Figure, Hybrix Wax, Timing Valve
=====
```

-Extremely easy battle. His cannons do very little damage, and his HP is low, so you should be able to waste him in a couple of turns, if not the first turn.

After that, land at Sailor's Island. Choose "Be Careful!" for a Swashbuckler Boost. Time to head back to Crescent Isle.

```
-----
=====O-----O
CRESCENT ISLE | (01V) |
=====O-----O
```

```
O-----O
| ITEMS | None
O-----O
```

```
O-----O
| CHAMS | None
O-----O
```

```
O-----O "You'll Have To Kill Us", "I'll Never Give Up", "I Understand"
|SWASHBUCKLER| "Of Course We Will"
O-----O
```

Since this is Fina's last night here, Gilder and Clara suggest that a party should be thrown for Fina. Various scenes happen, and then while talking with Fina, shots will be fired at your base. Marco will run in saying that the Armada is attacking your base. You'll run out and three soldiers appear. This battle may be a little tough, as they can kill a character in one hit. After that, Ramirez will step forward, and demand that you hand over the Moon Crystals. Choose "You'll have to kill us!" for a Swashbuckler Boost. Well, seems like Ramirez would love to.

```
=====
RAMIREZ
HP: -----
Drops: -----
=====
```

-You can't win this fight, but Ramirez's moves are so damn visually awesome. Just attack him for giggles and watch him slaughter you.

Soon after, he'll snatch the Crystals and attempt to take the Crystal out of Fina's body, but Gilder shoots at Ramirez, making him retreat. When given a choice, choose "I'll never give up." Then head to the meeting room to talk with Fina and choose "I Understand" for a Swashbuckler Boost. The scene switches to Fina looking out the window, seeing everyone clean up the mess.

Evening will come. Go talk to Fina, and choose "Of course we will." for a Swashbuckler Boost. Gilder will join your party again. Re-equip him and hop aboard Fina's Ship.

=====O-----O
SILVER SHRINE | (01W) |
=====O-----O

O-----O
| ITEMS | Moonberry (2), Silver Armor (2)
O-----O

O-----O
| CHAMS | None
O-----O

O-----O
|SWASHBUCKLER| "Who Do You Think You Are"
O-----O

This place has the ability to make you dizzy. There are no random encounters here, so don't worry. Save your game and head straight and go to the light and press A.

Go straight to find a chest containing a Silver Armor. Go back and turn around and go to the right to find a Moonberry. Keep going until you reach the end of the long path you walked. At the top is a platform that takes you to the next level. From here, go straight to find another Moonberry. Take the side path now and keep going until you come across an intersection. Take a left to find another Silver Armor. Go back and face the direction you were before taking a left. Now go straight to find the Elders.

The Elders will appear and tell Fina that the Moon Crystals were indeed used for calling the Rains of Destruction, and that's why they sent Fina there, so they could call them again. The Elders will tell a story, and then tell you that you can aid in their plan. Choose "Who do you think you are?!" for a Swashbuckler Boost. Galcian will appear, and Ramirez will appear out of nowhere, slicing the Elder to get the Silver Moon Crystal. They will then disappear. You'll exit out of here, and take up the offer to go back to the entrance.

Fly to Crescent Isle where you'll learn that the elevator at Dangral Island is functional. So guess where we're going?

=====O-----O
DANGRAL ISLAND| (01X) |
=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| CHAMS | None

O-----O

O-----O

|SWASHBUCKLER| None

O-----O

Head back to the place that leads outside. Go there and head outside and hop onto the elevator. Start it up, and you'll make your way to where Galcian is. That is, until Vigoro jumps down.

=====
VIGORO

HP: 15,000

Drops: Paranta Seed

=====
-Vigoro is much more dangerous this time around. Start off by casting Incremus with everyone, as you'll need the extra defense. Vigoro's normal attacks won't do that much damage, but his Cannon attack will most likely kill off one of your weaker characters if it hits that person, or it will cause around 2,000 damage to the party. Either way, you'll want to heal or use Riselem on anybody that's down. Guard with Aika and Fina, or Focus, and have Vyse go bonkers with Pirate's Wrath, and if you have enough SP, have Gilder use Gunslinger. Just keep your health up and hit hard and you'll come out the victor.

Vigoro will then go back, and you're left to stop Galcian. Head around in the room and climb the ladder on the other end. Take the elevator down and follow the path to find Ramirez and Galcian. Ramirez sends his little pet after you, though.

=====
ELIMINATOR

HP: 15,000

Drops: Moonberry

=====
-This fight isn't as hard as Vigoro, but he can still hit your party hard. His Blaster attack will do around 2,000 damage, so be aware of that. Start off by casting Incremus and have Vyse use Pirate's Wrath on it while the girls either focus or heal or guard. Gilder should use Gunslinger if there's any extra SP left over.

After that's done, Galcian and Ramirez will call upon Soltis, and it will start to rise. Make your way back to the lift. Along the way, it'll stop. You'll then jump down and run on the rails. You'll have to do it manually, but it's very easy. Once at the end, you'll return to the Delphinus. Fly towards Soltis and a shield will appear, and a scene will start. Galcian will call forth the Rains of Destruction over Valua, and Alfonso and the Empress will be crushed underneath the falling pillars. Belleza and Enrique barely make it out alive, and are awed by the destruction.

After witnessing what power just happened, head back to Crescent Isle.

=====
=====O-----O

CRESCENT ISLE | (01Y) |

=====O-----O

O-----O
| ITEMS | None
O-----O

O-----O
| CHAMS | None
O-----O

O-----O "We Can't Let Galcian Get Away With This"
|SWASHBUCKLER| "Hey, I'm Scared Too"
O-----O "Say Nothing And Put Your Arm Around Her", "Let's Make History"

Vyse will try to think of a plan. While thinking a familiar voice is heard. It's Enrique! Vyse accepts it, but he knows he is vastly outnumbered by Galcian and the Armada. That is, until all the allies Vyse has made comes and offers their help, including Baltor. Choose "We can't let Galcian get away with this!" for a Swashbuckler Boost. Night will fall, and Belleza will come to your door, saying how she has one last thing to take care of and how she can't help. You'll gain control now. Go up the lift to the meeting room and talk with Aika. Choose "Hey, I'm scared too." for a Swashbuckler Boost. After some talking, it's time to find Fina. Go back down the lift, and head to where the flag is to find Fina. Choose "Say nothing and put your arm around her." for a Swashbuckler Boost.

Morning will then come, board the Delphinus and choose "Let's make history!" for the final Swashbuckler Boost. You will then automatically be against the Armada. You have to fight two very easy battles before you take on Galcian's ship.

=====
THE HYDRA
HP: 100,000
DROPS: Captain's Stripe, Moon Cannon, Moon Torpedo
=====

-This fight is going to take awhile. Cast Increm, or if you have the spare SP, Incremus to do more damage and start going all out with your cannons and Torpedos. Fire your Moonstone Cannon once you get the chance. The Hydra's Cannons can hit you for some good damage, and after it's taken some damage, it will reveal it's own little weapon. Whatever you do, choose to attack the top of the ship when you get the chance to choose. Make sure to heal when your HP is getting low. Use Complete Kits to conserve SP, and hit him hard with your strongest Cannons and Torpedos and you'll eventually come out victorius.

Now it's time to finish Galcian once and for all.

=====O-----O
THE HYDRA | (01Z) |
=====O-----O

O-----O
| ITEMS | SacruLEN Crystal (3), Magic Dew (2), Moonberry, X-Cannon
O-----O

O-----O
| CHAMS | None
O-----O

Go straight across and turn right to find a chest containing an X-Cannon. Go left and look for a pole to climb. Climb it and climb up the ladder to get onto the deck. Go up and right and take that ladder down. Head to the right and slide down the pole here and open the chests containing a Moonberry and Sacruken Crystal x3. Go back up to the deck and go all the way to the left ladder and climb down. Go left to find a chest containing Magic Dew x2 and get back up to the deck. Now head right and take the very last ladder down and go straight across and down the pole to the right. Go right and follow the path and go onto the next screen. Save your game here and exit onto the deck. Galcian will appear. It's time to end this game of cat and mouse.

=====
GALCIAN
HP: 21,000
Drops: Valuan Medallion
=====

-Galcian is very deadly. He knows Silver Magic and it lands most of the time, so make sure to have someone ready with Riselem. Galcian also has an attack called Terminal that will severely damage one of your characters, bringing them down to the hundreds in HP, so heal right away after that. Don't bother using Incremus as Galcian can wipe away your stat boosts. Stick with Pirate's Wrath for Vyse and Gunslinger for Gilder as the girls either Focus or Heal. Keep your HP up and have someone ready with Riselem, and in a matter of time, Galcian will fall.

Galcian will stumble back, and attempt to make an escape. It looks like Galcian got away again... or did he? Belleza appears out of nowhere and rams her ship right into Galcian's, killing them both. Ramirez sees this and attempts to call down the Rains of Destruction, but something comes flying from the sky... it's the Great Silver Shrine! They crash into Soltis, breaking the barrier around it, making it free to go into.

The scene will switch back to the Delphinus, and Enrique and Drachma will offer to help you. Talk with either one to get them to join your party. Whoever you use is up to you, but Enrique may be the best choice because of his Justice Shield.

Whenever you're set, head for Soltis.

====O-----O
SOLTIS | (02A) |
====O-----O

O-----O
| ITEMS | Moonberry (2), Orb of Serenity
O-----O

O-----O
| CHAMS | Two
O-----O

Once you attempt to enter Shrine Island, you'll encounter a fight.

=====

GADIANOS

HP: 13,000

Drops: Complete Kit, Moon Gun, Sparkling Deck

=====

-Its attacks do around 4,000 damage, but since it has such low HP, and your new cannons are powerful, you should be able to take it down in the first round. If not, take it out the next round.

You'll land at Shrine Island. Save your game and cross the bridge and enter it. Make your way to the bottom and open the door past the boss you faced here earlier to enter Soltis. From here, go left and then right. Then go straight and keep going straight until you reach the next room. Go straight here again and then take a left and then go left again and then go straight. Go straight again and then go right twice for a Cham. Go back once and then take the other path to exit out of here.

Grab the Cham in here and take the teleporter you see up. Open the door on this level and open the chest for a Moonberry. Run to the end and take the teleporter here and keep taking teleporters until you reach another door. Go in the room and open the chest for a fight with Lord Zivilyn Bane. For strategies, refer to the respective section. Go back out of this room and take the teleporter and you'll be at the beginning. Take the teleporter up and take the closest teleporter. Open the door here for another Moonberry. Exit and take the last teleporter on this floor and open the door here. Follow the path and take the lift up. Save your game and enter through the door.

You'll see Ramirez, kneeling on the ground. He isn't very happy that you defeated Galcian, so he decides that since he's dead, you might as well die too.

=====

RAMIREZ

HP: 30,000

Drops: -----

=====

-Ramirez will start off by casting Drilnos on your party, so use Lunar Cleansing to rid of it. Ramirez has a few attacks. One will knock off any positive attributes you have. Another is Lunar Blessing, where he will cast Regeneration on himself, so knock that off with Lunar Winds. Another move is Frozen Tundra which will hit a character for about 1,500 damage. And finally, there's Silver Eclipse, which hits all characters for 2,000 damage, meaning you'll be doing a good amount of healing and cleansing in this fight. Always have Fina ready with either Lunar Winds or Cleansing while Aika should be ready to dish out Healing Crystals when needed. Smack Ramirez with Priage's Wrath and whoever your fourth character is, use one of their S. Moves. After a good amount of healing, Ramirez will fall.

Ramirez doesn't want to die yet, so he fuses with Zelos. You'll run back to the Delphinus, and you'll see Zelos in the air. We can't let that thing roam free, so it's time to do a little house cleaning.

=====
ZELOS
HP: 130,000
Drops: Captain's Stripe
=====

-Your first priority here is to cast Sylenis on Zelos to prevent any spell casting. Then cast Increm on yourself and smack him around with your cannons. Your cannons should be doing 10,000 or more damage now, or at least close to it. After a few rounds, Zelos will just sit there and won't attack. Now is your chance to hit it hard. Use a combo of Torpedos, Moon Gun, and Moonstone Cannon to deal heavy damage do it. Zelos will then come out of its shell and grow claws. If you did enough damage, one of the claws will fall off. You have an important choice; either close in and finish it off, or stay back and play it safe. It would be best if you stayed back to weaken it a little more. Cast Sylenis on this turn again and recast Increm, and heal. Zelos has an attack called Judgement which will do 20,000 damage or so, so have someone ready to use a Complete Kit. Just hit it hard, and use your Moonstone Cannon whenever you get the chance and Zelos will fall apart.

Now that Zelos has fallen apart, it seems it's all over now. Or is it? A huge chunk falls to the ship, and forms into Ramirez, fused with Zelos still. Ramirez isn't ready to give up, and he's ready to kill you, and he really means business this time, so get ready for the final battle.

=====
RAMIREZ
HP: 40,000
Drops: -----
=====

-Hold nothing back in this fight. Ramirez on his first turn will cast Drilnos on your party, so use Lunar Cleansing to rid of it. Ramirez has a very deadly move called Silver Nightmare. Silver Nightmare will cause one of your characters to use one of their S. Moves against another. This can be bad news if he uses Vyse, and Vyse uses Pirate's Wrath, or if he uses it on Drachma, and Drachma uses Hand of Fate. You catch my drift. Another attack is Silver Binds, which I think is one of the coolest attacks ever. He'll come close to the character he's attacking, and grows tentacles to skewer the character, and a huge beam shoots out of Zelos to severely damage that character. Lunar Light is extremely useful in this fight. That is if Fina isn't killed off by Vyse. Keep your HP up at all costs, and slam Ramirez with Pirate's Wrath and whoever your fourth character is, pound him with an S. Move. Ramirez also has a move called Destruction to completely wipe out any stat boosts you have on you. All in all, keep your HP up, hit hard, and hope he doesn't use Silver Nightmare on Gilder (if you're using him) and then Gilder uses The Claudia. This fight is long and brutal, but keeping your health up will help you win.

Congratulations! You've beaten Skies of Arcadia Legends. Now sit back and watch the ending. You deserved it.

=====
5.) Sidequests (xsec5x)
=====

```
=====O-----O
MOONFISH      | (sqA) |
=====O-----O
```

This will show you where all the Moonfish are in the game.

```
-----
                PIRATE ISLE
                -----
```

- Right by the Little Jack in the underground dock after escaping from Valua.
- After coming back from Valua, it's right by where you start off at.

```
-----
                SAILOR'S ISLAND
                -----
```

- Around Polly's Tavern.
- Head for the Inn and go up the stairs and head out onto the roof.

```
-----
                MARAMBA
                -----
```

- Go to the leftmost Dock and look down.
- Get a Dhabu and get off at the post on top of the weapon shop.

```
-----
                TEMPLE OF PRYNN
                -----
```

- On the first side boulder path, follow the path until you're able to get it.
- Once you drain the lava in the last room, look up.

```
-----
                HORTEKA
                -----
```

- Go to where Tikatika is and explore around for it.
- Go to the Tavern and climb to the top. Exit and get it before sliding down.

```
-----
                MOONSTONE MOUNTAIN
                -----
```

- By the chest that contains the De Loco Drill, look to the side and down.

```
-----
                RIXIS
                -----
```

- Near the end, it's by the platform that takes you to the beginning.

NASRAD

-Face the docks and go to the far right path to find it.

DACCAT'S ISLAND

-By the chest containing the Moonberry, look up.

CRESCENT ISLE

-Once you dock underground, hug on the right and look down near the crane.
-Head for the Meeting Room and look up right outside of it.

ESPERANZA

-At the top of the lighthouse.
-Check around the weapon merchant.

YAFUTOMA

-Run around the King's area until you find it.

MOUNT KAZAI

-Once you fill the water up in the main room, jump down and go through the door and climb up the rope you see.

TENKOU ISLAND

-After meeting Daigo, explore around the area you're in for it.

GLACIA

-Enter Glacia from below and head for the chest and look around.

DANGRAL ISLAND

-Once you land, head to the right to find it.
-Once you get the Deep Sky plans, go back and run past the ship and hug to the right and look down.

After each Moonfish, you get an item from the bird. The following is a list of the items:

- 1.) Riselem Crystal
- 2.) Warrior's Rune
- 3.) Flame Matle
- 4.) Gem of Fluidity
- 5.) Sky Sardis x50
- 6.) Aura of Valor
- 7.) Counter Bracer
- 8.) Riselem Box
- 9.) Female Armor
- 10.) White Map
- 11.) Romuhai Fish x30, Grule x30
- 12.) Warrior's Heart
- 13.) Ancient Bracer
- 14.) Magillex Idol
- 15.) Ghost Mail
- 16.) Sword of Daccat
- 17.) Gold Bullion x2
- 18.) Constitution Gem
- 19.) Defensive Aura
- 20.) Euconyx Idol
- 21.) Fiber Mail
- 22.) Marksman Gun
- 23.) Hydra Wing, Silver Arm, Serpent Strike
- 24.) Moon Hamachou Discovery

=====O-----O
BOUNTIES | (sqB) |
=====O-----O

This section will list who the Bounties, where they are, and how to beat them.

=====
BALTOR
Location: Nasr Region
Reward: 1,000 Gold
Drops: Bomb, Captain's Stripe
=====

-Since it's your first ship battle, it shouldn't be all that hard. Just use your cannons to attack, and it should knock a good amount of damage off. If you need to heal, have Aika heal, and keep pounding him with your cannons. On one turn, you'll get a choice on what to do. Choose to get behind him, and finish him off.

=====
RUPEE LARSO

Location: Maramba
Reward: 2,000 Gold
Drops: Captain's Hat, Paranta Seed
=====

-This fight can be a real pain. For starters, Barta is the one you'll want to take out first, so concentrate on using Cutlass Furies and Tackles whenever you have the spare SP to do so. Fina and Aika should be your healers. Use Crystals to conserve SP, and keep your health up above half and you should take out Barta with no problems. For Rupee, just have Aika keep using Delta Shield and Rupee won't be able to hurt you, so lay waste.

=====
GORDO THE ROUND

Location: North Ocean
Reward: 4,000 Gold
Drops: Cham, Sky Sardis x30, Spiked Sunfish x20
=====

-Not all that hard. His Chefs will pose as a problem, however. Just Cutlass Fury the Chefs, and then Gordo will be a pushover. Cutlass Fury and Tackle Gordo and he'll fall in a matter of minutes.

=====
LOOSE CANNON LAPEN

Location: Sailor's Island
Reward: 5,000 Gold
Drops: Berzerker Mail
=====

-Your first priority is to stay alive in this fight. If anyone dies, you won't be able to use your new move, Prophecy. Have Vyse use Skull Shield while everyone either guards, focuses, or heals. Once your SP is full and no one is dead, use Prophecy to take out the Cones and most of Lapen's life. Finish Lapen off with Cutlass Furies and Royal Blades. Lapen can hit your party for around 3,000 damage, so keep your health up every turn.

=====
IXA'NESS DEMONS

Location: Ixa'Taka Region
Reward: 8,000 Gold
Drops: Aura of Valir, Riselem Crystal, Tropica
=====

-This fight is going to be pretty hard. For one, they have an attack called Chock Mal which will hit you hard, and two of the three still get to attack. What also makes this fight hard is that they have the ability to put your party to sleep, and we don't need that. Instead of killing them one by one, it's wise to use a Prophecy, so have Vyse use Skull Shield or Enrique use Justice Shield while the other three characters get the SP all the way up. One Prophecy will take out all three. If anyone has a status effect or they have any stat boosts, use Luna Cleansing or Lunar Winds to rid of them. Just get off a Prophecy and you'll win.

=====
VIZE THE LEGEND

Location: Nasrad

Reward: 20,000 Gold

Drops: Tuna Cutlass, Swirarang, Focus Robe

NOTE: You must be at least "Vyse The Daring"

=====

-This little bounty fight that includes characters that are identical to yours. Vize is Vyse, Aika is Anita, and Faina is Fina. Taking out either Faina or Anita should be your first priority. Faina has the ability to heal and use stat boosting skills, so Fina's Lunar Winds will help in this fight. Anita will use Anita Burst most of the time doing a good amount of damage, and sometimes she'll use Delta Shield, but it's a rare thing. Vize will use Cutlass Wrath which will inflict heavy damage on who is hit with it. Make sure to have two healers in this fight in Aika and Fina, as this fight will require two healers. Start off by using a Prophecy to weaken all three characters, and then finish them off one by one, starting with Faina. This fight will take a lot of time and patience, but if you can get a Prophecy off, the rest is a cake walk.

=====
DAIKOKUYA THE WEALTHY

Location: Ice Lands, after beating Dangral Island for the first time

Reward: 20,000 Gold

Drops: Pharax Idol

=====

-This fight can be a very difficult one if you're not prepared. Daikokuya will come with two guards, and if those two are gone, he'll summon three more, so leave at least one guard to avoid the hassle. Daikokuya's Golden Flurry attack can confuse your entire party, so hopefully someone has resistance against Confusion, namely Fina so she can use Lunar Cleansing. Save up for a Prophecy which will take out the guards and about 1/4 of Daikokuya's health, so stick with Pirate's Wraths and Royal Blades and he should fall.

=====
LORD ZIVILYN BANE

Location: Soltis

Reward: 30,000 Gold

Drops: Sylph Seed

=====

-What makes this fight a pain is that Lord Zivilyn will call upon lower Zivilyn Banes to fight along side with him, which is bad news. Lord Bane will cast Regeneration on himself, so wipe it off whenever he does with Lunar Winds. Taking out the Banes will help, but it's way to time consuming, and Lord Bane is very strong, so save up for a Prophecy. One will take out Lord Bane's HP by half, so one more Prophecy should do it. Sacrum Crystals and Riselem Crystals are a must for this fight. Get one last Prophecy off and you should win.

=====
PIASTOL | (sqC) |
=====

Piastol, in my eyes, is the most challenging thing in Skies of Arcadia Legends. In order to come out victorious in all four battles, you'll need strategy, a good amount of healing items and some good S. Moves, and lots and lots of luck. In order to fight Piastol, you must first get a Black Spot at the Sailor's Guild at Sailor's Island. You get one after a certain event, such as you get the first Black Spot after escaping from Valua. Below are the fights with Piastol.

One thing to keep in mind is that her HP gets higher as you level, so it's hard to give an accurate HP amount.

=====
PIASTOL #1
=====

-If you rush straight into this fight, this will easily be one of the hardest fights in the game. And to make this worse, she brings her little Doggie, Death Hound, along. Both have an insane amount of HP, and by that, you can tell this will take a good while. Death Hound will attack and heal Piastol with Sacri, so you know the dog has to go. But Death Hound has the ability to cause Fatigue on a character, stopping any SP Regeneration, and that's very bad in this fight, so make sure to have plenty of Curia Crystals. Piastol herself is just as deadly. Her Tempest Dance will do around 1,300 damage, or lower if your level is low. She'll also cast Eterni most of the time, and it hits most of the time, so you'll be doing a lot of ressing.

It's very important that Aika use Delta Shield, as one dead person can mean the end of this fight, so Eterni shouldn't be a problem. Fina should be dishing out Healing Crystals and Curia Crystals and hope that Piastol doesn't use Tempest Dance on her, as it will most likely kill Fina. Vyse should be using Cutlass Fury while Drachma should use Tackle on the Death Hound until it falls. Once the dog falls, it's just a matter of endurance, meaning if you can keep your HP up, you'll be good to go. So Cutlass Fury and Tackle her once the dog falls. You'll get an insane amount of Experience and Magic Experience if you can win.

=====
PIASTOL #2
=====

-This fight should go a little more smoothly, since you have Enrique to use Justice Shield, but that doesn't mean it's going to be any easier. If you want to win this fight, Enrique needs to use Justice Shield every turn. Death Hound has a few new spells, as does Piastol, so taking out the dog first would be a good idea. Have Enrique use Justice Shield and Aika use Delta Shield until you can get to full SP. Use Prophecy to nearly kill Death Hound and finish him off the next turn. Have Aika keep casting Delta Shield while Enrique should use Justice Shield. Fina should be dishing out healing crystals and Vyse should be using Cutlass Fury, or if you have it and have the SP, use Pirate's Wrath. Just keep at it and she'll fall.

=====
PIASTOL #3
=====

-Delta Shield is a must in this fight, as Piastol now has Eternes to use on you, which can kill everyone at once. The Death Hound hasn't changed from

last time, so have Enrique use Justice Shield and Aika should use Delta Shield until you can get full SP. Let loose with a Prophecy and finish off the Death Hound on the next turn. Delta Shield and Justice Shield are vital in this fight, as her Tempest Dance can do around 3,000 damage when unguarded. Have Vyse rip her a new one with Pirate's Wrath if you have the spare SP and have Fina dish out healing crystals and she'll fall in a matter of time.

=====
PIASTOL #4
=====

-This is the final fight with Piastol, and it isn't as different as last time, only her Tempest Dance can do more damage. Delta Shield and Justice Shield are a must in this fight. Focus with Fina and Vyse until you can get a Prophecy. Use it and finish off the Death Hound on the next turn, and have Vyse use Pirate's Wrath to finish Piastol off and end this Cat and Mouse game for good.

====O-----O
KABAL SKEWER | (sqD) |
====O-----O

Late into the game, you'll be able to activate a little sidequest that involves the Kabal Skewer lady in Maramba, and the Tavern Keeper in Esperanza. These are the steps you'll need to take in order to complete this:

STEP 1: Talk with the Tavern Keeper at Esperanza and she'll ask you to go visit her mother in Maramba. Her mother is the one cooking a Kabal Skewer over a fire in a house. Go talk with her. Repeat this step until:

STEP 2: After you've gone back and forth enough times, you'll need to fetch some items. You need a Khale which you can get from the Spice Island Discovery. You also need a Kabal and a Gentum.

STEP 3: Go to Gordo's Bistro and talk with Gordo. Gordo will give you a Kabal and info on the Gentum.

STEP 4: With the Gentum remaining, head over to Nasrad and talk with the item merchant and he'll sell you the Gentum.

STEP 5: Head back to Esperanza and talk with the Tavern Keeper and she'll make another Kabal Skewer and go visit her mother. Go back and talk with the Tavern Keeper and you'll get your reward, an Abirik Cham.

====O-----O
VELORIUM | (sqE) |
====O-----O

Once you reach the Dark Vortex, you'll be able to find two items called Velorium while searching for Fina's ship. Once you find them, give them to Ryu-Kan and he'll make you Vyse's second best weapon in the game.

=====
6.) Magic (xsec6x)
=====

During the game, you'll get 6 different types of weapon colors (you start out with two). Fighting with a specific color during a battle will net that magic experience, and once that magic levels up, you'll get a spell. Each crystal holds 6 spells.

GREEN

Sacri: Heals 500 HP (2 SP)
Noxi: Low damage and poisons (3 SP)
Sacres: Heals 1000 HP (4 SP)
Noxus: Low damage and poisons (6 SP)
Sacrum: Heals party for 1000 HP (8 SP)
Sacrulen: Fully heals (6 SP)

RED

Pyri: Low fire damage (2 SP)
Increm: Increases Attack and Defense for one person (4 SP)
Pyres: Mediocre fire damage (4 SP)
Pyrum: Large fire damage (6 SP)
Pyrulen: Severe fire damage (10 SP)
Incremus: Increases Attack and Defense for party (16 SP)

PURPLE

Crystali: Small ice damage (1 SP)
Crystales: Mediocre ice damage (2 SP)
Sylenis: Silences an enemy (2 SP)
Panika: Confuses an enemy (3 SP)
Crystalum: Large ice damage (4 SP)

Crystalen: Severe ice damage (8 SP)

BLUE

Wevli: Small water damage (2 SP)

Quika: Increases speed of party (6 SP)

Wevles: Mediocre water damage (4 SP)

Slipara: Puts enemies to sleep (6 SP)

Wevlum: Large water damage (6 SP)

Wevlen: Severe water damage (8)

YELLOW

Electri: Small lightning damage (2 SP)

Driln: Lowers stats of enemy by 25% (3 SP)

Electres: Mediocre lightning damage (4 SP)

Electrum: Large lightning damage (6 SP)

Drilnos: Lowers stats of all enemies by 25% (6 SP)

Electrulen: Severe lightning damage (8 SP)

SILVER

Curia: Cures status effects on one person (except KO) (2 SP)

Risan: Revives character; 50% chance (4 SP)

Eterni: Chance to kill enemy (5 SP)

Riselem: Revives character (8 SP)

Eternes: Chance to kill enemy (10 SP)

Eternum: 99.9% chance of killing enemy or does major damage (15 SP)

=====

VYSE

NAME	SP	MOONBERRIES
Cutlass Fury	7	N/A
Rain Of Swords	14	2
Pirates' Wrath	21	4
Skull Shield	5	2
Counterstrike	1	1

-Cutlass Fury: Vyse hits the enemy a few times before jumping into the air, slamming his Cutlass's into the enemy.

-Rain of Swords: Vyse jumps into the air, lightning absorbing into his sword, and then releases a bunch of lightning bolts shaped like swords, hitting all enemies.

-Pirates' Wrath: Vyse stands between a cyclone type of barrier, shooting a huge lightning beam as his opponent, and then jumps in and slashes his opponent, doing heavy damage.

-Skull Shield: Vyse calls upon the Pirates of the past to defend his allies and to help his allies counter any attacks for one turn.

-Counterstrike: Vyse gets into a defensive stance, and when hit, releases a counterattack for one turn.

AIKA

NAME	SP	MOONBERRIES
Alpha Storm	4	1
Delta Shield	2	1
Lambda Burst	2	2
Omega Psyclone	12	4
Epsilon Mirror	10	2

-Alpha Storm: Aika starts twirling her boomerang, shooting out a stream of fire that hits enemies formed in a line.

-Delta Shield: Aika summons a shield that protects her allies from all magic

attacks, including her allies magic. Always used first in a turn.

-Lambda Burst: Aika calls upon fire to engulf her enemies, and throws her boomerang into the ground, damaging all opponents.

-Omega Psyclone: Aika jumps into the air as the ground that supports her opponents breaks apart. Aika then throws her boomerang at the ground, causing a big explosion, damaging all enemies.

-Epsilon Mirror: Aika protects herself from attacks and restores 10 MP for one turn.

FINA

NAME	SP	MOONBERRIES
Lunar Glyph	3	1
Lunar Winds	6	2
Lunar Blessing	12	1
Lunar Cleansing	6	2
Lunar Light	18	4

-Lunar Glyph: Cupil breaths in, and releases some kind of air damaging the selected enemy, perhaps stoning them.

-Lunar Winds: Cupil breaths in, and releases some kind of air damaging all enemies and removing any positive stat boosts they have.

-Lunar Blessing: Regeneration is cast upon the party.

-Lunar Cleansing: All negative status effects (except for K.O.) are wiped away from your party.

-Lunar Light: The moons shine down on your party, completely healing your HP and MP, and reviving any fallen characters. Always used first in a turn.

DRACHMA

NAME	SP	MOONBERRIES
Tackle	10	1
Hand Of Fate	15	4
Spirit Charge	0	2

-Tackle: Drachma charges at the opponent, slamming his arm over them as he runs by, heavily damaging the enemy.

-Hand Of Fate: Drachma pulls out a huge hand, and slams the opponent into the ground with it, with a great chance of instantly killing the enemy.

-Spirit Charge: Drachma guards against attacks and Focuses, increasing SP for one turn.

GILDER

NAME	SP	MOONBERRIES
Gunslinger	9	1
The Claudia	18	4
Aura Of Denial	3	2

-Gunslinger: Gilder pulls out his guns, and shoots at enemies that are formed in a straight line.

-The Claudia: Gilder somehow appears into his ship, and fires the cannons at the enemies.

-Aura Of Denial: Gilder calls on an Aura that makes the party immune to status effects.

ENRIQUE

NAME	SP	MOONBERRIES
Royal Blade	8	1
The Judgement	16	4
Justice Shield	4	2

-Royal Blade: Enrique gives quick slashes at the selected opponent, and then releases one last slash.

-The Judgement: Enrique and the enemy selected appear in front of the Valua people, with Enrique summoning a huge Dragon from the sky to dive onto the enemy.

-Justice Shield: Enrique calls forth a shield to protect his allies, halving the damage they take.

=====
8.) Swashbuckler Choices (xsec8x)
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During the game, you'll be given choices during certain choices. These are called Swashbuckler Choices. If you choose the right thing to say or the right decision, a chime will sound. If you keep picking the right choice, your rank will go up. The following ranks are:

- Vyse the Cowardly
- Vyse the Unimpressive
- Vyse the Blue Rogue
- Vyse the Competent
- Vyse the Determined
- Vyse the Respected
- Vyse the Admirable
- Vyse the Bold
- Vyse the Valiant
- Vyse the Daring
- Vyse the Dashing
- Vyse the Fearless
- Vyse the Hero
- Vyse, King of Rogues

There are also special ranks you can get. The following special ranks are:

- Vyse the Charismatic (All Crew Members)
- Vyse the Battle Lord (2500 total kills)
- Vyse the Sky Battle King (Kill the 4 Monsters and 12 story ship battles)
- Vyse the Extravagant (1,000,000 Gold with the following items: Intercom, Enhanced Kitchen, Floor Heater, Air Purifier, Yafutoman Alcove, Soundproofing, Expensive Wheel, Chandelier, Wooden Doll)
- Vyse the Exploration King (All Discoveries and 90% Chests found)
- Vyse the Bounty King (Beat and reported all Bounties)
- Vyse the Fisher King (Gather 1000 Fish)
- Vyse the Legend (All Discoveries, 100% Chests found, Beat and reported all Bounties, beat Piastol four times)

For the swashbucker choices, they are as follows:

ALBATROSS

"That's a great name"

MID-OCEAN

"Retreat"

SAILOR'S ISLAND

"Beat around the Bush"

"We Accept your offer"

VALUA

"Let's sneak into the Coliseum"

CATACOMBS

"We have to save Fina"

TRAIN

"Never"

PIRATE ISLE

"Leave everything to us"

MARAMBA

"Hehe. Okay, I'll stop staring"

"We'll do it"

TEMPLE OF PYRYNN

"You mean attack Belleza's ship"

HORTEKA

"Let's break into the Moonstone Mines"

MAW OF TARTAS

"We understand. We'll go with you"

NASRAD

"We have important information"
"Surrender"

GRAND FORTRESS

"Let's take our chances and hop on"
"Of course you can come with us"

DELPHINUS

"I'll do it"

CRESCENT ISLE

"Try and cheer up her"

YAFUTOMA REGION

"Fight"

YAFUTOMA

"Wait and see what happens"
"Run and hide"

TENKOU ISLAND

"Of course"

DELPHINUS

"Let's try heading east"

GLACIA

"The power of ice"
"Two...maybe"
"Will and power"
"Yeah, we should just let him go"

SAILOR'S ISLAND

"Be careful"

CRESCENT ISLE

"You'll have to kill us"
"I'll never give up"
"I understand"
"Of course we will"

SILVER SHRINE

"Who do you think you are"

CRESCENT ISLE

"We can't let Galcian get away with this"
"Hey, I'm scared too"
"Say nothing and put your arm around her"
"Let's make history"

=====
9.) Weapons (xsec9x)
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The following is a list of weapons each character gets, what the attack boost is, what the Hit% boost is, and if it has any side effects. The weapons will be in alphabetical order.

NAME	ATK	HIT%	SIDE EFFECTS
Admiral Cutlass	128	90	N/A
Assassin Blade	58	90	Poison
Cutlass	20	90	N/A
Dream Cutlass	137	90	N/A
Hunter's Sword	87	90	N/A
Iron-Cutter	112	90	N/A
Nasr Cutlass	70	90	N/A
Pirate Cutlass	33	90	N/A
Sky Cutlass	45	90	N/A
Sky Fang	255	224	N/A
Soul Sword	174	90	Instant KO
Stonecutter	99	90	N/A
Surian Blade	141	90	N/A
Sword of Daccat	120	90	Sleep
Thunder Cutlass	160	90	N/A
Tuna Cutlass	150	0	N/A
Vorlik Blade	200	200	N/A
Windslicer	153	90	N/A

NAME	ATK	HIT%	SIDE EFFECTS
Boomerang	19	110	N/A
Dancing Arc	65	110	N/A
Flutter Blade	153	110	N/A
Grendel Wing	96	150	N/A
Hunting Arc	80	110	N/A
Hydra Wing	168	110	N/A

Ice Splitter	142	110	N/A
Leather Crescent	30	110	N/A
Moon Wing	161	110	N/A
Scout Wing	53	110	N/A
Skywing	107	110	N/A
Storm Wing	69	150	N/A
Swirlmarang	100	200	Confusion
Throwing Blade	77	110	N/A
Valuarang	46	110	N/A
Wing of Hope	119	110	N/A
Yin Wing	130	110	Sleep

DRACHMA (eqC)

NAME	ATK	HIT%	SIDE EFFECTS
Artificial Arm	43	80	N/A
Beak Hand	60	80	Confusion
De Loco Drill	95	80	Instant KO
Dragon Arm	181	80	N/A
Excavation Arm	73	80	N/A
Hook Hand	51	80	N/A
Mace Hand	125	0	N/A
Mining Arm	172	80	N/A
Ruin Arm	112	80	N/A
Silver Arm	190	80	N/A

GILDER (eqD)

NAME	ATK	HIT%	SIDE EFFECTS
------	-----	------	--------------

Daccat's Custom	120	100	Sleep
Gilder Special	168	100	N/A
Gilder's Own	104	100	N/A
Marksman Gun	100	200	Instant KO
Nasr Pistol	112	100	N/A
Valuan Pistol	160	100	N/A
Warrior's Pistol	176	100	N/A

ENRIQUE (eqE)

NAME	ATK	HIT%	SIDE EFFECTS
Blade of Slumber	138	95	Sleep
Frostblade	150	95	Confusion
Imperial Blade	163	95	Silence
Rapier	122	95	Silence
Serpent Strike	179	95	Stone
Stoneblade	171	95	Stone

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10.) Armor (xsecl0x)

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The following is a list of the armor in the game, and the Def, Mag Def, Hit, Dod, and anything else the armor carries.

NAME	DEF	MDEF	ATK	DO	QUI	HIT%	WIL
Agile Robe	19	21	0	5	0	10	0
Aika's Shorts	19	21	0	0	0	0	0
Ancient Robe	69	82	0	0	0	0	0
Battleworn Armor	133	114	0	0	0	0	0

Berzerker Mail	140	140	20	0	0	20	0
Blessed Robe	142	142	0	15	0	30	0
Captain's Cloak	148	148	0	0	0	0	0
Caravan Armor	100	100	0	0	0	0	0
Ceramic Armor	73	62	0	0	0	0	0
Dacat's Armor	108	108	0	0	0	0	0
Dacat's Tunic	121	121	0	0	0	0	0
De Loco Mail	99	84	0	0	0	0	0
Drachma's Shirt	45	42	0	0	0	0	0
Elastarmor	54	54	0	0	0	0	0
Enrique's Coat	119	119	0	5	0	10	0
Female Armor	92	99	0	0	0	0	0
Fiber Mail	164	139	0	0	0	0	0
Fiber Robe	77	90	0	0	0	0	0
Fina's Robe	55	64	0	0	0	0	0
Flame Mantle	74	69	0	0	0	0	0
Gaia Cape	168	168	0	0	0	0	0
Ghost Mail	128	128	0	0	0	0	0
Gilder's Mail	116	99	0	0	0	0	0
Golden Armor	90	77	0	0	0	0	0
Heavy Armor	58	53	0	0	0	0	0
Holy Robe	92	108	0	0	0	0	0
Insulated Mail	145	145	0	0	0	0	0
Ixa'Takan Armor	109	109	0	0	0	0	0
Light Coat	103	130	0	0	5	10	0
Light Dress	70	70	0	30	30	0	0
Light Robe	29	34	0	0	0	0	0
Long Robe	130	130	0	10	0	20	0
Maiden's Armor	103	112	0	0	0	0	0
Miner's Overalls	87	80	0	0	0	0	0

Miracle Robe	114	133	0	0	0	0	0
Moonlight Robe	134	145	0	20	0	0	0
Mystic Dress	42	46	0	0	0	0	0
Nasr Combat Mail	66	66	0	0	0	5	5
Nasr Uniform	104	96	0	0	0	0	0
Nasr Mail	66	66	0	0	0	0	0
Naval Uniform	112	112	0	0	0	0	0
Plated Armor	181	154	0	0	0	0	0
Raincoat	56	56	0	0	0	0	0
Robe of Faith	161	161	0	15	0	30	0
Robe of Truth	154	181	0	0	0	0	0
Sailor's Uniform	44	44	0	0	0	0	0
Scale Mail	141	130	0	0	0	0	0
Silver Armor	160	160	0	0	0	0	0
Soranchu Robe	136	136	0	0	0	0	0
Swift Dress	149	170	0	0	20	0	0
Valuan Armor	51	44	0	0	0	0	0
Valuan Uniform	32	32	0	0	0	0	0
Vengeance Armor	162	149	0	0	0	0	0
Victory Mail	90	90	0	0	0	5	5
Vyse's Uniform	20	20	0	0	0	0	0

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11.) Accessories (xsec11x)
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This section will list the accessories in the game in alphabetical order, and what they do.

Name	Atk	Def	MDef	Hit	Qui	Dod	Wil	Effects
-----	---	---	----	---	---	---	---	-----
Ancient Bracer	20	20	0	40	0	20	0	N/A

Assassin Ring	0	0	0	40	0	0	0	Increase first strike
Behemoth Ring	0	5	5	0	0	0	0	Resist Weakness
Black Eyepatch	7	0	0	0	0	0	0	N/A
Black Map	0	0	0	0	0	0	0	Increase Encounter Rate
Blue Rogue Patch	18	18	18	0	0	0	18	N/A
Burocca's Shell	0	36	0	0	0	0	0	N/A
Captain's Hat	80	0	0	0	0	0	0	N/A
Chance Ring	0	75	75	0	0	0	0	Status Effects Likely
Constitution Ring	0	10	10	0	0	0	0	Resist Status Effects
Counter Bracer	20	0	0	20	0	0	0	Increase Counter Rate
Crescent Amulet	0	28	28	0	19	0	0	N/A
Critical Vision	19	0	0	50	0	0	19	N/A
Crylhound's Claw	2	0	0	20	0	0	0	N/A
Defensive Aura	0	40	0	0	0	0	0	Resist Phy. Attacks
Dhabu Hide	0	0	0	0	50	0	0	N/A
Flash Ribbon	0	0	0	0	2	0	0	N/A
Fortune Ring	0	0	0	0	0	100	0	N/A
Gem of Fluidity	0	10	10	0	0	0	0	Resist Petrification
Gem of Purity	0	8	0	0	0	0	0	Resist Status Effects
Gemstone Ring	0	0	21	0	0	0	0	N/A
Gilder's Amulet	11	11	11	0	0	0	11	N/A
Hunter's Hand	4	0	0	40	0	0	0	N/A
Immunity Ring	0	21	0	0	0	0	0	Resist Status Effects
Imperial Crest	0	20	20	0	0	0	0	N/A
Jade Swirl Ring	0	0	45	0	0	0	45	N/A
Lover's Ring	0	0	12	0	0	0	12	N/A
Mage's Bane	4	4	4	0	0	0	4	N/A
Marocca's Shell	0	6	0	0	0	0	0	N/A
Meditation Ring	0	0	0	0	0	0	8	N/A
Mesh Tights	40	0	0	0	0	0	40	N/A
Moondust Ring	0	0	0	0	0	0	48	N/A
Nocturnal Sight	6	0	0	60	0	0	0	N/A
Nomadic Veil	0	9	9	0	0	0	0	N/A
Prophet's Sand	0	0	63	0	0	0	0	N/A
Quetya Feather	0	20	0	4	0	0	0	N/A
Radiant Fur	0	24	24	0	0	0	0	N/A
Revered Voice	0	5	5	0	0	0	0	Resist Silence
Sailor's Buckler	0	15	0	0	0	20	0	N/A
Sandstorm Ring	9	0	0	0	0	0	9	N/A
Shard of Purity	0	38	0	0	0	0	0	Resist Status Effects
Silver Veil	0	0	16	0	0	0	16	N/A
Skull Cap	24	0	0	0	0	0	24	N/A
Skyseer Goggles	0	0	0	5	0	0	0	N/A
Slayer Ring	0	8	0	10	8	0	8	N/A
Stealth Ring	0	0	0	0	10	10	0	Easier to run
The Unseen Hand	0	0	0	0	30	5	0	N/A
Thermo Ring	0	0	0	0	0	0	0	Reduce R/P Magic Dmg.
Thief's Aura	0	2	0	0	0	10	0	N/A
Throkryn's Scale	10	0	0	0	0	0	0	N/A
Thryllak's Scale	36	0	0	0	0	0	0	N/A
Vigoro's Chain	20	0	0	30	0	0	0	N/A
Warrior's Heart	0	0	0	0	0	0	0	Recovers SP
Warrior's Rune	10	10	0	20	0	10	0	N/A
White Map	0	0	0	0	0	0	0	Reduce Encounter Rate

=====
 12.) Items (xsec12x)
 =====

This section will list all the items; Recovery, Stat Boosting, Magic Boxes, and Artifacts/Idols you can get from Zivilyn Banes.

NOTE: * means to the whole party.

-----O-----O
 RECOVERY ITEMS| (it1) |
 -----O-----O

NAME	USE	COST
Sacri Crystal	Heals 500 HP	20 Gold
Sacres Crystal	Heals 1000 HP	60 Gold
Sacrum Crystal	*Heals 1000 HP	600 Gold
Sacrulen Crystal	Heals Fully	200 Gold
Magic Drop	Heals 1 MP	40 Gold
Magic Dew	Heals 10 MP	400 Gold
Aura of Valor	Raises SP to Max	N/A
Curia Crystal	Cures effects	30 Gold
Risan Crystal	Revives Char.	150 Gold
Riselem Crystal	Revives Char.	450 Gold
Healing Salve	Regeneration	50 Gold

-----O-----O
 STAT BOOST ITEMS| (it2) |
 -----O-----O

NAME	USE	COST
Moonberry	Learn S. Moves	N/A
Cham	Evolve Cupil	N/A
Chom	Devolve Cupil	3000 Gold
Abirik Cham	Evolve Cupil	N/A
Paranta Seed	Power +3	5000 Gold
Icyl Seed	Will +3	5000 Gold

Zaal Seed	Vigor +3	5000 Gold
Sylph Seed	Quick +3	5000 Gold
Dexus Seed	Agile +1	N/A
Vidal Seed	HP +30	5000 Gold
Magus Seed	MP +1	5000 Gold
Tropica	HP +300	N/A

-----O-----O
MAGIC BOXES | (it3) |
-----O-----O

NAME	USE	COST
Pyri Box	Fire Damage	400 Gold
Pyrum Box	Fire Damage	1200 Gold
Sacri Box	Heals 500 HP	800 Gold
Sacrum Box	*Heals 1000 HP	1200 Gold
Crystales Box	Ice Damage	800 Gold
Crystalen Box	Ice Damage	1600 Gold
Wevles Box	Water Damage	800 Gold
Wevlen Box	Water Damage	1600 Gold
Electri Box	Light. Damage	400 Gold
Electrum Box	Light. Damage	1200 Gold
Sylenis Box	Silences Enemy	600 Gold
Driln Box	Weakens Enemy	600 Gold
Slipara Box	Enemy Sleeps	1200 Gold
Panika Box	Confuses Enemy	1200 Gold
Riselem Box	Revive Char.	N/A

-----O-----O
ARTIFACTS/IDOLS | (it4) |
-----O-----O

NAME	SELL VALUE	FOUND AT
------	------------	----------

Rune of Ill Omen	1000 Gold	Temple of Pyrynn
Golden Mask	2000 Gold	Rixis
Soul Crystal	3000 Gold	Daccat's Island
Unholy Dagger	4000 Gold	Grand Fortress
Chalice of Blood	5000 Gold	Dark Rift
Windsong Orb	6000 Gold	Mount Kazai
Winter Orb	7000 Gold	Glacia
Orb of Serenity	10000 Gold	Soltis
Magillex Idol	25000 Gold	Moonfish #14
Euconyx Idol	25000 Gold	Moonfish #20
Pharax Idol	25000 Gold	Daikokuya Drop

=====
13.) Ship Parts (xsec13x)
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-----O-----O
Main Cannons | (sh1) |
-----O-----O

NAME	ATK	HIT%	SP
Advanced Cannon	150	90	7
Ancient Cannon	300	95	9
B-Type Cannon	75	90	6
Crystil Cannon	550	60	4
G-Type Cannon	50	85	5
Heavy Cannon	45	85	5
Main Cannon	35	80	4
Moon Cannon	500	99	9
Prototype Cannon	100	85	6
Pyril Cannon	200	120	6
Standard Cannon	40	83	4

X-Cannon	400	97	10
Yamato Spirit	250	90	8

-----O-----O
 SECONDARY CANNONS | (sh2) |
 -----O-----O

NAME	ATK	HIT%	SP	LIM
3" Blaster	80	83	2	1
3' Cannon	280	87	6	3
3" Cannon	70	80	2	1
5" Cannon	90	80	3	1
5' Cannon	330	90	6	2
10" C. Coil	220	89	4	3
12" Cannon	170	77	4	2
Moon Gun	400	99	5	3
Wevl Cannon	180	120	4	3

-----O-----O
 TORPEDOES | (sh3) |
 -----O-----O

NAME	ATK	HIT%	SP	LIM
Arcwhale Torpedo	400	70	6	3
Heavy Torpedo	250	50	4	3
Hunter Torpedo	160	60	3	3
Light Torpedo	120	60	3	2
Moon Torpedo	600	75	3	3
Serpent Torpedo	300	65	4	2
Shock Torpedo	160	55	3	2
Valuan Torpedo	220	60	3	2

-----O-----O

DECKS | (sh4) |
-----O-----O

O-----O
| NAME | DEF |
|-----|
| Alloy Deck | 70 |
|-----|
| Armored Deck | 10 |
|-----|
| Compound Deck | 40 |
|-----|
| Heavy Armor Deck | 55 |
|-----|
| Sparkling Deck | 500 |
|-----|
| Steel Deck | 20 |
O-----O

-----O-----O
FIGURES | (sh5) |
-----O-----O

O-----O
| NAME | MDEF |
|-----|
| Bluheim Figure | 130 |
|-----|
| Goddess Figure | 160 |
|-----|
| Pryn Figure | 30 |
|-----|
| Pyrynn Figure | 45 |
|-----|
| Rogue Figure | 20 |
|-----|
| Spherical Figure | 300 |
O-----O

-----O-----O
ENGINES | (sh6) |
-----O-----O

O-----O
| NAME | DOD | QUI |
|-----|
| Air Intake | 12 | 80 |
|-----|
| Bore-Up Kit | 8 | 30 |
|-----|
| Double Shaft | 26 | 200 |
|-----|
| Engine Cover | 3 | 10 |
|-----|
| Timing Valve | 17 | 100 |
|-----|
| Triple Turbo | 20 | 130 |
|-----|

Turbo Kit	5	20
Twin Propellers	10	40
Twin Turbo	15	90

-----O-----O
SPECIALS | (sh7) |
-----O-----O

NAME	DEF	MDEF
Air Purifier	0	2
Chandelier	1	0
Enhanced Kitchen	1	0
Floor Heater	0	1
Wooden Doll	0	0
Yafutoman Alcove	0	2

-----O-----O
ITEMS | (sh8) |
-----O-----O

NAME	USE
Apa Wax	Increases Atk/Def
Apo Wax	Increases Atk/Def
Big Bomb	Damages enemy
Bomb	Damages enemy
Captain's Stripe	Increases HP
Complete Kit	Restores all HP
Concussion Bomb	Damages enemy
Crystal Ball	N/A
Deluxe Kit	Restores 8000 HP
Frost Bomb	Damages enemy
Gear Grease	Restores 10 SP
Hex Shell	Resist Damage

Hybrid Wax	Increases Stats
Machine Oil	Doubles SP Recov.
Magic Cannon	Able to use magic
Magic Shell	Resist Magic
Pyro Bomb	Damages enemy
Repair Kit	Restores 4000 HP
Rudder Grease	Halves SP Use
Shredder Bomb	Damages enemy
Speed Wax	Increases Quick
Thermal Grease	Maxes out SP
Thunder Bomb	Damages enemy
Wave Bomb	Damages enemy

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14.) Shop List (xsec14x)
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This section will list all the shops in the game, which city they're in, and what items they contain.

PIRATE ISLE

EQUIPMENT SHOP	
Pirate Cutlass	- 220 Gold
Leather Crescent	- 180 Gold
Light Robe	- 130 Gold
Valuan Uniform	- 170 Gold
Meditation Ring	- 100 Gold
Marocca's Shell	- 130 Gold

ITEM SHOP	
Sacri Crystal	- 20 Gold
Magic Droplet	- 40 Gold
Curia Crystal	- 30 Gold

SAILOR'S ISLAND

O-----O

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

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ITEM SHOP			
Sacri Crystal	-	20 Gold	
Magic Droplet	-	40 Gold	
Curia Crystal	-	30 Gold	

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MYSTERY MERCHANT			
Thermo Ring	-	2080 Gold	
Slayer Ring	-	1010 Gold	
Crystales Box	-	800 Gold	
Sylenis Box	-	600 Gold	

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VALUA

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EQUIPMENT SHOP			
Valuarang	-	480 Gold	
Valuan Armor	-	480 Gold	
Lover's Ring	-	300 Gold	
Mage's Bane	-	480 Gold	
Gem of Purity	-	300 Gold	

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ITEM SHOP			
Sacri Crystal	-	20 Gold	
Sacres Crystal	-	60 Gold	
Magic Droplet	-	40 Gold	
Curia Crystal	-	30 Gold	

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MARAMBA

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EQUIPMENT SHOP	
Nasr Cutlass	- 1340 Gold
Nasrean Mail	- 920 Gold
Ceramic Armor	- 1040 Gold
Agile Robe	- 930 Gold
Nomadic Veil	- 640 Gold
Sandstorm Ring	- 770 Gold

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ITEM SHOP	
Sacri Crystal	- 20 Gold
Sacres Crystal	- 60 Gold
Magic Droplet	- 40 Gold
Gylph of Might	- 100 Gold
Gylph of Speed	- 100 Gold
Healing Salve	- 50 Gold

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

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HORTEKA

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

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ITEM SHOP	
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| Sacres Crystal - 60 Gold |
| Sacrum Crystal - 600 Gold |
| Magic Droplet - 40 Gold |
| Curia Crystal - 30 Gold |
| Risan Crystal - 150 Gold |
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NASRAD

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|           EQUIPMENT SHOP           |
|-----|
| Iron-Cutter - 3870 Gold |
| Nasr Pistol - 3520 Gold |
| Nasr Uniform - 2070 Gold |
| Caravan Armor - 1930 Gold |
| Holy Robe - 1520 Gold |
| Immunity Ring - 1490 Gold |
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|           ITEM SHOP           |
|-----|
| Sacres Crystal - 60 Gold |
| Sacrum Crysatl - 600 Gold |
| Magic Droplet - 40 Gold |
| Gylph of Might - 100 Gold |
| Gylph of Speed - 100 Gold |
| Healing Salve - 50 Gold |
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|           SHIP SHOP           |
|-----|
| Advanced Cannon - 5500 Gold |
| 10" Cannon Coil - 3710 Gold |
| Valuan Torpedo - 2400 Gold |
| Pyrynn Figure - 4400 Gold |
| Compound Deck - 5500 Gold |
|Enhanced Kitchen - 5500 Gold |
| Deluxe Kit - 75 Gold |
| Gear Grease - 500 Gold |
| Apa Wax - 100 Gold |
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SAILOR'S ISLAND

(After getting the Delphinus)

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|           EQUIPMENT SHOP           |
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| Ixa'Taka Armor - 2790 Gold |
| Naval Uniform - 2470 Gold |
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	Prophet's Sand	-	890	Gold	
	Moondust Ring	-	1530	Gold	
	Thryllak's Scale	-	2300	Gold	
	Burocca's Shell	-	1920	Gold	
	Scout Wing	-	680	Gold	
	Beak Hand	-	880	Gold	
	Elastamor	-	580	Gold	
	Raincoat	-	560	Gold	
	Crylhound's Claw	-	420	Gold	
	Thief's Aura	-	330	Gold	
	Sky Cutlass	-	450	Gold	
	Hook Hand	-	580	Gold	
	Sailor's Uniform	-	330	Gold	
	Mystic Dress	-	310	Gold	
	Gemstone Ring	-	150	Gold	
	Throkryn's Scale	-	300	Gold	

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	ITEM SHOP					
	Sacri Crystal	-	20	Gold		
	Sacres Crystal	-	60	Gold		
	Sacrum Crystal	-	600	Gold		
	Sacruken Crystal	-	200	Gold		
	Magic Droplet	-	40	Gold		
	Magic Dew	-	400	Gold		
	Curia Crystal	-	30	Gold		
	Risan Crystal	-	150	Gold		
	Gylph of Might	-	100	Gold		
	Gylph of Speed	-	100	Gold		
	Healing Salve	-	50	Gold		
	Chom	-	3000	Gold		

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	SHIP SHOP					
	Standard Cannon	-	1000	Gold		
	3" Cannon	-	700	Gold		
	Engine Cover	-	800	Gold		
	Armored Deck	-	1000	Gold		
	Bomb	-	100	Gold		
	Repair Kit	-	30	Gold		

 ESPERANZA

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	EQUIPMENT/ITEM/SHIP SHOP					
	Admiral Cutlass	-	4970	Gold		
	Wing of Hope	-	4760	Gold		
	Daccat's Tunic	-	3500	Gold		
	Battleworn Armor	-	3810	Gold		

	Miracle Robe	-	2400	Gold	
	Vigoro's Chain	-	2890	Gold	
	Sailor's Buckler	-	1930	Gold	
	Nocturnal Sight	-	1930	Gold	
	Sacrum Crysals	-	600	Gold	
	Magic Droplet	-	40	Gold	
	Magic Dew	-	400	Gold	
	Curia Crystal	-	30	Gold	
	Advanced Cannon	-	5500	Gold	
	10" Cannon Coil	-	3710	Gold	
	Valuan Torpedo	-	2400	Gold	
	Pyrynn Figure	-	4400	Gold	
	Compound Deck	-	5500	Gold	
	Deluxe Kit	-	75	Gold	

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YAFUTOMA

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	EQUIPMENT SHOP				

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

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	ITEM SHOP				

	Sacrum Crystal	-	600	Gold	
	Sacrulen Crystal	-	200	Gold	
	Magic Droplet	-	40	Gold	
	Magic Dew	-	400	Gold	
	Risan Crystal	-	150	Gold	
	Riselem Crystal	-	450	Gold	

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	SHIP PARTS				

	Yamato Spirit	-	6700	Gold	
	3' Cannon	-	4690	Gold	
	5' Cannon	-	5110	Gold	
	Serpent Torpedo	-	5360	Gold	
	Bluheim Figure	-	5360	Gold	
	Yafutoman Alcove	-	6700	Gold	
	Concussion Bomb	-	200	Gold	
	Deluxe Kit	-	75	Gold	
	Gear Grease	-	500	Gold	
	Rudder Grease	-	2000	Gold	

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15.) Bosses (xsec15x)
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The following is a list of bosses that are during the story line and a list of the optional bosses.

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STORY BOSSES | (stB) |
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ANTONIO
HP: 500
Drops: Moonberry
=====

-This fight can be rather hard, especially if he uses his Thunder of Fury attack, as it can do up to 250 damage. Try to conserve your SP for this fight and have Aika use the Sacri Crystals you got. Once you get enough SP, have Vyse use Cutlass Fury to damage him pretty well. Just have Aika keep using Sacri Crystals and either Guard or Focus, and let Vyse let loose with attacks and Cutlass Fury, and he should fall.

=====

SENTINEL
HP: 1300
Drops: Moonberry
=====

-This guy has a lot of Hit Points, so you know this will take a while. He also has a high counter rate, so avoid attacking with Aika if possible. He also has an attack that can do about 400 damage to a character, so beware of that. Now then, Aika should either Guard or Focus so Vyse can get enough SP to do a Cutlass Fury. Once he gets enough, go bonkers with it. Have Aika supply Vyse and herself with Sacri Crystals, or Sacres Crystals. The Sacres Crystals should be used as a last resort, though. After a few Cutlass Furies, Sentinel will fall back to rubble.

=====

BALTOR
HP: 10,000
Drops: Bomb, Captain's Stripe
=====

-Since it's your first ship battle, it shouldn't be all that hard. Just use your cannons to attack, and it should knock a good amount of damage off. If you need to heal, have Aika heal, and keep pounding him with your cannons. On one turn, you'll get a choice on what to do. Choose to get behind him, and finish him off.

=====
BLEIGOCK
HP: 4600
Drops: Vidal Seed
=====

-This boss can be rather difficult if you're low on Curia Crystals. The two attacks you'll want to watch out for are Vile Breath which hits for good damage and poisons, and Frost Breath which hits for good damage as well. Cast Increm on both Vyse and Drachma with Aika, and have Vyse use Cutlass Fury and Drachma use Tackle whenever you get the SP. Make sure to immediately cure Poison if you're inflicted with it, and keep using Cutlass Fury and Tackle on him. Have Aika be your healer, or Focus if she doesn't need to heal. After a few Cutlass Furies and Tackles, he should fall.

=====
EXECUTIONER
HP: 1800
Drops: Electri Box
=====

-This fight is hard. First thing you'll want to do is take out the two Spell Wardens. You most likely won't be able to get them on the first turn, so at least one will be able to cast Increm on the Executioner. If you have any Crystales Boxes, use them on the Spell Wardens to get rid of them quickly so they don't cast Drilnos on you. The Executioner hits hard, and if he's Incremmed, he'll hit even harder. His Tackle attack will do well over 1,200 Damage, so that possibly means an instant kill. Make sure to Guard with Aika, as she's important in this fight. Have Vyse use Cutlass Fury and Drachma should use Tackle. His HP isn't high, so you should be able to waste him in a few turns. Just keep guarding with Aika so Tackle doesn't kill her, and hope that Vyse and Dracha don't die, and you should win.

=====
VALUAN CRUISER
HP: 18,000
Drops: Repair Kit
=====

-This is a basic Ship Battle, only it can hit a little harder than what Baltor did. On the first turn, fire one cannon to soften it up and Focus on the rest of the turns. Once you get the signal to use the Harpoon Cannon, do so and the Cruiser should be destroyed. If not, then finish it off.

=====
ROKWYRM
HP: 4300
Drops: Riselem Box
=====

-This guy isn't all that hard, but he'll hit you hard on occassion with

Volcanic Blast. It can also stone one of your characters, so beware of that. Cast Incred on Vyse, and make sure his weapon is of the Ice (Purple) Element to do the best damage. Fina should focus on healing, while Aika should either Focus, Attack, or Heal, depending on the situation. Just keep using Cutlass Fury with Vyse and it should fall.

=====
RECUMEN
HP: -----
Drops: -----
=====

-Although you can't win this fight, you can't lose it either. All you have to do is shoot it and dodge it's Red Ray attack. It's easier than it sounds. Simply use your Secondary cannon on the square before the Red square, and drag it so it fires onto the Red Square, and then with the next character, choose to shoot with a regular cannon and it should knock it off balance. Just keep this up. Once given the choice, choose "You mean attack Belleza's Ship?" for a Swashbuckler Boost. You'll then fly off to do battle with Belleza's Ship, the Lynx.

=====
LYNX
HP: 30,000
Drops: Captain's Stripe, Magic Cannon, 3" Blaster
=====

-This will be a difficult fight. On your first turn, make sure to cast Incred and keep casting it as the battle wears on if you want to win. Use a mix of your Secondary Cannons and Main Cannons to hurt her, but make sure to heal after every turn. About every other turn, she'll use three attacks in one turn to do around 6,000 damage to you. Just keep your HP up while you attack her until you get some options. On the first option, choose to make a sharp turn. When given another choice, choose to get behind her. When given another choice, choose to move upwards, giving you the chance to land a Harpoon Cannon shot which should finish her off. If this doesn't finish her off, do so on the next turn. Just keep your HP above 6,000 and you should win this fight.

=====
THE CHAMELEON
HP: 25,000
Drops: Captain's Stripe
=====

-His attacks may hit hard, but his defense is low, so make sure that your Torpedos, Sub Cannons, and Cannons hit on the same turn at least once to make the most out of it. Guard when a red block comes up to reduce the damage from the Flamethrower, and hit him with the Harpoon Cannon to finish him off.

=====
ANTONIO 2

HP: 5000

Drops: Moonberry

=====

-This is just like the same fight with Antonio before, only he's a little stronger and a lot slower. If Vyse has Pirate's Wrath, save up your SP to use that, as it should do around 2,500, and even more if Incremmed. Don't bother using Increm, though. Just attack fast and hard, having Vyse use either Cutlass Fury or Pirate's Wrath, and Drachma using Tackle. Fina and Aika should be the healers as Antonio 2 can hit upwards to 1,200 damage. Just hit him hard and he'll fall fast.

=====

RIK'TALISH

HP: 6500

Drops: Sylph Seed

=====

-The one thing to note here is that Rik'Talish has the ability to confuse your party, so make sure to have enough Curia Crystals for this fight. He'll also put you to sleep. The one attack you'll want to watch out for is Feather Slash which will hit your characters for heavy damage. Cast Increm on Vyse and Drachma, and have Vyse go crazy with Cutlass Furies, or if you have it, Pirate's Wrath. Drachma should either attack or use Tackle. Aika and Fina should be throwing out Curia Crystals or Healing Crystals whenever someone is low on health or has a status effect. Just keep confusion and sleep off of everyone and keep your health up and you should be able to win.

=====

THE CHAMELEON

HP: 25,000

Drops: Hunter Torpedo

=====

-The Hit Points haven't changed, but his offensive sure has. De Loco will hit you hard and start attacking ruthlessly from the start of the battle. Get as many shots as you can to deal as much damage as possible before the turn he gets to use his Test Cannon. On this turn, guard and then heal on your next turn. Then keep pelting him with your cannons until you can use the Harpoon Cannon. That should finish him off.

=====

GRENDEL

HP: -----

Drops: Captain's Stripe, Grendel Wing, Complete Kit

=====

-Just like Recumen, you can't beat him by knocking his health down. However, you can still win this fight by knocking him into the valley. Start off by softening him up a little with your cannons. Most of his attacks will only do about 1,200 Damage, so you'll need to worry about healing once every two or three turns. When given the choice of staying up or going down, stay up. If you go down, Grendel will use his Stomp attack doing 7,000 damage to the Little Jack, and then usually follows that up with another attack. Once

you've done enough damage, he'll start holding his head. Now's your chance. Once you get the chance to use the Harpoon Cannon, use it and Grendel will fall into the valley, rendering him stuck.

=====

GORDO
HP: 2000
Drops: Cham, Sky Sardi x30, Spiked Sunfish x20
=====

-Not all that hard. His Chefs will pose as a problem, however. Just Cutlass Fury the Chefs, and then Gordo will be a pushover. Cutlass Fury and Tackle Gordo and he'll fall in a matter of minutes.

=====

SINISTRA/DESTRA
HP: 4,000/4,500
Drops: Icyl Seed, Magus Seed
=====

-This fight can be rather difficult, depending on what moves they use. Cast Increm on everyone if you can, and have Fina use Sacrum Crystals if you have them. Change your weapons to the Ice Element (Purple) and have Vyse use Cutlass Fury on Sinistra, and Gilder should use Gunslinger. Have Aika and Fina Focus if they don't need to heal, and keep attacking Sinistra until it falls. Once it's gone, change your weapons to the Fire Element (Red) and focus on Destra. Fina and Aika should use Sacrum Crystals as needed to save you SP, and have Vyse use Cutlass Fury and Gilder either attack or use Gunslinger. Keep hitting it hard, and keep your health up, and you should come out victorious.

=====

VIGORO
HP: 5,000
Drops: Cannon Room Key
=====

-This fight is pretty easy. His attacks are weak, only doing about 300 damage but he can confuse Aika, which can get annoying pretty fast. Just lay waste with Pirate's Wrath and Gunslinger and Vigoro will fall in a few turns.

=====

DRALKOR TANK
HP: 7,800
Drops: Riselem Crystal x5
=====

-This fight can be rather difficult. If you have at least 16 SP on the first turn, have someone use Incremus, and Focus with the rest of the party. The main attack you'll want to watch out for is Wheel Blast which hits an area, doing around 1,800 damage, so make sure Fina and Aika don't run in. Once everyone is Incremmed, have Vyse use Cutlass Fury or Pirate's Wrath and Gilder

should use Gunslinger if you have the leftover SP. Fina and Aika should always be focusing unless someone needs healing. He has a lot of HP, and has high attack power, but if you keep your HP up, you'll win.

=====
THE AURIGA
HP: 50,000
Drops: Captain's Stripe, Heavy Armor Deck, 12" Cannon
=====

-Although the Hit Points are high, this battle isn't as difficult as it looks to be. Start off by casting Increm and start shooting Torpedos and firing Main and Secondary cannons. Make it so that on at least one turn, the Torpedo, Main, and Secondary Cannon hit at the same time. This fight will take awhile longer. Not because of the Hit Points, but because it likes to defend about two to three times every turn. His cannons are weak, and are even weaker with Increm cast. Once you see a red square, make sure to cast Quicka or use a Speed Wax to avoid the Ram attack, leaving him wide open for a Moonstone Cannon shot. If that doesn't destroy the ship, then finish it off the next turn.

=====
ANGUILA
HP: 50,000
Drops: Heavy Torpedo, Timing Valve, Concussion Bomb
=====

-The only thing that can make this fight difficult is that Anguila can duck into the portal, therefore seriously lowering your accuracy. Torpedos are the way to go in this fight, but don't be afraid to use your cannons as well, as they can still hit if his head is poking out. His attacks are fairly weak, so get as many hits as you can. When given the choice, choose to stay put and pound him with your Moonstone Cannon to take about half of his life. He'll then fly out, cueing you to show no mercy and blast him with everything you have. If you don't finish him this turn, he'll duck back into the portal, but he should be close to death, so a well placed Torpedo should do the trick.

=====
TENKOU SHIP
HP: 23,000
Drops: Crystal Bomb, Pyro Bomb
=====

-The ship here will fly high, so don't bother with your main cannons. Fire your Torpedos and make use of the Magic Cannon to land hits. Their cannons are fairly strong, so make sure to pay attention to your ship's HP. Just keep pounding them with Torpedos and Magic and they ship will fall.

=====
JAO/MAO
HP: 2400 (each)
Drops: Moonberry

=====
-This fight can be rather difficult. If they attack a character twice, that'll add up to probably around 2,000 damage. First things first, have someone cast Incremus and Guard on that turn with the other characters. Then have Enrique use Justice Shield to seriously cut down the damage they do. Fina and Aika should be dishing out Sacrum Crystals, and Vyse should use Pirate's Wrath, as one of them should kill one. Or you can simply use a Prophecy, but it's best to waste them as fast as you can before your health gets too low.

=====
TORTIGAR
HP: 9000
Drops: Moonlight Robe
=====

-This fight is more annoying than it is hard. The thing that makes this fight extremely annoying is the fact that Tortigar can use an ability, Steelskin, which neglects all physical and magic attacks, and he uses it almost every turn too, so your best hope is to use Prophecy. What you should do is attack with at least one person. That way, he'll use Steelskin most of the time, so you should focus with the three other characters until you get full SP for a Prophecy. Repeat again and hope that he doesn't use Sacruen which will completely heal him. Just keep using Prophecy until he goes down, as if you try any other S. Moves, he'll use Steelskin.

=====
MURAJI
HP: 3000
Drops: Magic Dew x4
=====

-The only dangerous thing about this fight are the guards which can be taken care of easily, but Muraji will use support magic on them and himself, and then start with attack magic, so once the guards are gone, using Delta Shield will net you a guaranteed win.

=====
THE DRACO
HP: 40,000
Drops: Captain's Stripe
=====

-Forget strategy here. This fight is an all out offensive fight. You'll be able to use the Moonstone Cannon every turn, but Draco can use his Draco Cannon every turn also. It can deal upwards to 15,000 Damage, so make sure to heal at the end of the turn series. Go all out with your attacks, mixing Torpedo hits and Seconday Cannon hits with the Moonstone Cannon to get the best results. Just keep your health up and your SP up and you should win.

=====

BLUHEIM

HP: 80,000

Drops: Captain's Stripe

=====

-I have mixed feelings about this guy. Although his attacks are weak, the damage will add up very quickly, as he usually attacks 3 times in one round. He's also fast and will fly out of range of your cannons, so use Torpedos to do the most damage. Whenever a round appears that has two red squares next to each other, make sure to guard on the last turn, as Blue Winds can knock your ship offguard, giving him a wide open chance to strike you hard. Just keep pounding him with your Torpedos and smack him with your Moonstone Cannon when given the chance, and after several minutes of fighting, he'll fly to the ground, crashing into Mount Kazai.

=====

VELTARN

HP: 10,000

Drops: Crystalen Box

=====

-Talk about a hard battle. Veltarn will mostly use his Avalauncher attack which hits an area, doing around 1,700 damage to whoever is hit by it. He'll also use his Death Laser attack which has a high chance of instantly killing someone off. With that said, this fight won't be a cakewalk. Start off by casting Incremus to boost the Defense up. Cutlass Fury won't work for this fight, so stick with Pirate's Wrath and let the girls focus on using Riselem Crystals or the spell Riselem if someone dies, and let Enrique use Royal Blade if there's enough SP. Just keep attacking him, and keep using Riselem Crystals if someone dies, and Veltarn should fall. Grab the Moonberry a little way up.

=====

YELIGAR

HP: 90,000

Drops: Captain's Stripe, Thunder Cutlass

=====

-This guy is extremely weak, but for most of the battle, you'll be too far away to use your cannons, so stick with Torpedos. Cast Increm on the first turn. Yeligar has two attacks; Photon Charge and Voltigar. Photon Charge only hits for about 1,000, if that much. Voltigar will hits for about 1,500 or a little more. Either way, his attacks are weak, but since you'll be far away from the Gigas most of the time, your cannons won't hit. Stick with Torpedos and when you get the chance, use the Moonstone Cannon. His HP is high, so you may have to heal once due to the length of the battle, but he'll fall in a matter of time.

=====

THE CHAMELEON

HP: 25,000

Drops: Captain's Stripe, Twin Turbo, Magic Shell

=====

-The Chameleon hasn't changed much, but you'll just miss more since visibility is poor. Once you deal enough damage, De Loco will hook onto you, starting another battle. He isn't much stronger at all, so pelt him with your Torpedos and Cannons until he falls.

=====

BALTOR

HP: 13,000

Drops: Spherical Figure, Hybrix Wax, Timing Valve

=====

-Extremely easy battle. His cannons do very little damage, and his HP is low, so you should be able to waste him in a couple of turns, if not the first turn.

=====

RAMIREZ

HP: -----

Drops: -----

=====

-You can't win this fight, but Ramirez's moves are so damn visually awesome. Just attack him for giggles and watch him slaughter you.

=====

VIGORO

HP: 15,000

Drops: Paranta Seed

=====

-Vigoro is much more dangerous this time around. Start off by casting Incremus with everyone, as you'll need the extra defense. Vigoro's normal attacks won't do that much damage, but his Cannon attack will most likely kill off one of your weaker characters if it hits that person, or it will cause around 2,000 damage to the party. Either way, you'll want to heal or use Riselem on anybody that's down. Guard with Aika and Fina, or Focus, and have Vyse go bonkers with Pirate's Wrath, and if you have enough SP, have Gilder use Gunslinger. Just keep your health up and hit hard and you'll come out the victor.

=====

ELIMINATOR

HP: 15,000

Drops: Moonberry

=====

-This fight isn't as hard as Vigoro, but he can still hit your party hard. His Blaster attack will do around 2,000 damage, so be aware of that. Start off by casting Incremus and have Vyse use Pirate's Wrath on it while the girls either focus or heal or guard. Gilder should use Gunslinger if there's any extra SP left over.

=====
THE HYDRA
HP: 100,000
DROPS: Captain's Stripe, Moon Cannon, Moon Torpedo
=====

-This fight is going to take awhile. Cast Increm, or if you have the spare SP, Incremus to do more damage and start going all out with your cannons and Torpedos. Fire your Moonstone Cannon once you get the chance. The Hydra's Cannons can hit you for some good damage, and after it's taken some damage, it will reveal it's own little weapon. Whatever you do, choose to attack the top of the ship when you get the chance to choose. Make sure to heal when your HP is getting low. Use Complete Kits to conserve SP, and hit him hard with your strongest Cannons and Torpedos and you'll eventually come out victorius.

=====
GALCIAN
HP: 21,000
Drops: Valuan Medallion
=====

-Galcian is very deadly. He knows Silver Magic and it lands most of the time, so make sure to have someone ready with Riselem. Galcian also has an attack called Terminal that will severly damage one of your characters, bringing them down to the hundreds in HP, so heal right away after that. Don't bother using Incremus as Galcian can wipe away your stat boosts. Stick with Pirate's Wrath for Vyse and Gunslinger for Gilder as the girls either Focus or Heal. Keep your HP up and have someone ready with Riselem, and in a matter of time, Galcian will fall.

=====
GADIANOS
HP: 13,000
Drops: Complete Kit, Moon Gun, Sparkling Deck
=====

-Its attacks do around 4,000 damage, but since it has such low HP, and your new cannons are powerful, you should be able to take it down in the first round. If not, take it out the next round.

=====
RAMIREZ
HP: 30,000
Drops: -----
=====

-Ramirez will start off by casting Drilnos on your party, so use Lunar Cleansing to rid of it. Ramirez has a few attacks. One will knock off any positive attributes you have. Another is Lunar Blessing, where he will cast Regeneration on himself, so knock that off with Lunar Winds. Another move is Frozen Tundra which will hit a character for about 1,500 damage. And finally,

there's Silver Eclipse, which hits all characters for 2,000 damage, meaning you'll be doing a good amount of healing and cleansing in this fight. Always have Fina ready with either Lunar Winds or Cleansing while Aika should be ready to dish out Healing Crystals when needed. Smack Ramirez with Piate's Wrath and whoever your fourth character is, use one of their S. Moves. After a good amount of healing, Ramirez will fall.

=====
ZELOS
HP: 130,000
Drops: Captain's Stripe
=====

-Your first priority here is to cast Sylenis on Zelos to prevent any spell casting. Then cast Increm on yourself and smack him around with your cannons. Your cannons should be doing 10,000 or more damage now, or at least close to it. After a few rounds, Zelos will just sit there and won't attack. Now is your chance to hit it hard. Use a combo of Torpedos, Moon Gun, and Moonstone Cannon to deal heavy damage do it. Zelos will then come out of its shell and grow claws. If you did enough damage, one of the claws will fall off. You have an important choice; either close in and finish it off, or stay back and play it safe. It would be best if you stayed back to weaken it a little more. Cast Sylenis on this turn again and recast Increm, and heal. Zelos has an attack called Judgement which will do 20,000 damage or so, so have someone ready to use a Complete Kit. Just hit it hard, and use your Moonstone Cannon whenever you get the chance and Zelos will fall apart.

=====
RAMIREZ
HP: 40,000
Drops: -----
=====

-Hold nothing back in this fight. Ramirez on his first turn will cast Drilnos on your party, so use Lunar Cleansing to rid of it. Ramirez has a very deadly move called Silver Nightmare. Silver Nightmare will cause one of your characters to use one of their S. Moves against another. This can be bad news if he uses Vyse, and Vyse uses Pirate's Wrath, or if he uses it on Drachma, and Drachma uses Hand of Fate. You catch my drift. Another attack is Silver Binds, which I think is one of the coolest attacks ever. He'll come close to the character he's attacking, and grows tentacles to skewer the character, and a huge beam shoots out of Zelos to severely damage that character. Lunar Light is extremely useful in this fight. That is if Fina isn't killed off by Vyse. Keep your HP up at all costs, and slam Ramirez with Pirate's Wrath and whoever your fourth character is, pound him with an S. Move. Ramirez also has a move called Destruction to completely wipe out any stat boosts you have on you. All in all, keep your HP up, hit hard, and hope he doesn't use Silver Nightmare on Gilder (if you're using him) and then Gilder uses The Claudia. This fight is long and brutal, but keeping your health up will help you win.

----- O-----O
OPTIONAL BOSSES| (opB) |
----- O-----O

=====

RUPEE LARSO

Location: Maramba

Reward: 2,000 Gold

Drops: Captain's Hat, Paranta Seed

=====

-This fight can be a real pain. For starters, Barta is the one you'll want to take out first, so concentrate on using Cutlass Furies and Tackles whenever you have the spare SP to do so. Fina and Aika should be your healers. Use Crystals to conserve SP, and keep your health up above half and you should take out Barta with no problems. For Rupee, just have Aika keep using Delta Shield and Rupee won't be able to hurt you, so lay waste.

=====

LOOSE CANNON LAPEN

Location: Sailor's Island

Reward: 5,000 Gold

Drops: Berzerker Mail

=====

-Your first priority is to stay alive in this fight. If anyone dies, you won't be able to use your new move, Prophecy. Have Vyse use Skull Shield while everyone either guards, focuses, or heals. Once your SP is full and no one is dead, use Prophecy to take out the Cones and most of Lapen's life. Finish Lapen off with Cutlass Furies and Royal Blades. Lapen can hit your party for around 3,000 damage, so keep your health up every turn.

=====

IXA'NESS DEMONS

Location: Ixa'Taka Region

Reward: 8,000 Gold

Drops: Aura of Valir, Riselem Crystal, Tropica

=====

-This fight is going to be pretty hard. For one, they have an attack called Chock Mal which will hit you hard, and two of the three still get to attack. What also makes this fight hard is that they have the ability to put your party to sleep, and we don't need that. Instead of killing them one by one, it's wise to use a Prophecy, so have Vyse use Skull Shield or Enrique use Justice Shield while the other three characters get the SP all the way up. One Prophecy will take out all three. If anyone has a status effect or they have any stat boosts, use Luna Cleansing or Lunar Winds to rid of them. Just get off a Prophecy and you'll win.

=====

VIZE THE LEGEND

Location: Nasrad

Reward: 20,000 Gold

Drops: Tuna Cutlass, Swirmarang, Focus Robe

NOTE: You must be at least "Vyse The Daring"

=====

-This little bounty fight that includes characters that are identical to yours. Vize is Vyse, Aika is Anita, and Faina is Fina. Taking out either Faina or Anita should be your first priority. Faina has the ability to heal and use stat boosting skills, so Fina's Lunar Winds will help in this fight. Anita will use Anita Burst most of the time doing a good amount of damage, and sometimes she'll use Delta Shield, but it's a rare thing. Vize will use Cutlass Wrath which will inflict heavy damage on who is hit with it. Make sure to have two healers in this fight in Aika and Fina, as this fight will require two healers. Start off by using a Prophecy to weaken all three characters, and then finish them off one by one, starting with Faina. This fight will take a lot of time and patience, but if you can get a Prophecy off, the rest is a cake walk.

=====
DAIKOKUYA THE WEALTHY
Location: Ice Lands, after beating Dangral Island for the first time
Reward: 20,000 Gold
Drops: Pharax Idol
=====

-This fight can be a very difficult one if you're not prepared. Daikokuya will come with two guards, and if those two are gone, he'll summon three more, so leave at least one guard to avoid the hassle. Daikokuya's Golden Flurry attack can confuse your entire party, so hopefully someone has resistance against Confusion, namely Fina so she can use Lunar Cleansing. Save up for a Prophecy which will take out the guards and about 1/4 of Daikokuya's health, so stick with Pirate's Wraths and Royal Blades and he should fall.

=====
LORD ZIVILYN BANE
Location: Soltis
Reward: 30,000 Gold
Drops: Sylph Seed
=====

-What makes this fight a pain is that Lord Zivilyn will call upon lower Zivilyn Banes to fight along side with him, which is bad news. Lord Bane will cast Regeneration on himself, so wipe it off whenever he does with Lunar Winds. Taking out the Banes will help, but it's way to time consuming, and Lord Bane is very strong, so save up for a Prophecy. One will take out Lord Bane's HP by half, so one more Prophecy should do it. Sacrum Crystals and Riselem Crystals are a must for this fight. Get one last Prophecy off and you should win.

=====
PIASTOL #1
=====

-If you rush straight into this fight, this will easily be one of the hardest fights in the game. And to make this worse, she brings her little Doggie, Death Hound, along. Both have an insane amount of HP, and by that, you can tell this will take a good while. Death Hound will attack and heal Piastol with Sacri, so you know the dog has to go. But Death Hound has the ability

to cause Fatigue on a character, stopping any SP Regeneration, and that's very bad in this fight, so make sure to have plenty of Curia Crystals. Piastol herself is just as deadly. Her Tempest Dance will do around 1,300 damage, or lower if your level is low. She'll also cast Eterni most of the time, and it hits most of the time, so you'll be doing a lot of ressing.

It's very important that Aika use Delta Shield, as one dead person can mean the end of this fight, so Eterni shouldn't be a problem. Fina should be dishing out Healing Crystals and Curia Crystals and hope that Piastol doesn't use Tempest Dance on her, as it will most likely kill Fina. Vyse should be using Cutlass Fury while Drachma should use Tackle on the Death Hound until it falls. Once the dog falls, it's just a matter of endurance, meaning if you can keep your HP up, you'll be good to go. So Cutlass Fury and Tackle her once the dog falls. You'll get an insane amount of Experience and Magic Experience if you can win.

=====
PIASTOL #2
=====

-This fight should go a little more smoothly, since you have Enrique to use Justice Shield, but that doesn't mean it's going to be any easier. If you want to win this fight, Enrique needs to use Justice Shield every turn. Death Hound has a few new spells, as does Piastol, so taking out the dog first would be a good idea. Have Enrique use Justice Shield and Aika use Delta Shield until you can get to full SP. Use Prophecy to nearly kill Death Hound and finish him off the next turn. Have Aika keep casting Delta Shield while Enrique should use Justice Shield. Fina should be dishing out healing crystals and Vyse should be using Cutlass Fury, or if you have it and have the SP, use Pirate's Wrath. Just keep at it and she'll fall.

=====
PIASTOL #3
=====

-Delta Shield is a must in this fight, as Piastol now has Eternes to use on you, which can kill everyone at once. The Death Hound hasn't changed from last time, so have Enrique use Justice Shield and Aika should use Delta Shield until you can get full SP. Let loose with a Prophecy and finish off the Death Hound on the next turn. Delta Shield and Justice Shield are vital in this fight, as her Tempest Dance can do around 3,000 damage when unguarded. Have Vyse rip her a new one with Pirate's Wrath if you have the spare SP and have Fina dish out healing crystals and she'll fall in a matter of time.

=====
PIASTOL #4
=====

-This is the final fight with Piastol, and it isn't as different as last time, only her Tempest Dance can do more damage. Delta Shield and Justice Shield are a must in this fight. Focus with Fina and Vyse until you can get a Prophecy. Use it and finish off the Death Hound on the next turn, and have Vyse use Pirate's Wrath to finish Piastol off and end this Cat and Mouse game for good.

=====
16.) Ship Battles (xsec16x)
=====

This section will list all the ship battles in the game.

=====
BALTOR
HP: 10,000
Drops: Bomb, Captain's Stripe
=====

-Since it's your first ship battle, it shouldn't be all that hard. Just use your cannons to attack, and it should knock a good amount of damage off. If you need to heal, have Aika heal, and keep pounding him with your cannons. On one turn, you'll get a choice on what to do. Choose to get behind him, and finish him off.

=====
VALUAN CRUISER
HP: 18,000
Drops: Repair Kit
=====

-This is a basic Ship Battle, only it can hit a little harder than what Baltor did. On the first turn, fire one cannon to soften it up and Focus on the rest of the turns. Once you get the signal to use the Harpoon Cannon, do so and the Cruiser should be destroyed. If not, then finish it off.

=====
RECUMEN
HP: -----
Drops: -----
=====

-Although you can't win this fight, you can't lose it either. All you have to do is shoot it and dodge it's Red Ray attack. It's easier than it sounds. Simply use your Secondary cannon on the square before the Red square, and drag it so it fires onto the Red Square, and then with the next character, choose to shoot with a regular cannon and it should knock it off balance. Just keep this up. Once given the choice, choose "You mean attack Belleza's Ship?" for a Swashbuckler Boost. You'll then fly off to do battle with Belleza's Ship, the Lynx.

=====
LYNX
HP: 30,000
Drops: Captain's Stripe, Magic Cannon, 3" Blaster

=====
-This will be a difficult fight. On your first turn, make sure to cast Incred and keep casting it as the battle wears on if you want to win. Use a mix of your Secondary Cannons and Main Cannons to hurt her, but make sure to heal after every turn. About every other turn, she'll use three attacks in one turn to do around 6,000 damage to you. Just keep your HP up while you attack her until you get some options. On the first option, choose to make a sharp turn. When given another choice, choose to get behind her. When given another choice, choose to move upwards, giving you the chance to land a Harpoon Cannon shot which should finish her off. If this doesn't finish her off, do so on the next turn. Just keep your HP above 6,000 and you should win this fight.

=====
THE CHAMELEON
HP: 25,000
Drops: Captain's Stripe
=====

-His attacks may hit hard, but his defense is low, so make sure that your Torpedos, Sub Cannons, and Cannons hit on the same turn at least once to make the most out of it. Guard when a red block comes up to reduce the damage from the Flamethrower, and hit him with the Harpoon Cannon to finish him off.

=====
THE CHAMELEON
HP: 25,000
Drops: Hunter Torpedo
=====

-The Hit Points haven't changed, but his offensive sure has. De Loco will hit you hard and start attacking ruthlessly from the start of the battle. Get as many shots as you can to deal as much damage as possible before the turn he gets to use his Test Cannon. On this turn, guard and then heal on your next turn. Then keep pelting him with your cannons until you can use the Harpoon Cannon. That should finish him off.

=====
GRENDL
HP: -----
Drops: Captain's Stripe, Grendel Wing, Complete Kit
=====

-Just like Recumen, you can't beat him by knocking his health down. However, you can still win this fight by knocking him into the valley. Start off by softening him up a little with your cannons. Most of his attacks will only do about 1,200 Damage, so you'll need to worry about healing once every two or three turns. When given the choice of staying up or going down, stay up. If you go down, Grendel will use his Stomp attack doing 7,000 damage to the Little Jack, and then usually follows that up with another attack. Once you've done enough damage, he'll start holding his head. Now's your chance. Once you get the chance to use the Harpoon Cannon, use it and Grendel will fall into the valley, rendering him stuck.

=====

THE AURIGA

HP: 50,000

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

=====

-Although the Hit Points are high, this battle isn't as difficult as it looks to be. Start off by casting Increm and start shooting Torpedos and firing Main and Secondary cannons. Make it so that on at least one turn, the Torpedo, Main, and Secondary Cannon hit at the same time. This fight will take awhile longer. Not because of the Hit Points, but because it likes to defend about two to three times every turn. His cannons are weak, and are even weaker with Increm cast. Once you see a red square, make sure to cast Quicka or use a Speed Wax to avoid the Ram attack, leaving him wide open for a Moonstone Cannon shot. If that doesn't destroy the ship, then finish it off the next turn.

=====

ANGUILA

HP: 50,000

Drops: Heavy Torpedo, Timing Valve, Concussion Bomb

=====

-The only thing that can make this fight difficult is that Anguila can duck into the portal, therefore seriously lowering your accuracy. Torpedos are the way to go in this fight, but don't be afraid to use your cannons as well, as they can still hit if his head is poking out. His attacks are fairly weak, so get as many hits as you can. When given the choice, choose to stay put and pound him with your Moonstone Cannon to take about half of his life. He'll then fly out, cueing you to show no mercy and blast him with everything you have. If you don't finish him this turn, he'll duck back into the portal, but he should be close to death, so a well placed Torpedo should do the trick.

=====

TENKOU SHIP

HP: 23,000

Drops: Crystal Bomb, Pyro Bomb

=====

-The ship here will fly high, so don't bother with your main cannons. Fire your Torpedos and make use of the Magic Cannon to land hits. Their cannons are fairly strong, so make sure to pay attention to your ship's HP. Just keep pounding them with Torpedos and Magic and they ship will fall.

=====

THE DRACO

HP: 40,000

Drops: Captain's Stripe

=====

-Forget strategy here. This fight is an all out offensive fight. You'll be

able to use the Moonstone Cannon every turn, but Draco can use his Draco Cannon every turn also. It can deal upwards to 15,000 Damage, so make sure to heal at the end of the turn series. Go all out with your attacks, mixing Torpedo hits and Secondday Cannon hits with the Moonstone Cannon to get the best results. Just keep your health up and your SP up and you should win.

=====
BLUHEIM
HP: 80,000
Drops: Captain's Stripe
=====

-I have mixed feelings about this guy. Although his attacks are weak, the damage will add up very quickly, as he usually attacks 3 times in one round. He's also fast and will fly out of range of your cannons, so use Torpedos to do the most damage. Whenever a round appears that has two red squares next to each other, make sure to guard on the last turn, as Blue Winds can knock your ship offguard, giving him a wide open chance to strike you hard. Just keep pounding him with your Torpedos and smack him with your Moonstone Cannon when given the chance, and after several minutes of fighting, he'll fly to the ground, crashing into Mount Kazai.

=====
YELIGAR
HP: 90,000
Drops: Captain's Stripe, Thunder Cutlass
=====

-This guy is extremely weak, but for most of the battle, you'll be too far away to use your cannons, so stick with Torpedos. Cast Increm on the first turn. Yeligar has two attacks; Photon Charge and Voltigar. Photon Charge only hits for about 1,000, if that much. Voltigar will hits for about 1,500 or a little more. Either way, his attacks are weak, but since you'll be far away from the Gigas most of the time, your cannons won't hit. Stick with Torpedos and when you get the chance, use the Moonstone Cannon. His HP is high, so you may have to heal once due to the length of the battle, but he'll fall in a matter of time.

=====
THE CHAMELEON
HP: 25,000
Drops: Captain's Stripe, Twin Turbo, Magic Shell
=====

-The Chameleon hasn't changed much, but you'll just miss more since visibility is poor. Once you deal enough damage, De Loco will hook onto you, starting another battle. He isn't much stronger at all, so pelt him with your Torpedos and Cannons until he falls.

=====
BALTOR
HP: 13,000

Drops: Spherical Figure, Hybrix Wax, Timing Valve

=====

-Extremely easy battle. His cannons do very little damage, and his HP is low, so you should be able to waste him in a couple of turns, if not the first turn.

=====

THE HYDRA

HP: 100,000

DROPS: Captain's Stripe, Moon Cannon, Moon Torpedo

=====

-This fight is going to take awhile. Cast Increm, or if you have the spare SP, Incremus to do more damage and start going all out with your cannons and Torpedos. Fire your Moonstone Cannon once you get the chance. The Hydra's Cannons can hit you for some good damage, and after it's taken some damage, it will reveal it's own little weapon. Whatever you do, choose to attack the top of the ship when you get the chance to choose. Make sure to heal when your HP is getting low. Use Complete Kits to conserve SP, and hit him hard with your strongest Cannons and Torpedos and you'll eventually come out victorious.

=====

GADIANOS

HP: 13,000

Drops: Complete Kit, Moon Gun, Sparkling Deck

=====

-Its attacks do around 4,000 damage, but since it has such low HP, and your new cannons are powerful, you should be able to take it down in the first round. If not, take it out the next round.

=====

ZELOS

HP: 130,000

Drops: Captain's Stripe

=====

-Your first priority here is to cast Sylenis on Zelos to prevent any spell casting. Then cast Increm on yourself and smack him around with your cannons. Your cannons should be doing 10,000 or more damage now, or at least close to it. After a few rounds, Zelos will just sit there and won't attack. Now is your chance to hit it hard. Use a combo of Torpedos, Moon Gun, and Moonstone Cannon to deal heavy damage do it. Zelos will then come out of its shell and grow claws. If you did enough damage, one of the claws will fall off. You have an important choice; either close in and finish it off, or stay back and play it safe. It would be best if you stayed back to weaken it a little more. Cast Sylenis on this turn again and recast Increm, and heal. Zelos has an attack called Judgement which will do 20,000 damage or so, so have someone ready to use a Complete Kit. Just hit it hard, and use your Moonstone Cannon whenever you get the chance and Zelos will fall apart.

=====
17.) The Four Monsters (xsec17x)
=====

-----O-----O
OBISPO | (moA) |
-----O-----O

-You can find Obispo around the Squid's Nest Discovery. Once you engage into battle, it's quite easy. The only way his attacks can hit you are if you get behind him, so if possible, stay to the side and pelt him with all your cannons and torpedos. His attack does moderate damage, and his HP is high, but as long as you hit him hard, he'll fall after a few rounds.

-----O-----O
ALANIA | (moB) |
-----O-----O

-You can find Alania in the Lands of Ice. Alania is easier to defeat than Obispo, since it has lower HP and is weaker, but the one thing that will get you is the high evasion rate Alania has, so Torpedos are your best friend in this fight. Stay behind it and use your Moonstone Cannon to finish it off.

-----O-----O
ROC | (moC) |
-----O-----O

-You can find Roc in the Uppersky around the Ixa'Taka Region and North Ocean. Roc is stronger than the other three monsters, but his HP is low, so it should only take a few rounds to dispatch of him, but don't rule out of the possibility of healing.

-----O-----O
GIANT LOOPER | (moD) |
-----O-----O

-You can find the Giant Looper around the Looper Nest Discovery. There's a trick into beating the Giant Looper. Don't go all out on him right away, or else he'll run. Attack him lightly the first couple of turns until you can use the Moonstone Cannon. Switch Rings will cause your attacks to miss, so you'll need to be patient. Once you get the chance to use the Moonstone Cannon to severely weaken him, and finish him off on a critical turn or else he'll run.

=====
18.) Crew Members (xsec18x)
=====

Once you acquire the Delphinus, you'll be able to sail around and get your own crew. The following is a list of the people who you can hire to be on your crew, and where they are found, what their use is, how much SP it costs or if it's passive, if their Blue Rogue attack is an attack or heals, and what their animation is.

MARCO

Position: Sailor
Where: On the Delphinus when you're checking around
Does: Recovers your ships SP
SP Use: 8
Attack/Heal: Attack
Animation: Marco will pick his nose and throw a huge booger at the opponents.

POLLY

Position: Cook
Where: On Sailor's Island
Does: Restores 10 MP to a character.
SP Use: 6
Attack/Heal: Heal
Animation: The camera goes up from Polly's feet to her head, while she's shaking her body around and kisses the screen.

LAWRENCE

Position: Helmsman
Where: On Sailor's Island. Pay him 10,000 Gold.
Does: Raises your Ship's Quick
SP Use: Passive
Attack/Heal: Attack
Animation: Lawrence jumps onto the screen, holding up his sword and a glare comes off of it.

PINTA

Position: Delegate
Where: Sailor's Island
Does: Neglects all cannon damage
SP Use: 10
Attack/Heal: Attack
Animation: Pinta appears in the middle of the screen, winks, and smacks the enemies with his wrench.

POW

Position: Jester
Where: Pirate Isle
Does: Increases chance of attacking first
SP Use: 4
Attack/Heal: Attack
Animation: Pow jumps from the left, then from the right, and jumps towards the screen, barking.

KHAZIM

Position: Gunner
Where: Nasrad
Does: Increases damage of main cannons
SP Use: Passive
Attack/Heal: Attack
Animation: Khazim fires off two cannons underneath his arms.

OSMAN

Position: Merchant
Where: Nasrad
Does: Increases chance of finding expensive items
SP Use: Passive
Attack/Heal: Heal
Animation: Osman giggles and throws coins everywhere.

DOMINGO

Position: Lookout
Where: Gordo's Bistro
Does: Increases chance of landing a critical hit
SP Use: 6
Attack/Heal: Heal
Animation: Looks through a telescope and a treasure chest appears in the lens.
NOTE: You must have 30 Discoveries before he joins you.

TIKATIKA

Position: Lookout
Where: Horteka
Does: Increases the accuracy on your Torpedos
SP Use: Passive
Attack/Heal: Attack
Animation: Tikatika shoots arrows into the air
NOTE: You must have the Ixa'Ness Village Discovery before he joins you.

MERIDA

Position: Jester
Where: Horteka
Does: Increases the value of your ship
SP Use: Passive
Attack/Heal: Heal
Animation: Dances around the screen.
NOTE: You must have found the Note in a Bottle at Sailor's Island.

ROBINSON

Position: Sailor
Where: Dark Rift
Does: Decreases SP Consumption
SP Use: 8
Attack/Heal: Attack
Animation: Drinks and spits out fire.

KIRALA

Position: Builder
Where: Yafutoma
Does: Restores the ships HP
SP Use: 7
Attack/Heal: Attack
Animation: Runs across the screen throwing knives.
NOTE: You must choose the option that compliments while speaking with her.

URALA

Position: Cook
Where: Yafutoma
Does: Maxes out ships SP
SP Use: 15
Attack/Heal: Heal
Animation: Urala walks onto the screen with a plate full of food.
NOTE: You must have Kirala in your crew before she can join your crew.

MOEGI

Position: Delegate
Where: Yafutoma
Does: Neglects magic
SP Use: 10

Attack/Heal: Heal

Animation: Moegi calls upon some kind of barrier thing.

RYU-KAN

Position: Artisan

Where: His island. Fly south from Yafutoma to find it.

Does: Increases ships Attack and Defense

SP Use: 15

Attack/Heal: Attack?

Animation: Ryu-Kan holds up a sword after forging it.

NOTE: You must have the rank "Vyse The Daring" or higher.

HANS

Position: Engineer

Where: Horteka

Does: Raises Magic Defense

SP Use: Passive

Attack/Heal: Heal

Animation: A machine appears behind him.

NOTE: You must have the Blue Moon Crystal.

DON

Position: Helmsman

Where: Esperanza

Does: Raises ships Dodge

SP Use: Passive

Attack/Heal: Attack?

Animation: Drinks and laughs.

NOTE: You must have the Blue Moon Crystal.

KALIFA

Position: Merchant

Where: Maramba

Does: Increases chance of finding rare items

SP Use: Passive

Attack/Heal: Heal

Animation: Looks into her crystal.

NOTE: You must have a Surian Blade equipped.

BRABHAM

Position: Engineer
Where: Crescent Isle
Does: Raises ships Defense
SP Use: Passive
Attack/Heal: Heal
Animation: Yawns, scratches his arse, and falls.

IZMAEL

Position: Builder
Where: Crescent Isle
Does: Increases damage done by the Moonstone Cannon
SP Use: Passive
Attack/Heal: Attack
Animation: Izmael throws a piece of wood across the screen.

BELLE

Position: Gunner
Where: Crescent Isle
Does: Increases damage of your Secondary Cannons
SP Use: Passive
Attack/Heal: Attack
Animation: Fires off a cannon.

ILCHYMIS

Position: Artisan
Where: On his island. Check the black spot on your map above Valua.
Does: Increases ships Stats
SP Use: 8
Attack/Heal: Heal
Animation: Opens up his book.
NOTE: You must have the spell Riselem learned.

Some of the crew members have their uses while you're at Crescent Isle. The following is a list of the crew members and what they do.

MARCO

Nothing

POLLY

Cooks if you give her money to upgrade.

LAWRENCE

Nothing

PINTA

Puts animals onto pads on the water.

POW

Nothing

KHAZIM

Sells ship parts if in your Active Crew.

OSMAN

Sells items. Sells better items if upgraded.

DOMINGO

Gives you items depending on how many Discoveries you've made.

TIKATIKA

Nothing.

MERIDA

Dances if you give her money.

ROBINSON

Nothing.

KIRALA

Upgrades living quarters, tavern, or Kalifa's tent. Also decorates.

URALA

Cooks if you give her money to upgrade.

MOEGI

Nothing.

RYU-KAN

Sells weapons. Sells better weapons if upgraded.

HANS

Nothing.

DON

Nothing.

KALIFA

Tells your fortune.

BRABHAM

Upgrades your ship when given plans.

IZMAEL

Upgrades living quarters, tavern and Kalifa's tent. Also decorates.

BELLE

Sells ship parts if in your Active Crew.

ILCHYMIS

Sells Crystals. Sells Seeds if upgraded.

=====
19.) Cupil (xsec19x)
=====

After deciding to experiment with Cupil, I decided to list all of his forms and how to achieve him by spending countless money on Choms so I can figure out some of its forms.

I know there are probably more paths, but these are the only two that I could find.

The left number represents regular chams, as the right one represents Abirik Chams.

PATH 1

Cupil (0/0)
|
|
V
Cupil Blade (2/0)
|
|
V
Cupil Cone (4/0)
|
|
V
Cupil Sword (8/0)
|
|

V
Cupil Star (12/0)
|
|
V
Cupil Cutlass (16/0)
|
|
V
Cupil Spear (20/0)
|
|
V
Cupil Claymore (24/0)
|
|
V
Final Cupil (30/3)

PATH 2

Cupil (0/0)
|
|
V
Cupil Cannon (2/1)
|
|
V
Cupil Club (8/1)
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V
Cupil Lance (12/1)
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V
Cupil Pan (12/2)
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V
Cupil Weight (24/2)
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V
Final Cupil (30/3)

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20.) Discoveries (xsec20x)
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This section will list all the Discoveries in the game and where they can be

found. I'll put Lower or Upper Sky whenever a Discovery requires it.

This will not go indepth. It will give you a brief description of where you can find them, as most of these are quite easy to find.

1.) Pirates Grave

Where: Once you gain controll of the Ablatross, head straight until your compass spins.

2.) Guidestones

Where: Northeast of Sailor's Island on a small rock.

3.) Sky Coral

Where: Head east from Shrine Island and examine all the green islands.

4.) Silver Moon Pit

Where: Head east from Shrine Island and examine the long, grey rock.

Also: You can head straight North from the Sky Coral Discovery.

5.) Topple Rocks

Where: Check the top of the mountains south of Maramba.

6.) Wandering Lake

Where: East of Maramba.

7.) Oasis

Where: Fly over the mountains southeast of Maramba and hover across the ground until your compass spins.

Also: You can go southwest from the Sandfalls Discovery.

8.) Sandfalls

Where: Rise as far as you can and examine the big island southeast.

Also: You can go Northeast from the Oasis Discovery.

9.) Temple of Pyrynn

Where: East of Maramba, found automatically.

10.) Beak Rock

Where: Check the south section of the South Ocean. Near a rift.

11.) Sky Anemone

Where: On top of a rock in the southeastern part of the South Ocean.

Also: You can go North from the Frozen Giant Discovery.

12.) Ixa'Taka

Where: Found automatically once you exit the South Ocean.

13.) Grapa Fruits

Where: Check under Horteka. On the north side.

14.) The Great Bird

Where: Northwest of Horteka. Check the ground for a huge bird image.

15.) The Golden Man

Where: West of the King's Hideout, on the nearest mountain.

16.) Gates of Rixis

Where: Lower yourself over the Great Bird's beak and fly north. There are little rocks near a mountain base. That's it.

17.) Ixa'Takan Palace

Where: South of the King's Hideout, in an open area.

Also: You can go south from The Golden Man Discovery.

18.) Ixa'Ness Village

Where: North of Moonstone Mountain.

19.) Mysterious Rings

Where: South of the Will o' Wisps Discovery.

20.) Will o' Wisps

Where: North from the Iron Gate.

Also: North from the Mysterious Rings Discovery.

21.) Roc's Nest

Where: Northwest from the Iron Gate.

Also: You can go West from the Will o' Wisps Discovery.

22.) The Giant Throne

Where: On the eastern side of the North Ocean, on a grey island.

23.) Lighthouse Ruins

Where: Western side of the Valuan Continent as you enter it.

24.) Ancient Palace

Where: Southeast of Valua, along the base of the mountains.

25.) Skull Rock

Where: Northwest of Crescent Isle.

26.) Stone City

Where: North side of Valua, west from the boulder wall.

Also: Southeast of the Philosophy Stone.

27.) Ship Graveyard

Where: In the North Dannel Straight.

28.) Philosophy Stone

Where: North of the Valuan Continent.

Also: Northwest of the Stone City.

29.) Balloon Flower

Where: Raise up as far as you can and go north from the Skull Rock Discovery.

30.) The Lands of Ice

Where: Found automatically when you enter it.

31.) Icebird

Where: Northwestern part of the Ice Lands.

32.) The Frozen Giant

Where: On an Iceberg, north of the mountains near the edge of the Lands of Ice.

Also: You can go South from the Sky Anemone Discovery.

33.) Aurora

Where: Found automatically.

34.) Blimp Wreck

Where: West of the Dark Rift entrance.

35.) Giant Squid Nest

Where: North of Crescent Isle, past the rift. In a huge crater.

36.) Black Moon Stone

Where: In the Dark Rift. Refer to the Dark Rift section in the walkthrough on how to find it.

37.) Yafutoma

Where: Automatically found.

38.) Uguisu's Nest

Where: Northwest from the Dark Rift exit.

39.) Guardian Walls

Where: Around South Yafutoma.

40.) Wanderbirds

Where: North of Mount Kazai. Raise to the cloud ceiling and wait.

41.) Dheerse

Where: Northeast of Yafutoma.

42.) Grieving Prince

Where: Far Southeast of Yafutoma. On an island between the stone reef and rift.

43.) Spice Island

Where: North of Uguisu's Nest, through the Sky Rift.

44.) Mystic Orchard

Where: Northeast of Yafutoma.

45.) Inverse Isle

Where: Head North from the Dheerse Discovery. On the southeast corner of the map.

46.) The World is Round

Where: Found Automatically.

47.) Ruins of Rolana

Where: East of Nasrad, between the Dark Rift and some mountains.

48.) Southern Cross

Where: Drop down and go north from Glacia.

{LOWER SKY}

49.) Rainbow Island

Where: North of Crescent Isle.

{UPPER SKY}

50.) Moonstone Lake

Where: West of Pirate Island.

{UPPER SKY}

51.) Iron Star

Where: Around Nasrad.

{UPPER SKY}

52.) Alupas

Where: Northwest of Horteka.

{UPPER SKY}

53.) Observatory

Where: On a Plateau near Rixis.

{UPPER SKY}

54.) Dancing Lights

Where: Head west from Crescent Isle.

{LOWER SKY}

55.) Mother Tree

Where: South of Tenkou Island.

{UPPER SKY}

56.) The Ghost Ship

Where: Around Esperanza and the Dark Rift.

{UPPER SKY}

57.) Flutterflies

Where: Around Maramba to Ixa'Taka.

{UPPER SKY}

58.) Eclipse Point

Where: North from the Looper's Nest Discovery.

{UPPER SKY}

59.) Looper's Nest

Where: West of Yafutoma, on the northern tip of an island.

Also: You can go South from the Eclipse Point.

60.) Flying Machine

Where: Northwest of Pirate Isle.

{LOWER SKY}

61.) Valuan Wreckage

Where: On an Island in the North Dannel Straight.

{LOWER SKY}

62.) Rabbats

Where: North of the Dancing Lights Discovery.

{LOWER SKY}

63.) Bottomless Pit

Where: West of Shrine Island.

{LOWER SKY}

64.) Anceint Fish

Where: Near the Giant Squid Nest.

{LOWER SKY}

65.) Star Sand

Where: South of Maramba, near the rift leading to Esperanza.

66.) Maroon Isle

Where: Between the Star Sand Discovery and the entrance to the South Ocean.

67.) Comma Rock

Where: Floats around the exit of the South Ocean to Ixa'Taka.

68.) Turtula Pole

Where: West of Horteka, on the southern part of the Island.

69.) Wings of Gold

Where: Above Rixis.

70.) Giant's Hammer

Where: On the west side of the North Ocean.

71.) Tricyclone

Where: Near the entrance of the Iron Gate. Float down to find it. It moves.

72.) Map of Ages

Where: Around Nasrad.

73.) Balloon Seed

Where: Between Crescent Isle and the Balloon Flower Discovery.

74.) Ice Lens

Where: On top of a mountain in the Lands of Ice. Western side.

75.) Paper Airship

Where: Flies around the Lands of Ice.

76.) Mirage Island

Where: Northwest of Sailor's Island.

77.) Ryuguu Turtle

Where: North of Yafutoma.

78.) Sky Ladder

Where: Highest Mountain top around the Valua Region.

{UPPER SKY}

79.) Ryuguu Island

Where: Southeast of Tenkou Island.

{UPPER SKY}

80.) Tomb of Ice

Where: On top of a mountain in the eastern parts of the Lands of Ice.

{UPPER SKY}

81.) Stone Lovers

Where: Near Yafutoma.

{LOWER SKY}

82.) Deep Iron Star

Where: Flies around Yafutoma.

{LOWER SKY}

83.) Sky Train

Where: Flies over Rixis, Maramba, and the Lands of Ice.

{UPPER SKY}

84.) Flying Flail

Where: Flies from Gordo's Bistro to Mount Kazai.

{UPPER SKY}

85.) Rolling Stone

Where: Circles around the Dark Rift.
{LOWER SKY}

86.) Deep Snow

Where: North of the Lands of Ice.
{LOWER SKY}

87.) Long Line

Where: North of the Looper's Nest.

88.) Moon Hamachou

Where: Automatically obtained when the Moonfish sidequest is completed.

89.) Golden Hamachou

Where: Above the tunnel leading from Sailor's Island to Pirate Isle. Must have the Three Secrets.

=====
21.) FAQ (xsec21x)
=====

Q: Where's Vize?

A: This is taken from my Bounty FAQ:

After getting the Blue Moon Crystal, and heading back to Crescent Isle, you'll gain the title Vyse The Fallen Pirate. Before getting this title, however, you need "Vyse The Daring" or else Vize won't appear. Make sure to check any Sailor's Guild to see that you're on the Bounty list, and then head for Nasrad. Vize will be standing by the wrecked palace in red. If he isn't there, then exit and re-enter. If he isn't there again, exit and re-enter again. If he still isn't there, then advance the story some to up your title, even though you can't see it.

Q: I can't beat [insert Bounty here]. Any advice?

A: Don't try leveling. As you level, their levels increase, meaning their HP gets higher, as well as their damage. If you can't beat them the first time, try another strategy or try again.

Q: Do Captain's Stripes transfer from the Little Jack to the Delphinus?

A: Yes.

Q: I need 100,000 Gold for Brabham and Izmael. Any idea on how to get money?

A: Sell off your Daccat's Coin for 20,000 Gold, and try to find some more Discoveries to sell off. If those don't net you enough money, then go outside and fight some enemies until you get it.

Q: Why does my game keep freezing when I enter the Lands of Ice?

A: Most likely you're using an Action Replay and you enabled the cheat named All Discoveries. Since the Lands of Ice is an automatic discovery, your game screws up whenever you enter it. Your best bet is to reset your game and

either don't use any cheats, or turn off the All Discoveries cheat.

More to come as they come into my inbox.

=====
22.) Credits/Thanks (xsec22x)
=====

-GameFAQs and the other hosting sites: For hosting this Guide.

-Sega: For picking up this awesome game.

-http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

-Lots of people: For pointing out that I forgot to point out where exactly the Dream Cutlass was. Thanks for pointing it out. Again, too many of you to name.

-The Skies Messageboards: You guys are damn helpful.

And a huge thank you to you, the reader. Without you, I wouldn't be writing these FAQs in the first place.

=====
23.) Version History (xsec23x)
=====

Version 0.01 - August 29, 2005 - Started this guide. Finished up to entering Maramba.

Version 0.02 - August 31, 2005 - Big update. Finished up to entering Esperanza.

Version 1.0 - September 5, 2005 - Wow. Another huge update. I was able to finish the walkthrough quicker than I thought. I'll add more sections to the FAQ soon.

Version 1.1 - September 6, 2005 - Added in some sidequest stuff to do and added in a Crew Members section. More stuff to come in the future.

Version 1.2 - September 7, 2005 - Big update today. Got in the S. Moves section, Boss section, Four Monsters section, Magic Section, and the Weapons Section. Also fixed a few typos.

Version 1.3 - September 8, 2005 - Got the armor, Accessory, and half of the item section done.

Version 1.4 - September 9, 2005 - Man, I've gotten a lot done in only 4 days since the walkthrough was completed. Finished up the item section, put in shop lists in the respective towns in the walkthrough, and finished the Washbuckler Section. I plan on adding a Moonberry and Cham location section, Discovery section, and Ship Parts section next week.

Version 1.5 - September 12, 2005 - Sorry for the lack of a big update. I got the Ship Battle section done and fixed a typo. Hopefully the next update will be a lot bigger than this one.

Version 1.6 - September 15, 2005 - Got the Ship Parts section done and added in a FAQ section. I decided to nix the Moonberry/Cham location section. The Discoveries section should be up and completed in the next update.

Version 1.7 - September 20, 2005 - Sorry about the lack of updates. Been busy with Star Ocean 3. Got the Discovery section done. Just to let you know ahead of time, it's not a detailed section, but should be good enough. I also added in a site to the allowed list.

Version 1.8 - October 4, 2005 - Added in a Cupil section.

Version 1.9 - October 5, 2005 - Added in a Shop List section and fixed a typo.

Version 2.0 - October 25, 2005 - Re-did the header.

Version 2.1 - October 6, 2006 - Finally got around to adding in a Treasure Checklist and fixed a few typos and added in another question to the FAQ section.

Version 2.2 - February 28, 2007 - Added in the location of the Dream Cutlass and fixed up a small typo.

Version 2.3 - April 24, 2007 - Removed the Treasure Checklist.

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