

challenging thing in the game, next to Piastol, of course. Now for the layout, I'll probably put it like this.

-Name: BOUNTY NAME HERE
-Location: LOCATION HERE
-Difficulty: EASY-HARD
-Reward: AMOUNT OF MONEY EARNED
-Description: WHAT THE BOUNTY IS LIKE HERE
-Strategy: STRATEGY HERE

Now, with that out of the way, let us begin.

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2.) Contacting Me
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If you feel I left out something, or have an alternate strategy of your own, feel free to e-mail me at thebestskylight@gmail.com, but if you do e-mail me, please put SoA or something relating to the game title in the Subject box so I know it's not an advertisement. I also have AIM, but I just don't give that out just to anybody. The reason of this is because a lot of morons have IM'ed me, flaming me and whatnot, then when I block them, they warn me. I'm not saying any of you are like that, but I closed my AIM because of that. So just stick to e-mailing me, please. Thanks.

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3.) Legal Stuff
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The latest version of this guide will always be posted at GameFAQs first.

This FAQ is copyrighted by me, and may be used for personal use. This FAQ may NOT be used for any kind of profit, or be put in any kind of magazine. I write these on my spare time for free, and you shouldn't be able to get money from ripping this, claiming it as your own, and selling it off. You may NOT use this on your website. You may NOT copy and paste part of any part of my work, as that is still plagiarising.

I am no longer allowing any more sites to use any of my present or future FAQs any longer. The only sites that are allowed to use my present and future FAQs are the sites listed below.

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<http://www.gamerhelp.com>
<http://www.honestgamers.com>

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4.) Bounties

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Part of Skies Of Arcadia Legends are sidequests. Most of these sidequests are rewarding, with gold, items, etc. The Bounties are no exception. They're good for gold if you're low on it. They also drop some good items for you to use or for you to sell. There are a total of 8 Bounties in this game, each becoming more difficult, but I'm rating these on how I fought them and how I lasted. So without further or due.

BOUNTY LIST:

- 1.) Baltor The Black Bearded
- 2.) Rupee Of The Larso Clan
- 3.) Gordo The Round
- 4.) Loose Cannon Lapen
- 5.) The Ixa'Ness Demons
- 6.) Vize The Legend
- 7.) Daikokuya The Wealthy
- 8.) Lord Zivilyn Bane

-Name: Baltor The Black Bearded

-Location: On the way to Nasrad while escorting the Nasrad Merchant

-Difficulty: Easy

-Reward: 1,000 Gold

-Description: You know that tale of the pirate Black Beard, who usually attacked ships, right? Well, this guy is somewhat him, except he's an Air Pirate. He has a blackbeard, and well... isn't too bright. He likes to talk tough, but can't back it up. Really, he can't. And you'll see why in a minute. His crew will attack an unarmed ship and/or merchant ship, taking whatever is inside.

-Strategy: This is the only Bounty in which you'll have a ship battle with. He's very easy, though, so don't worry. His strongest attack only does about 1500 to the Little Jack, and that's really weak when compared to 10,000 HP. Anyways, all you really need to do here is Fire at his ship with everything you have, but don't neglect to heal, because this will take a few rounds. If you can, use Sacri, since it heals 4,000 HP, which is plenty enough, and uses little Spirit. Soon, Baltor will try to get behind you, and you'll have two choices; either you try to get behind him, or sit there and wait to see what he does. Pick the option that'll send you behind him. Then you'll pretty much have a free round. During this round, you should be able to take him out. If not, then just keep firing and he'll most likely go down the next round. Now just go report to the Sailor's Guild, and claim your 1,000 Gold.

-Name: Rupee Of The Larso Clan

-Location: Maramba on the dock to the right when you enter Maramba. Only appears after you claim the Red Moon Crystal.

-Difficulty: Medium

-Reward: 2,000 Gold

-Description: A big bad beefy man who offers you to give your gold to him and he lets you live. He has a nasty attitude, and won't take No for an answer. But wait... where's Rupee? This is only Barta. After a short scene, Rupee will come out from behind Barta's leg. He's a bit short, and seems cowardly, and is, but don't underestimate him. He's a lot more than his looks would portray him as. After a few words back and forth, Vyse will tell Barta to fight him on his ship, and so the battle begins.

-Strategy: Your real only concern is Barta. By his size, he's got a lot of strength to him, and you'll want to take him out as soon as you can. And to make it worse, Rupee casts Increm on him on his first turn, then either Driln or Drilnos on you the second turn, so you'll know you're in for a fight. Anyways, have Fina be your healer, and I also suggest Aika being a healer. Don't bother with Rupee right now. Have Vyse use Cutlass Furies whenever he gets enough SP too, and if you have enough SP left over from that, have Drachma use Tackle on Barta. Barta can take out half a characters health, and 3/4's of Fina's, with his special attacks. So heal ASAP after he attacks. Barta's also fast, so he may get to attack first on some or most turns, so be aware of that. AND he has a ton of Hit Points to add of to it. But just have Vyse use Cutlass Furies on Barta and Drachma use Tackle on Barta and he should fall soon, assuming Rupee doesn't heal him. After Barta falls, just have Aika use Delta Shield every turn, and Rupee won't be able to hurt you, since all he uses is Magic, which is STRONG. After the fight, just report to the Guild right by the docks and collect your well-earned cash.

Alternate strategy from Keyoni; Take out Barta first, but even before this match, to have players go through the temple to aquire Pyri boxes, or buy 4 of them. Then each turn have each character use boxes, and heal when needed. MAGIC deals a lot of damage to Barta, and by the time he is almost dead, he will spend a great amount of turns healing Rupee, who should be slightly damaged. Finally are taking out Barta, i used Cutlass Fury each turn along with Tackle when i could, and DELTA Shield. That is more important. Without Delta Shield, i think i would have lost due to the massive amount that his Fire damage was dealing to my units. Finally, i had Fina use Focus, because i didn't need to heal.

-Name: Gordo The Round

-Location: North Ocean, after the Iron Gate is let down in Ixa'Taka

-Difficulty: Easy

-Reward: 4,000 Gold

-Description: He's fat... that's all you need to know about his outside. He boards any ship that he thinks has good food on it. He never uses cannons on any ships he invades, because he's afraid that he'll waste the food on board. He's not really a bad bad guy... but still invading ships just to feed his fat self is just wrong.

-Strategy: He has three guards. Those are the real challenge. They also like to cast magic on you, so you'll want to take them out first, because if you neglect to, you'll find yourself in trouble later on. The guard's physical attacks are weak, though, but they've rarely hit me with physical attacks. Anyways, the guard's/chef's have Pyres, and they'll abuse it like no other. It'll do around 200-500 damage, depending on the character, and since there

are three of them, it'll round up for some good damage. And they have a good amount of Hit Points, but nothing a few Cutlass Furies can do. After you take care of the guards, it's time for Gordo himself. He's got a bunch of Hit Points, and his attacks are strong, but they only hit one person, so that's good. As always, have Fina and/or Aika be your healer. And after about 7-10 Cutlass Furies, and maybe a Tackle or two, Gordo will keel down. After the fight, he admits his defeat, and vows to be good, or at least I think he does. I'm assuming he does since he opens his own restaurant. Whenever you get the chance, report to the Guild and earn your money. Quite a lot for a little work. =P

-Name: Loose Cannon Lapen

-Location: Right by the Weapon's Store on Sailor's Island

-Difficulty: Hard

-Reward: 5,000 Gold

-Description: You'd think he'd be a gangster by the way he dresses, with all the ragged and loose clothing and whatnot. But he's more of a punk than a gangster. He has a badboy personality, and talks smack, but he can actually back it up, unlike Baltor. He'll talk about how Centime is his "dad", and why he left to show that he didn't need him. After the idle chit-chat, you'll be back on your ship with him and his big ass tank.

-Strategy: I hate Lapen. I really do. If you thought his attitude was bad enough, just wait until he uses his tank. Along with his tank, he has three little pointy bot thingies. They're just about as deadly as Lapen himself, because once they hit someone, all three will keep hitting that character until the character is dead. But to make this fight more fair, you have a new move on your side; Prophecy. The only thing though, is that you have to max out your SP to use it. So try to defend the weaker characters, namely Fina and Aika, and have Vyse and Enrique Focus, but if the bits become a problem, have Enrique use Justice Shield for awhile until you can get everybody at full health. Now for Lapen... he can take out your party in two turns. One of his attacks will do around 3,000-4,000 damage to the entire party, in other words, it's a good chance he can knock your party out in one turn, but if you can get your SP up without anybody dying, Prophecy will take out the little bits, and take out 3/4's of Lapen's health. After that, just heal with whoever (except Vyse and Enrique), and have Vyse use Cutlass Furies and Enrique use Royal Blades to finish off Lapen. You'll get a Berzerker Mail after the fight, which is REALLY REALLY good at this point of the game. As usual, report to the Guild to earn your money, although 5,000 is choke change compared to what you just had to go through.

Alternate Strategy from Sonic Cannon: The easiest way to defeat lapen is to get vyse to use skull shield every turn until those 3 cone things are dead. then you can blast away at the gun arm with magic, special moves and the prophecy (if you have it at this point). If he sends out another set of those cone thingies, just use skull shield again until they are dead.

-Name: The Ixa'Ness Demons

-Location: Ixa'Taka, above the Ixa'Ness Village Discovery. I think you need to find it first before you can fight them.

From stentor42: He told me that you need Tikatika in your party before you can fight the Ixa'Ness Demons, so make sure to get him first.

-Difficulty: Hard

-Reward: 8,000 Gold

-Description: Three teenage-looking girls that attack ships and capture the men on board. Trust me, I wanted an easier fight right after Lapen, but nooo, we get stuck with these three giddy schoolgirls. They may seem weak, but they can knock you out in three turns, tops. When they board the ship, they'll try to charm Vyse and capture him, but of course, Aika is there to defend him, and then gets ripped on by being called an Old Hag, with that said, let the battle begin. CAT FIGHT! RAWR!

-Strategy: I hate these three even more than Lapen. They have an attack called Chock Mal, which all three do, and it'll do a good amount of damage, usually close to or above 2,000 damage. Make sure you have Fina's Lunar Cleansing, because their attacks can confuse you and put you to sleep, which is a very bad thing. And to make it worse, if they use Chock Mal, two of the three still get to attack, but I've never seen them use Chock Mal twice on the same turn, so don't worry about that. Try your best to keep everybody alive and build up your SP, because one Prophecy will take all three down. This is a lot easier than taking them down one by one. However, if you keep having trouble keeping everybody alive, start with whichever one you want, or whichever one is giving you the most trouble, and let loose some Cutlass Furies, or if you have it, and you should by now, and have enough SP, use Pirates' Wrath to take out a chunk of health for one of them. Also have Enrique use Justice Shield or Royal Blade. After a lot of MP usage, crystal useage, and reviving, they should fall. If you die, just keep trying. Don't worry, I died my first time as well. After you beat them, report to the nearest Guild (or the ship floating around) to get your pay, and just like Lapen, I think 8,000 Gold is just too low for what you had to go through.

-Name: Vize The Legend

-Location: Nasrad after Ramirez destroys the place, and after getting the Blue Moon Crystal (You need the ranking 'Vyse The Daring' for him to appear.)

-Difficulty: Medium

-Reward: 20,000 Gold

-Description: You need the ranking 'Vyse The Daring' for him to appear, and you'll know that he's an available Bounty when your Swashbuckling rating is Vyse the Fallen Pirate. Of course, you know you haven't caused any harm to anybody, well, maybe to Valua, but you became a wanted man right after that. Teehee. Anyways, he should appear right in front of the wrecked Nasrad Palace. He's wearing red. Talk with him, and he'll let you in on his scheme, then after idle chit-chat, you'll be fighting on your ship.

-Strategy: First, let's look at the Reward money here. Feel proud that you're worth 20,000 Gold. You're one bad mofo to accomplish that. Anyways, Vize will have two little henchwomen with him, Anita, and Faina. I wish I could have had Anita instead of Aika because, well... I think Anita is sexier. =P Anyways, they use S. Moves similiar to yours. Anita uses Anita Burst (Aika's

Lambda Burst), Vize uses Cutlass Wrath (Vyse's Cutlass Fury), and well, Faina just heals and uses status boosting spells. First things first, take out the healer, which would be Faina. She should have the least amount of HP of the three, and isn't as bad as the other two. But be sure to heal yourself, because Vize's Cutlass Wrath does well over 2,000 damage to one character, and Anita usually likes to follow with an Anita Burst, usually KO'ing that character, so stay on your toes. The Anita Burst really isn't as strong as you're thinking though, but it gets quite annoying because she uses it just about every other turn. Anita will also use Delta Shield, which could be a good thing for you, since it blocks out Faina's healing magic, but she doesn't use Delta Shield all that often. After some healing, one Prophecy, and a few Cutlass Furies/Royal Blades, you'll win this battle. So now go get your 20,000 Gold. I still can't believe Vyse was worth that much.

-Name: Daikokuya the Wealthy

-Location: Uppersky in the Ice Lands, usually around the Aurora Discovery. I think he only appears after you finished with Dangral Island the first time around.

-Difficulty: Hard

-Reward: 20,000 Gold

-Description: An old, spoiled, midget. He rides some sort of big cat thing. It looks very similiar to Cait Sith's huge stuffed Moogles in Final Fantasy VII, doesn't it? Anyways, he'll come on, complimenting you about your status and whatnot, then the fight begins.

-Strategy: For a short old man, he's sure got some power. He has two body guards, and will call more if you take them out. So try to focus your attacks on Daikokuya. His most annoying attack is Golden Flurry, which will confuse the party. So before the battle, equip Fina with an accessory that prevents confusion, and have her use Lunar Cleansing when needed. He'll mostly stick with Physical Attacks, though. So use Enrique's Justice Shield to halve the damage given. As usual, try to save up your SP to use Prophecy. One will take out his guards, and it should also take out nearly half of Daikokuya's health. After that, stick with Pirates' Wrath's, since Cutlass Furies are crap in this fight. Hopefully you won't have to revive anybody, but Daikokuya sometimes casts Eternes, which can be annoying. After a bit, and with some luck, he'll fall. I think it's funny after the fight, because it turns out that he's a stalker, and says that 'Vyse can warm me up.' Well, it's not the exact quote, but you get the idea. Then Vyse runs off, trying to get the Delphinus flying. As usual, get your reward money from the nearest guild.

-Name: Lord Zivilyn Bane

-Location: Top of Soltis Tower

-Difficulty: Medium/Hard

-Reward: 30,000 Gold

-Description: Well... for a lord, he's kinda short. I thought he would be bigger. Anyways... there's really not much to say about him, since... well...

he's the leader of the thieving Banes.

-Strategy: He summons Zivilyn Banes to help him out, which is why I added the /Hard part to the difficulty. Your main target is Lord Bane, so forget the small fries, and build up for a Prophecy. I really hope you have Enrique in your party, because his Justice Shield will help out big time here. If you do happen to use a Prophecy, it'll knock out the Banes and half of Lord Bane's health, so if you use another one, he'll just be about dead, but it's up to you if you want to build up your SP again. Lord Bane also likes to use stat boosting magic and cast Regeneration. However, if you do the same, he'll use an item that wipes away your status boosting affects. Two can play at that game. Use Lunar Winds to slap his stats off of him. If you wish to use two Prophecies, use Crystals to conserve SP. This battle can take a good chunk of time, but he'll fall eventually. However... now you need to go all the way back to the entrance of Shrine Island to get to the nearest guild to get your reward. Congratulations, you've beaten all eight bounties and have the title Vyse the Bounty King. Now go kick Ramirez's butt!

Alternate strategy from Daniel Bates: Get Fina to learn Eternum. It takes a while but it can be used to kill the bodyguards/Zivilyn Banes in one hit therefore reduceing the amount of damage you take in.

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5.) Tips

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If you're having any kind of trouble with the Bounties, maybe these tips will help you out.

*You don't HAVE to follow my strategies. If you do, and they don't work for you, try your own strategy. Do what you feel might help you. If you do find another strategy, please don't e-mail me flaming me by saying something like "YOUR FAQ IS S*** BECAUSE YOUR STRATEGY SUCKED!". I based the strategies on how I beat them.

*Make sure to have plenty of Healing Crystals on hand. These will help conserve MP and SP.

*Only use offensive magic as a last resort.

*Use S. Moves as soon as possible.

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6.) FAQ

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NOTE: PLEASE don't e-mail me any questions that are already answered in this section.

Q: Bounties?

A: It's sort of like head hunting. These are special/side quest battles. If you fight one and beat the Bounty, you get a reward. Spiffy, eh?

Q: Why can't I beat *INSERT BOUNTY NAME HERE*

A: You may be at a low level. Try leveling up for a bit then try again. If that doesn't work, and you're using my strategies, try a strategy of your own.

UPDATE: Leveling up increases their level, so don't bother leveling up. Or if you do still, don't level up too high.

Q: Where's Vize?

A: 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.

That's all the information I can give you on Vize, so please no more e-mails about him, as this is as much as I can give you.

Q: Why won't some of the Bounties appear?

A: Well, after you defeat the third bounty, the next set of bounties appear after you acquire the Delphinus. Or you may need to beat a bounty you haven't beaten yet to make the next one available.

Q: I can't find the Ixa'Ness Demons.

A: You'll need the Delphinus first. Make sure you have the Ixa'Ness Village Discovery, or they won't appear. If you found the discovery, just hover around it until you find an odd looking ship.

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7.) Credits/Thanks
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GameFAQs and the other hosting sites: For hosting this FAQ.

http://www.rootsecure.net/?p=ascii_generator: For the ASCII.

Sega: For localizing this fantastic game.

stentor42: For giving me info for making the Ixa'Ness Demons appear.

Keyoni: For e-mailing me an alternate strategy for Barta and Rupee.

Daniel Bates: For giving me the alternate strategy for Lord Zivilyn Bane.

Sonic Cannon: For the alternate strategy on Loose Cannon Lapen.

A special thanks: To all of those who read this and hopefully made it easier for you to take on the Bounties.

If you wish to be here, please e-mail me with anything I might have missed or if you have an alternate strategy for anything.

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8.) Version History
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Version 1.00 - February 26, 2004; I most likely left a few things out. But everything should be completed.

Version 1.01 - March 3, 2004; I changed a few of my typos that I made, and updating the Legal Stuff section allowing a website to use this FAQ.

Version 1.02 - March 10, 2004; Yes, another update. Added another site to use this FAQ and future FAQ's, added something in the section Contacting Me, and figured out the Swashbuckling Rating you need to have Vize appear, so I added that.

Version 2.00 - March 25, 2004; Added two new sections; Tips and a FAQ.

Version 2.01 - May 25, 2004; stentor42 sent me some info on making the Ixa'Ness Demons appear, so I added that and him to the credits.

Version 2.02 - June 16, 2004; Keyoni sent me an alternate strategy for Barta and Rupee, so added that and him to the credits.

Version 2.03 - July 20, 2004; Daniel Bates sent me an alternate strategy for Lord Zivilyn Bane. Added him to the credits, and also changed something in the Tips and FAQ section.

Version 2.04 - May 11, 2005; Been awhile since I've had a update. Added in a new strategy for Lapen (thanks Sonic Cannon), and added a new theory about Vize. Also added several sites to the allowed list.

Version 2.05 - August 29, 2005; Did a little spacing on the Bounties section and redid the Q/A on Vize under the FAQ section. I gave all the info I can on how to get him, so please don't e-mail me anymore about him.

Version 2.06 - October 25, 2005 - Re-did the header.