

Skies of Arcadia Legends Discoveries FAQ

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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.

Skies of Arcadia Legends
Discoveries FAQ Version 2.1
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Version History

Version 1 (2/12/2003) Started writing this FAQ, and have found about 30 Discoveries.

Version 1.4 (2/15/2003) A dozen more Discoveries added.

Version 1.6 (2/20/2003) Have about 60 Discoveries.

Version 2 (2/22/2003) Found the rest of the Discoveries. Finished the FAQ, and need to proofread for mistakes.

This FAQ is written expressly for those who need help finding the 88 Discoveries in Skies of Arcadia Legends for the Nintendo Gamecube. This isn't a long or comprehensive guide, so don't expect a walkthrough. I will list the coordinates of each Discovery, accompanied by a description of location. Sadly, some of the Discoveries can't be elaborated upon that much, due to the fact that some of them are found automatically, and others require luck and patience.

Each Discovery will be assigned a difficulty. EASY means that the Discovery is either automatic or extremely obvious. MEDIUM means that a Discovery is pretty well-hidden, but the game gives you a good tip on where to find it. HARD means that a Discovery is extremely well-hidden, and the in-game tips don't help that much. VERY HARD is the rare difficulty, and it designates a Discovery that is nearly impossible to find. These are the ones that require luck and patience, as mentioned above. I won't repeat the game's hints. You can read them at your own discretion. Think of this guide as a supplement.

Discoveries are needed to boost Vyse's Swashbuckler Rating. To obtain the LEGEND moniker, you will need to find all 88 Discoveries. Also, the Sailor's Guild will pay you for the Discoveries you find. The earlier you get them, the better. Domingo, who eventually becomes a member of your crew, is also an avid Discovery hunter, and he may find one before you. If this happens, the information won't mean that much to the Guild.

Altitude is important. I will tell you the sections of the sky that each Discovery is found in. Central Sky refers to the part of the sky that you travel in for most of the game. Upper Sky refers to what lies above. Lower Sky refers to what lies below. Note that you need to

make considerable progress before you can get ships that are capable of traveling above and beneath the clouds.

Finding Discoveries involves A LOT of random encounters. This is a great way to level up, but it can also be hazardous, especially when you encounter tough creatures like Loopers or other nasty enemies that may lurk in the areas surrounding the Discovery. ALWAYS save your game after each Discovery, because you never know what might happen.

Discoveries

1). Pirate's Grave

Difficulty: Easy

Coordinates: (1, 10)

Location: After you get control of the Albatross at the beginning of the game, head south and look for a small island. You can get this on your way to Pirate Isle. (Central Sky)

2). Guidestones

Difficulty: Easy

Coordinates: (7, 5)

Location: Found on a really small island northeast of Sailor's Island. (Central Sky)

3). Sky Coral

Difficulty: Easy

Coordinates (8, 8)

Location: After you get the Harpoon Cannon on the Little Jack, head through the reef east of Shrine Island. The Sky Coral is floating in the air above a small green island, located near the corner of the rift. (Central Sky)

4). Silver Moon Pit

Difficulty: Medium

Coordinates: (8, 8)

Location: After you get the Harpoon Cannon for the Little Jack, head through the reef east of the Shrine Island. The Silver Moon Pit is found on the gray rock island just north of where you find the Sky Coral. Look on the east side of the island. (Central Sky)

5). Topple Rocks

Difficulty: Easy

Coordinates: (11, 7)

Location: Check the top of the mountains directly south of Maramba. (Central Sky)

6). Wandering Lake

Difficulty: Easy

Coordinates: (12, 7)

Location: East of Maramba, you should see the Lake just sitting there. (Central Sky)

7). Oasis

Difficulty: Medium

Coordinates: (12, 8)

Location: The Oasis can be found by using one of two reference points. You can head southeast from Maramba, and watch your compass as you fly over the surface of the desert. You can also go southwest from the

Sandfalls Discovery. (Central Sky)

8). Sandfalls

Difficulty: Easy

Coordinates: (12, 7)

Location: Go southeast from Maramba and ascend towards the cloud ceiling. You should see a large island. The Sandfalls are found on top of this island. (Central Sky)

9). Temple of Pyrynn

Difficulty: Easy

Coordinates: (13, 9)

Location: Head due east from Maramba. This Discovery is more or less automatic, since you have to explore the Temple to proceed through the game. (Central Sky)

10). Beak Rock

Difficulty: Medium

Coordinates: (5, 11)

Location: Well, its name says it all. It is extremely conspicuous. Found in the southern part of South Ocean. It is located near a rift that is pointing towards the northwest. Get this on your way to Ixa'taka. (Central Sky)

11). Sky Anemone

Difficulty: Medium

Coordinates: (8, 11)

Location: This creature is found on top of a rock near a rift in the southeastern corner of South Ocean. Though you can get this on your way to Ixa'taka, you might want to wait until you reach the Lands of Ice. You can fly north from there and reach it easily. (Central Sky)

12). Ixa'taka

Difficulty: Easy

Coordinates: --

Location: found automatically after you get through the turbulent tides of South Ocean

13). Garpa Fruits

Difficulty: Easy

Coordinates: (3, 7)

Location: hanging underneath Horteka on the north side. (Central Sky)

14.) The Great Bird

Difficulty: Easy

Coordinates: (2, 7)

Location: northwest of Horteka, on the ground near the edge of a forest. It may seem obvious, but it can be tricky. You need to find it in order to get to the lost city of Rixis. (Central Sky)

15.) The Golden Man

Difficulty: Easy

Coordinates: (2, 6)

Location: west of the King's Hideout, on the mountain plateau. You have to find it in order to get to the lost city of Rixis. (Central Sky)

16.) Gates of Rixis

Difficulty: Medium

Coordinates: (1, 6)

Location: You can't find the Gates until you have completed Moonstone Mountain, and found The Great Bird and the Golden Man. Once you have met these prerequisites, position your ship over the Great Bird's beak, and go straight. There are several pillars in this area that can make things difficult. The Gates lie at the base of a mountain. I think the King has to tell you about the city before you can find it.
(Central Sky)

17.) Ixa'takan Palace

Difficulty: Easy

Coordinates: (2, 6)

Location: Head south from either The Golden Man or the King's Hideout, and search the small forest. This is one the same island as the King's Hideout. If you encountered the merchant ship in the skies over Ixa'taka, then it can help you, because it frequently passes over the Palace. (Central Sky)

18.) Ixa'ness Village

Difficulty: Medium

Coordinates: (2, 9)

Location: The village is found on the edge of an island north of Moonstone Mountain. This island is also southwest of Horteka. Tikatika will make reference to this Discovery when you talk to him in Horteka. You have to find it in order to make him join your crew.
(Central Sky)

19). Mysterious Rings

Difficulty: Hard

Coordinates: (3, 4)

Location: This Discovery is on an invisible island, south of the Will o' Wisps. Just cruise around this area until your compass goes nuts. It took me nearly two hours to find this. You can get it after you the Iron Gate blocking North Ocean has been lowered. (Central Sky)

20). Will o' Wisps

Difficulty: Easy

Coordinates: (3, 4)

Location: On an island north of the Iron Gate, in North Ocean.
(Central Sky)

21). Roc's Nest

Difficulty: Easy

Coordinates: (2, 4)

Location: On an island that lies northwest of the Iron Gate. You can also head west from the Will o' Wisps. (Central Sky)

22.) The Giant Throne

Difficulty: Easy

Coordinates: (5, 4)

Location: On a gray, rocky island on the eastern side of the North Ocean. (Central Sky)

23.) Lighthouse Ruins

Difficulty: Easy

Coordinates: (6, 2)

Location: As you enter Valua from North Ocean, you will see an island. The Lighthouse Ruins are on the western side of this island. (Central Sky)

24.) Ancient Palace

Difficulty: Hard

Coordinates: (9, 3)

Location: go southwest from the city of Valua and search the base of the mountains. When you exit the trench that leads into the Valuan continent, carefully navigate along the mountains to the right and watch for the compass to start spinning. (Central Sky)

25.) Skull Rock

Difficulty: Easy

Coordinates: (12, 1)

Location: Directly west of Daccat's Island. Also northwest of Crescent Isle. (Central Sky)

26.) Stone City

Difficulty: Medium

Coordinates: (8, 3)

Location: on the northern side of the Valuan continent. Find the boulder wall, and then head west. This is one of the trickiest Discoveries to explain, because you will literally run into it if you explore thoroughly. (Central Sky)

27.) Ship Graveyard

Difficulty: Easy

Coordinates: (10, 6)

Location: in the North Dannel Straight. (Central Sky)

28.) Philosophy Stone

Difficulty: Easy

Coordinates: (8, 2)

Location: This thing is on a small island north of the Valuan Continent, and northwest of the Stone City. Whichever you think makes a better reference point. (Central Sky)

29.) Balloon Flower

Difficulty: Easy

Coordinates: (10, 2)

Location: directly north of Skull Rock, near the cloud ceiling. It is on an invisible island. (Central Sky)

30.) The Lands of Ice

Difficulty: Easy

Coordinates: --

Location: found automatically as you search for the Purple Crystal. However, you can make this Discovery as you head to Ixa'taka, by heading south from the Sky Anemone in South Ocean. (Central Sky)

31.) Icebird

Difficulty: Hard

Coordinates: (4, 12)

Location: in the northwestern part of the ice continent. Look for a large, open field and then a small mountain chain. Near this mountain chain should be a crevasse. Head southwest from the crevasse, and fly close to the ground. Watch for your compass to spin, and you should find the Icebird. (Central Sky)

32.) The Frozen Giant

Difficulty: Easy

Coordinates: (6, 12)

Location: when you arrive at these coordinates, look for a mountain.

Once you find it, head north, and you will see a glacier. The Frozen Giant is embedded within this glacier. You can also head south from the Sky Anemone to find this Discovery. (Central Sky)

33.) Aurora

Difficulty: Easy

Coordinates: --

Location: you find this automatically. It is impossible to miss and you can see it from almost anywhere on the ice continent. (Central Sky)

34.) Blimp Wreck

Difficulty: Medium

Coordinates: (10, 11)

Location: on a small island to the west of the Dark Rift entrance. There are several islands here, but this one seems to be the closest. (Central Sky)

35.) Giant Squid Nest

Difficulty: Medium

Coordinates: (11, 12)

Location: Head north from Crescent Island until you cross over into the southern part of the map. Along the way, you will find the Squid's Nest, which lies above a crater in the middle of a large island. (Central Sky)

36.) Black Moon Stone

Difficulty: Easy

Coordinates: --

Location: in the Dark Rift.

37.) Yafutoma

Difficulty: Easy

Coordinates: --

Location: found automatically once you get through the Dark Rift (Central Sky)

38.) Uguisu's Nest

Difficulty: Medium

Coordinates: (12, 9)

Location: On your way to Yafutoma, check the island to the northwest of the Dark Rift exit. (Central Sky)

39.) Guardian Walls

Difficulty: Easy

Coordinates: --

Location: extremely obvious, considering that you have to go by them in order to reach Yafutoma. (Central Sky)

40.) Wanderbirds

Difficulty: Hard

Coordinates: (12, 4)

Location: go north of Mt. Kazai, and ascend to the cloud ceiling. Wait here and the birds will eventually appear. I waited 30 minutes before they arrived. Sometimes, though rarely, you can find them right above Yafutoma. (Central Sky)

41.) Dheerse

Difficulty: Easy

Coordinates: (14, 5)

Location: on the eastern side of Yafutoma. (Central Sky)

42.) Grieving Prince

Difficulty: Medium

Coordinates: (2, 9)

Location: on an island southeast of Yafutoma. It is in between the stone reef and the impenetrable rift. (Central Sky)

43.) Spice Island

Difficulty: Medium

Coordinates: (12, 7)

Location: head directly north of the Uguisu's Nest, and pass through the sky rift. It is invisible. (Central Sky)

44.) Mystic Orchard

Difficulty: Hard

Coordinates: (1, 11)

Location: Another invisible island. Go to where the stone reef and the impenetrable rift meet, and then head west. Pay attention to your compass. You can also find it by heading directly northeast from Yafutoma. (Central Sky)

45.) Inverse Isle

Difficulty: Medium

Coordinates: (13, 10)

Location: Yet another invisible island. This one is in the southwest corner of the map. Head north from Yafutoma until you cross over. It is near a black island that is roughly the size of your ship. (Central Sky)

46.) The World Is Round

Difficulty: Easy

Coordinates: --

Location: found automatically when you return to Crescent Isle from Yafutoma. (Central Sky)

47.) Ruins of Rolana

Difficulty: Medium

Coordinates: (13, 7)

Location: east of Nasrad, in a very tight place between some mountains and the dark rift. Find the dark rift to the east of Nasrad, and follow it to the south. (Central Sky)

48.) Southern Cross

Difficulty: Easy

Coordinates: (4, 11)

Location: go north from the Ice Ruins, and drop below the clouds. (Lower Sky)

49.) Rainbow Island

Difficulty: Easy

Coordinates: (11, 5)

Location: near Crescent Island, there is a rainbow that extends above the clouds. At the end of the rainbow is Rainbow Island. (Upper Sky)

50.) Moonstone Lake

Difficulty: Easy

Coordinates: (5, 9)

Location: Go to Pirate Island, and rise above the clouds. Then head west to find the lake. (Upper Sky)

51.) Iron Star

Difficulty: Easy

Coordinates: (11, 5)

Location: above the clouds, near Nasrad. It is also really close to Rainbow Island. (Upper Sky)

52.) Alupas

Difficulty: Easy

Coordinates: (2, 7)

Location: above the clouds over Ixa'taka, on an island northwest of Horteka. The Alupas is found near a waterfall on this island. (Upper Sky)

53.) Observatory

Difficulty: Medium

Coordinates: (2, 7)

Location: rise above the clouds near Rixis. The Observatory is on an easily noticeable plateau. (Upper Sky)

54.) Dancing Lights

Difficulty: Easy

Coordinates: (9, 5)

Location: drop below the clouds near Crescent Island and head west. The Dancing Lights are underneath the Valuan continent. (Lower Sky)

55.) Mother Tree

Difficulty: Medium

Coordinates: (14, 2)

Location: rise above the clouds near Tenkou Island, and head south. You'll run right into the Mother Tree. It is on an invisible island, so watch your compass. (Upper Sky)

56.) The Ghost Ship

Difficulty: Medium

Coordinates: --

Location: rise above the clouds near Esperanza, and keep ascending until you can't go any higher. Now, just fly around and you should eventually encounter the Ghost Ship, which travels in a counter-clockwise pattern near the Dark Rift and the surrounding sky rifts. Usually, it will pass over Esperanza frequently. (Upper Sky)

57.) Flutterflies

Difficulty: Very Hard

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

Location: these speedy little creatures follow a migratory path that extends from Ixa'taka all the way to Maramba. Rise above the cloud near either area, and then stay at a low altitude. You'll run into them eventually. Your chances might improve if you wait for them above the North Dannel Straight or Horteka. (Upper Sky)

58.) Eclipse Point

Difficulty: Hard

Coordinates: (3, 2)

Location: rise above the clouds and maintain a low altitude. Head north from the Loopers' Nest until the screen goes dark. (Upper Sky)

59.) Loopers' Nest

Difficulty: Medium

Coordinates: (3, 4)

Location: This is located on the northern tip of a long, rocky island west of Yafutoma, through the stone reef. It is between Yafutoma and North Ocean. (Central Sky)

60.) Flying Machine

Difficulty: Easy

Coordinates: (6, 8)

Location: drop below the clouds near Pirate Isle and look for an island to the northwest. (Lower Sky)

61.) Valuan Wreckage

Difficulty: Easy

Coordinates: (9, 6)

Location: On an island below the clouds near the North Dannel Straight. (Lower Sky)

62.) Rabbats

Difficulty: Easy

Coordinates: (9, 4)

Location: directly north of the Dancing Islands, underneath the Valuan Continent. (Lower sky)

63.) Bottomless Pit

Difficulty: Hard

Coordinates: (5, 7)

Location: pretty hard to locate. Drop below the clouds near Shrine Island, and head to the southwest. Watch your compass. (Lower sky)

64.) Ancient Fish

Difficulty: Medium

Coordinates: (10, 12)

Location: drop below the clouds neat the Giant Squid's Nest. You will probably have to wait a few moments for the Fish to appear. If it doesn't, you might have to swim to the west a little. (Lower Sky)

65.) Star Sand

Difficulty: Medium

Coordinates: (11, 8)

Location: from Maramba, head south, and search around the edge of the desert. The Star Sand is pretty close to where the land extends into South Ocean (Central Sky)

66.) Maroon Isle

Difficulty: Easy

Coordinates: (10, 9)

Location: between the Star Sand and the South Ocean. (Central Sky)

67.) Comma Rock

Difficulty: Medium

Coordinates: (7, 11) to (5, 11)

Location: This thing floats around near the Ixa'takan exit to South Ocean. (Central Sky)

68.) Turtula Pole

Difficulty: Medium

Coordinates: (1, 8)

Location: another Discovery that can be hard to find. It is directly west of Horteka, in a forest that sits between two cliffs. Look around the southern part of the island. (Central Sky)

69.) Wings of Gold

Difficulty: Easy

Coordinates: --

Location: Some people have said that this Discovery gave them some trouble, but I have found it TWICE rather easily. Take your ship as close as you can to the cloud ceiling near the Gates of Rixis. The Wings should fly by very shortly. I suggest you try to find them before the Iron Gate opens, or else they might fly out in North Ocean, which makes them harder to locate. (Central Sky)

70.) Giant's Hammer

Difficulty: Easy

Coordinates: (3, 4)

Location: North Ocean, on the western side, on an island near the impassable rift (Central Sky)

71.) Tricyclone

Difficulty: Medium

Coordinates: --

Location: Very tricky. It moves erratically near the southern end of the North Ocean, not far from the Iron Gate. Sometimes, it ends up by the island where the Will o' Wisps are. (Central Sky)

72.) Map of Ages

Difficulty: Easy

Coordinates: --

Location: it moves in a circular pattern around the city of Nasrad. (Central Sky)

73). Balloon Seed

Difficulty: Medium

Coordinates: --

Location: position yourself near the cloud ceiling between Crescent Isle and the Balloon Flower. The seed will appear somewhere in this area. It moves at varying altitudes, so you may have to readjust your ship in order to catch up to it. (Central Sky)

74). Ice Lens

Difficulty: Medium

Coordinates: (5, 12)

Location: the Ice Lens sits on top of a mountain in the Lands of Ice. That is about all I can tell you, because there really isn't a good reference point. Just fly over every mountain on the ice continent until your compass starts spinning. You will have to be pretty close to the cloud ceiling. (Central Sky)

75.) Paper Airship

Difficulty: Medium

Coordinates: --

Location: This is kind of like the Ghost Ship, only it flies over the ice continent. It follows a pretty wide path, but you should be able to run into it by positioning yourself near the cloud ceiling over the Ice Ruins. Sometimes, you may have search a little to the north. (Central Sky)

76.) Mirage Island

Difficulty: Easy

Coordinates: (7, 4)

Location: pretty obvious. It is found directly west of the Valuan Grand Fortress, and slightly northwest of Sailor's Isle. It floats up

and down, but doesn't have a very wide range. (Central Sky)

77.) Ryuguu Turtle

Difficulty: Hard

Coordinates: --

Location: I hate this thing. It is found to the north of Yafutoma, sometimes past Tenkou Island, sometimes near the Mother Tree, and sometimes, it almost looks like it is crossing into the southern portion of the map. You can usually find it if you just fly north of Yafutoma with your ship hovering just below the cloud ceiling. However, on occasion, you may to break through the cloud ceiling in order to find it. (Central/Upper Sky)

78.) Sky Ladder

Difficulty: Medium

Coordinates: (9, 3)

Location: rise above the clouds over the Valuan capital, and look for a nearby mountain peak. Pretty easy to locate. (Upper Sky)

79.) Ryuguu Island

Difficulty: Easy

Coordinates: (14, 2)

Location: Go to Tenkou Island, rise above the clouds, and head to the southeast. You should find it without much hassle.

80). Tomb of Ice

Difficulty: Medium

Coordinates: (6, 12)

Location: this thing is on top of a mountain in the eastern (or maybe southeastern) part of the ice continent. It is easier to find than the Ice Lens in my opinion. (Upper Sky)

81.) Stone Lovers

Difficulty: Easy

Coordinates: (13, 5)

Location: go to the Uguisu's Nest and drop below the clouds. Head toward Yafutoma, and you should find the little island with the Stone Lovers. (Lower Sky)

82.) Deep Iron Star

Difficulty: Medium

Coordinates: --

Location: Again, I am not sure of this thing's complete path. It travels the below the clouds south of Yafutoma, and can usually be seen as you near the edge of the Guardian Walls, and becomes even clearer as you near the Dark Rift. Catching it can be a problem, though. (Lower Sky)

83). Sky Train

Difficulty: Hard

Coordinates: (2, 6) to (13, 6), (14, 7) to (14, 9)

Location: The Sky Train travels over Rixis, Maramba, and the Ice Ruins. Like with the Flutterflies, it's a matter of waiting, or the luck of anticipating its path. (Upper Sky)

84.) Flying Flail

Difficulty: Medium

Coordinates: --

Location: Another flying object with a huge path of travel. It commutes between Gordo's Bistro and Mt. Kazai. Well, actually, it is north of the Bistro. Just wait above the clouds to the west of Mt.

Kazai, and you should spot it easily. (Upper Sky)

85.) Rolling Stone

Difficulty: Very Hard

Coordinates: --

Location: this and the Flutterflies are tied for most annoying Discovery. It took me forever to find this thing. It circles the Dark Rift in a clockwise pattern, but it is difficult to spot. Hang around the Dark Rift near Yafutoma and you should encounter it at some point. (Lower Sky)

86.) Deep Snow

Difficulty: Easy

Coordinates: (3, 11)

Location: drop below the clouds under the ice continent and continue to descend as far as possible. When you touch the bottom, head north and you should find the Deep Snow. (Lower Sky)

87.) Long Line

Difficulty: Medium

Coordinates: --

Location: This thing is pretty easy to find. Stay near the cloud ceiling and go north from the Loopers' Nest. The Long Line extends over the Dark Rift and into the ice continent. It is fairly conspicuous. (Central/Upper Sky)

88.) Moon Hamachou

Difficulty: Medium

Coordinates: --

Location: you get this automatically when you bring all 24 Moonfish to Maria's bird on Doc's ship (Central Sky)

Credits & Thanks

I would like to thank John Mitchell (or Ruse), whose FAQ helped sort out some confusion about coordinates and a few Discovery locations.

I would also like to thank my friend Adam Westburg, who assisted in finding several of the Discoveries, and in helping to prepare this FAQ.

And, I would also like to thank the folks at Sega for making this incredible game, and for adding new stuff for those of us who played the Dreamcast version.

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