

# Skies of Arcadia Legends Swashbuckler Rating FAQ

by kippy33

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

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## SWASHBUCKLER WALKTHROUGH V1.9

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## -----4.01 What is a Swashbuckler Rating?-----

A Swashbuckler Rating is a rating that will determine how good of a Blue Rogue/Swashbuckler you are.

## -----4.02 How do I increase my Swashbuckler Rating?-----

If you make bold, brave decisions without being too reckless, then your rating will increase. It can also mean not to lose your cool under pressure and be creative. You will hear a noise after making a choice, indicating that you made the correct one.

## -----4.03 How does my rating decrease?-----

Basically, do the opposite of the answer to the question above. Also, running away from battles will decrease your rating.

## -----4.04 What are the different Swashbuckler Ratings?-----

From lowest to highest they 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

Also, when you meet certain requirements, you will be given a Special Rating.

## -----4.05 Huh? Special Ratings?-----

Yes, once you reach that certain point, you will be given a Special Rating. They are:

Vyse the Charismatic - All 22 crew members  
Vyse the Battle Lord - Kill a total of 2500 enemies  
Vyse the Sky Battle King - Kill the 4 "monster" ships, and 12 out of story ships  
Vyse the Extravagant - 1,000,000 Gold + the following items:  
-Intercom  
-Enhanced Kitchen  
-Floor Heater  
-Air Purifier  
-Yafutoman Alcove  
-Soundproofing  
-Expensive Wheel  
-Chandelier  
-Wooden Doll  
Vyse the Exploration King - All discoveries, 90% treasure chests  
Vyse the Bounty King - Complete all wanted battles  
Vyse the Fisher King - Catch 1000 fish  
Vyse the Legend - All discoveries, treasure chests, bounties, and Piastol

battles.

>>\*\*THANKS TO MOUNTAINDUD0 FOR THE SPECIAL RATINGS\*\*<<

-----4.06 Once I recieve a special rating, can I go back to a regular rating?-----

No. Once you recieve the special rating, you cannot go back to a regular one, i.e. Vyse, King of Rogues.

-----4.07 What happened to my Rating? Why am I a fallen pirate?-----

After you return from Yafutoma, if you had a rating of Vyse the Daring or higher, your rating will fall to Vyse the Fallen Pirate. Basically, there are these jerky people who are imitating you. To get back your rating, you will have to beat them. First, visit a Sailors' Guild to check the Wanted List. You will see that you are on that list. Next, head to Nasrad to find the imposter. He is on the right of the wrecked palace. He looks just like you, only he is red. Talk to him, and after some small talk, you will be in a battle. After you beat him and get the money for the bounty, you will return to your original rating.

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~~ 4.0 SWASHBUCKLER CHOICES ~~  
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-----5.01 Aboard the Albatross-----

While you are talking with Fina on the ship, choose, "That's a nice name."

-----5.02 Underground Pirate Isle-----

When you are summoned up to go see Captain Dyne, you should choose, "Sit Quietly and listen." Then, after returning from Shrine Island you will talk with your mother. You should choose, "Try and Save Everyone!"

-----5.03 Mid-Ocean-----

After it gets foggy and you are being attacked, choose, "Retreat!"

-----5.04 Sailors' Island-----

After learning information about the Harpoon cannon, choose, "Beat around the bush." Shortly after this, you will meet a Nasr Merchant, and say, "We accept your offer."

-----5.05 Valua-----

In the Inn (pardon the pun), you will be talking with Drachma and Aika. Choose, "Let's Sneak into the Colosseum!" After returning from the Colosseum, tell your dad, "We have to go save Fina!" Then, when Galacian asks you to surrender, reply by saying, "Never!"

-----5.06 Pirate Isle-----

After a spoilerful talk with Fina, say, "Leave everything to us!"

-----5.07 Maramba-----

After some talk with Bellena in the Tavern, say, "That sounds like a great idea!" During the dance, say, "He he. Okay, I'll stop staring," to Aika. Lastly, when Bellena gives you the offer, say, "We'll do it!"

-----5.08 Temple of Pyrynn-----

After the prompt to retreat, say, "You mean, attack Belleza's ship, right?"

-----5.09 Horteka-----

After the Ship battle, choose, "Let's break into the Moon Stone Mines!"

-----5.10 Maw of Tartas-----

In a talk with Drachma, choose, "We understand, we'll go with you."

-----5.11 Nasrad-----

Talk to the guard to the palace, and tell him, "We have important information!" Then, when returning to Nasrad after a visit to Daccat's Island, choose "Surrender."

-----5.12 Valua-----

When in a talk with Enrique, choose, "Let's take our chances and hop on." Then when you are aboard your new ship, say, "Of course you can come with us."

-----5.13 Aboard the Delphinus-----

When you are deciding who should be captain, say, "I'll do it!"

-----5.14 Crescent Isle-----

After another spoilerific talk with Fina, you should, "Try and cheer her up."

-----5.15 Yafutoma-----

After exiting the Rift, you will be attacked. When given the choice, "Fight." After the invasion of Yafutoma, make the choice of, "Wait and see what happens," and, "Run and Hide."

-----5.16 Exile Island-----

After a talk at the end of the path, say, "Of course!"

-----5.17 Aboard the Delphinus-----

When making a plan for the next course of action, say, "Let's try heading east."

-----5.18 Ruins of Ice-----

The next three choices will all be made from the doo-hickies in the center of the room. The answers in order are, "The power of ice," "Maybe two," and, "Will and spirit."

-----5.19 Glacia-----

At the end of the grueling dungeon, choose, "Yeah, we should just let him go."



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- 0 - Ruins of Ice
- 1 - Exile/Tenkou Island
- 2 - Ilchymis' Hut
- 3 - Maw of Tartas
- 4 - Daccat's Island
- 5 - Valuan Capital
- 6 - Crescent Isle
- 7 - Mount Kazai
- 8 - Gordo's Bistro
- 9 - Grand Fortress
- A - Nasrad
- B - Yafutoma
- C - Rixis
- D - Sailors' Island
- E - Temple of Pyrynn
- F - King's Hideout
- G - Dangral Island
- H - Maramba
- I - Horteka
- J - Shrine Island
- K - Pirate Isle
- L - Esparanza
- M - Moon Stone Mountain
- N - The Dark Rift
- P - Hamachou Island
- Q - Ryu-Kan's Island

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~~                               8.0 LEGALITY FORMALITIES                               ~~
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