

# Skies of Arcadia Legends Discovery Shortcuts

by Joseph Williams

Updated to v1.04 on Jul 17, 2003

**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 Discovery Shortcuts (Version 1.07)

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Written June 2003

Warning: This guide contains spoilers! I will try to warn you in advance with these "\*\*\*\*" so you can ignore it.

[Updates]

Version 1.04: Fixed discovery #69 due to an error.

Version 1.06: Updated introduction.

Version 1.07: Fixed discovery #75 due to an error.

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|1| Introduction --  
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This is a unique Skies of Arcadia Legends (GCN) discovery guide that focuses on shortcuts rather than brief descriptions to finding discoveries. If other guides you read do not help, try this shortcut guide as it elaborates in more detail with a lot of simple tricks. If you follow the instructions as given, there is no reason the "so-called hard" discoveries shouldn't be easy to find.

I will use checkpoints and other discoveries frequently as references to help you find new discoveries. I think it is the easiest approach to finding discoveries because small

descriptions alone are too vague and can keep you searching for hours. As a complement to this shortcut guide, check out GameFAQs Gamepsychotic's discovery map:

[http://www.geocities.com/gamepsychotic/Skies\\_discoverymap.gif](http://www.geocities.com/gamepsychotic/Skies_discoverymap.gif)

The reason for wanting to obtain all of the discoveries is to qualify for the special ranking of "Vyse the Legend" or "Exploration King Vyse". It's also one of the requirements if you want to fight \*\*\* Air Pirate Vigoro, buy the Sky Fang, and find the Golden Hamachou. (For a complete list of the requirements needed, click on the link "Codes & Secrets" under the FAQ page.)

Remember, it is best to find 30 discoveries as soon as you can because it will pay off later. I recommend you make finding discoveries a top priority when the Sailor's Guild lists them because the quicker you find them, the more money you'll be rewarded. If you find the discoveries quick enough you will prevent Domingo (another discovery hunter) from receiving credit for finding the discoveries initially. But rest assured, if you don't find one or more of them before Domingo does you can still obtain a special ranking. It still shows up in your record that you found a discovery regardless if you found it first or merely confirmed it.

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|2| Instruction Format --  
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I go by a numbered difficulty scale for discoveries...

Difficulty:

- 0 - Automatic
- 1 - Very Easy
- 2
- 3 - Average
- 4
- 5 - Very Hard

(You won't find many hard ones here.)

I will emphasize in parenthesis what sky level discoveries can be found by either Upper, Mid, and/or Lower Sky. Upper Sky is the level above the cloud ceiling. Mid Sky is the between the cloud ceiling and cloud floor. Lower Sky is the level below the cloud floor. Until you advance further in the game you will be limited to navigate only Mid Sky.

(Upper Sky)

~ Cloud Ceiling ~

(Mid Sky)

(Mid Sky)

(Mid Sky)

~ Cloud Floor ~  
(Lower Sky)

In the directions description, I will normally go by 16 different navigations as references...

North  
North/Northeast  
Northeast  
East/Northeast  
East  
East/Southeast  
Southeast  
South/Southeast  
South  
South/Southwest  
Southwest  
West/Southwest  
West  
West/Northwest  
Northwest  
North/Northwest

Obviously if I told you to head north/northeast, I don't want you to "choose" whether you want to go north or northeast. It means precisely between those routes.

This is how the format will look...

57) Flutterflies <-- Discovery Number/Name  
Difficulty: 1 <-- Level of Difficulty  
Directions: go here go <-- Specific Instructions  
go here go here  
(Upper Sky) <-- Sky Level of Discovery

Last note... I will constantly emphasize the word "directly" in the directions and inform you to keep clicking the A button. As annoying as it sounds, you might miss a discovery if you are slightly off your navigation.

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|3| Discovery Shortcuts --  
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1) Pirate's Grave

Difficulty: 1  
Directions: From Pirate's Isle, head straight west until you reach the waterfall. Then adjust your direction for straight north (slightly north/northwest) and go between the two mountain chains. You will find a small piece of land in between. It is on top of it.  
(Mid Sky)

## 2) Guidestones

Difficulty: 1

Directions: It is on top of a tiny island just east/northeast from Sailor's Island.

(Mid Sky)

## 3) Sky Coral

Difficulty: 1

Directions: Head east of Shrine Island through the rock reef until you come across three black and white striped stones. Get underneath the stones and head directly southeast until you come across a small grass island. It is on top of it. \*\*\* You cannot make it through the rock reef until your ship is able to later on.

(Mid Sky)

## 4) Silver Moon Pit

Difficulty: 1

Directions: Just north of the Sky Coral is a long rock structure. Head to the north end of the rock structure on the right hand side. Stay on the lower half of it and keep hitting the A button and it should easily be found.

(Mid Sky)

## 5) Topple Rocks

Difficulty: 1

Directions: From Maramba, go directly south and you should see a small mountain with three peaks. You'll find it on top of the eastern peak.

(Mid Sky)

## 6) Wandering Lake

Difficulty: 1

Directions: Go straight east from Maramba. You should see a tiny lake on an island moving in a small circle.

(Mid Sky)

## 7) Oasis

Difficulty: 2

Directions: Go directly southeast from Maramba until you run into the mountain chain. Then turn around facing in the north/northwest direction and ride along the surface. You'll quickly run into it.

(Mid Sky)

## 8) Sandfalls

Difficulty: 1

Directions: Go directly southeast (slightly east/southeast) from Maramba and raise your ship just under the cloud ceiling in mid sky. You will find a small island at that altitude. It is on

top of the island in the middle of it.

(Mid Sky)

#### 9) Temple of Pyrynn

Difficulty: 1

Directions: You'll find a pyramid in the desert if you head in a east/northeast direction from Maramba.

(Mid Sky)

#### 10) Beak Rock

Difficulty: 2

Directions: It's located in South Ocean nearby the entrance to Ixa'taka territory. When you're on your way to Ixa'taka, as soon as you see leaves blowing immediately turn southwest. You should see a rock that resembles the shape of a bird's head. Touch the beak of it.

(Mid Sky)

#### 11) Sky Anemone

Difficulty: 3

Directions: Located on top of a rock in the southeastern corner of South Ocean. When heading south through South Ocean, as soon as you see the rift to your right beginning to bend to the west, head south and look for the thinnest tornado that is isolated. Nearby that tornado to the southwest is the rock which the discovery is on top of. With the wind blowing you east, it will be tough to get on top of.

(Mid Sky)

#### 12) Ixa'taka

Difficulty: 0

Directions: Automatically discovered when you cross South Ocean to the new land.

(Mid Sky)

#### 13) Garpa Fruits

Difficulty: 1

Directions: Get directly under the island of Horteka and on the north end of all the shrubs you'll run into it by hitting the A button.

(Mid Sky)

#### 14) The Great Bird

Difficulty: 1

Directions: From the King's Hideout, head west/southwest along the surface and on your route you should quickly see a waterfall pouring into a lake. Before you reach that you should see a small grass land not covered in forest. It is in the center of that land.

(Mid Sky)

15) The Golden Man

Difficulty: 1

Directions: There are two small plateaus bordering and practically touching the King's Hideout (one to the west, one to the east).

It's on top of the one west of the King's Hideout.

(Mid Sky)

16) Gates of Rixis

Difficulty: 3

Directions: This is a tough one to explain. From the King's Hideout, head directly west until you run into the plateau that is next to the lake with the two waterfalls. Then turn your compass in the north direction and ride along the surface. There will be three plateaus directly in your path when heading straight north. In between the second and third plateaus, you will see a gray stone.

That is Rixis.

(Mid Sky)

17) Ixa'takan Palace

Difficulty: 1

Directions: Get directly under the King's Hideout and head straight southwest along the surface. Before you reach the two small rocks in front of you on your route, you should run into it.

(Mid Sky)

18) Ixa'ness Village

Difficulty: 1

Directions: From Horteka, head directly southwest until you reach the large island bordering the stone reef. When you reach the island, at the edge you will notice a small portion of the island not covered in forest. That is where you will find it.

(Mid Sky)

19) Mysterious Rings

Difficulty: 1

Directions: Get directly on top of the Will o' Wisps and move straight south. Immediately start hitting the A button and you'll run into the invisible island. It's extremely close by.

(Mid Sky)

20) Will o' Wisps

Difficulty: 1

Directions: From the Iron Gate, head north (slightly north/northeast) in North Ocean and you should quickly spot a forested island high in mid sky. It's on top of that island in the middle of the forest.

(Mid Sky)

#### 21) Roc's Nest

Difficulty: 1

Directions: From the Iron Gate, head directly northwest in North Ocean. You will find a green island near the cloud ceiling in mid sky. It's on top of the island between the two forests.

(Mid Sky)

#### 22) The Giant Throne

Difficulty: 1

Directions: It's on top of a gray/green rocky island on the eastern side in North Ocean. Get on top of the Will o' Wisps and head east directly until you reach the rock. If you navigated correctly, you'll be on top the rock on its south edge. That is where you'll find it.

(Mid Sky)

#### 23) Lighthouse Ruins

Difficulty: 1

Directions: At the north end of North Ocean before entering Valuan territory, you should spot a small, bright yellow island near the rift to the west. To the west of that island on the edge you will spot it.

(Mid Sky)

#### 24) Ancient Palace

Difficulty: 1

Directions: Get directly on top of the Maw of Tartas and head straight southwest along the surface. It will be past the large crater you cross over and right before the mountain starts to elevate. Keep hitting the A button and you'll run into it.

(Mid Sky)

#### 25) Skull Rock

Difficulty: 1

Directions: From Crescent Isle, head in a north/northwest direction until you reach the mountain chain. In the middle of it is Skull Rock. It can also be found if you head in a west, very slightly southwest direction from Daccat's Island.

(Mid Sky)

#### 26) Stone City

Difficulty: 4

Directions: Head west of Daccat's Island and ride nearby the mountain chain. You'll notice the mountain chain becomes ice. Keep moving west until you spot the first entrance to the Valua continent (don't go too fast or you'll miss it). When you spot it, get down to the bottom edge of the ice mountain chain and keep heading west riding along the edge. Very quickly you should run into it if you press the A button repeatedly.

(Mid Sky)

## 27) Ship Graveyard

Difficulty: 1

Directions: From Nasrad, face west/southwest and you should see a rift between two mountain chains. Go through it and you will be inside of a cylinder-shaped rift. Move around inside the rift and keep hitting the A button near the mid/bottom portion of mid sky.

\*\*\* If the rift is no longer there, you'll find it between the two mountain chains near the bottom portion of mid sky.

(Mid Sky)

## 28) Philosophy Stone

Difficulty: 1

Directions: If you head north (slightly north/northwest) from Stone City you will find a small rock in the middle of nowhere. It is on top of it.

(Mid Sky)

## 29) Balloon Flower

Difficulty: 1

Directions: Get on top of the Skull Rock and raise your ship's altitude to the highest point in mid sky. Head straight north while clicking the A button. You should run into it before you reach the rift.

(Mid Sky)

## 30) The Lands of Ice

Difficulty: 0

Directions: Automatically discovered when you head there on your way to the Ice of Ruins.

(Mid Sky)

## 31) Icebird

Difficulty: 3

Directions: Get on top of the city of Glacia and head straight west until you reach the top of the mountain peak. Then adjust your compass slightly west/northwest and ride along the ice surface heading in that direction. Keep hitting the A button and you should run into it between the mountain peak and the edge of the continent.

(Mid Sky)

## 32) The Frozen Giant

Difficulty: 1

Directions: Located on the north/northeast edge of the Lands of Ice continent. Look for an ice glacier in the northeast area of the Lands of Ice that has the shape of Crescent Isle. When you find it, head directly southwest from it until you reach a



cube-shaped glacier at the edge of the continent. Search the sides of the glacier as it's inside.

(Mid Sky)

### 33) Aurora

Difficulty: 1

Directions: Look high in the sky for a shining sparkling light. It covers a large area and appears in the middle of the Lands of Ice. Found automatically if you come anywhere within the vicinity of the area.

(Mid Sky)

### 34) Blimp Wreck

Difficulty: 1

Directions: From the Dark Rift entrance, face west and you should see a small, crystal shaped rock right in front of you. It's on top of it.

(Mid Sky)

### 35) Giant Squid Nest

Difficulty: 1

Directions: Head directly north from Daccat's Island through the rift until you barely show up on the southernmost part of your map. Your location should be on top of a large, black rocky island. Search the middle of the rock and you'll find it.

(Mid Sky)

### 36) Black Moon Stone

Difficulty: 2

Directions: Found at the halfway point inside the Dark Rift. The halfway point is the room with four warp passages. When entering the halfway point, head straight to the other side of the room and you should see something black and glowing.

(Mid Sky)

### 37) Yafutoma

Difficulty: 0

Directions: Automatically discovered when you head north/northeast from the Dark Rift the first time.

(Mid Sky)

### 38) Uguisu's Nest

Difficulty: 3

Directions: From the exit of the Dark Rift, head in a east/northeast direction until the sky turns from red to blue. On your route you should have noticed a lot of rocks you crossed. Check the small rocks and on top of one of those is Uguisu's Nest.

(Mid Sky)

### 39) Guardian Walls

Difficulty: 1

Directions: Go around any of the stone walls surrounding Yafutoma or the ones south of it. Almost automatic.

(Mid Sky)

### 40) Wanderbirds

Difficulty: 1

Directions: Enter Mt. Kazai, save your game and reset. Open your file and leave Mt. Kazai. Quickly head straight north to the Guardian Walls while dropping a little below the cloud ceiling in mid sky. You should spot the white birds almost immediately coming from the west.

(Mid Sky)

### 41) Dheerse

Difficulty: 1

Directions: From Yafutoma, you should see a tiny rock on top of the city that has no reason for placement. Get under it and head directly northeast until you reach the green/gray rock near the Guardian Walls. You will find it on the surface of the rock when continuing your northeast route.

(Mid Sky)

### 42) Grieving Prince

Difficulty: 2

Directions: Head southeast of Yafutoma until you come across the stone reef. Then ride beside it heading south and eventually you'll come across a large forested island. You'll find it on the west side of the island not covered in forest.

(Mid Sky)

### 43) Spice Island

Difficulty: 2

Directions: Get on top of Uguisu's Nest and align yourself in the north direction. Move straight north and keep hitting the A button and eventually you'll run into it.

(Mid Sky)

### 44) Mystic Orchard

Difficulty: 4

Directions: Go to the southwest corner of your map. Find the exact point where the impassable rift and the rock reef cross-over. From that location drop down slightly below the cloud ceiling in mid sky and head directly west. Keep hitting the A button and you should run into it halfway between the starting point and the rift to the west.

(Mid Sky)

45) Inverse Isle

Difficulty: 2

Directions: From Ryu-kan's Island, get directly on top of it and head straight north. Start hitting the A button once you pass the small rock just to the west of you. You'll run into it.

(Mid Sky)

46) The World Is Round

Difficulty: 0

Directions: Automatically discovered when you return to Crescent Isle the first time from Yafutoma.

(Mid Sky)

47) Ruins of Rolana

Difficulty: 1

Directions: Head straight east from Nasrad until you reach the impassable rift. Then head straight south and go between the grassy mountain chain and the rift. At the very end of that mountain chain where the grass has stopped growing is the discovery on the tip.

(Mid Sky)

48) Southern Cross

Difficulty: 1

Directions: From the Ice Ruins in lower sky, head in a north/northwest direction until you come across a small ice island that looks like has a cactus on top of it.

(Lower Sky)

49) Rainbow Island

Difficulty: 1

Directions: Get on top of Crescent Island and raise your ship well into upper sky. Head in a south/southeast direction and you should immediately spot a rock structure. Hidden inside the rock is Rainbow Island.

(Upper Sky)

50) Moon Stone Lake

Difficulty: 1

Directions: Get on top of Pirate's Isle and raise your ship slightly into upper sky and head straight west until you see the waterfall.

(Upper Sky)

51) Iron Star

Difficulty: 1

Directions: From Nasrad, raise your ship to its highest altitude in upper sky and you should see something small flashing

east/northeast from you.

(Upper Sky)

#### 52) Alupas

Difficulty: 1

Directions: From Rixis, raise your ship to it's highest altitude and head south to the island with the waterfall ahead of you. The discovery is on top of the forest right next to the waterfall.

(Upper Sky)

#### 53) Observatory

Difficulty: 1

Directions: From Rixis, rise above the upper clouds to the same level of the plateaus. The Observatory is just southwest of Rixis on top of a plateau.

(Upper Sky)

#### 54) Dancing Lights

Difficulty: 1

Directions: Get directly underneath Nasrad and lower your altitude to lower sky. Head in a straight northwest direction and you should quickly find two rotating white lights.

(Lower Sky)

#### 55) The Mother Tree

Difficulty: 1

Directions: Get directly underneath Tenkou Island at the point where your ship would be docked at the entrance. Head straight south and keep hitting the A button. You'll run into it within a few seconds.

(Upper Sky)

#### 56) The Ghost Ship

Difficulty: 2

Directions: Go to Esperanza, save at the port and reset. Open your file and leave Esperanza. Raise your altitude slightly above the cloud ceiling in upper sky and immediately head south/southwest. Keep going until you reach the point where two rifts cross-over. At that point you should find the dark, wooden ship heading in an eastern direction.

(Upper Sky)

#### 57) Flutterflies

Difficulty: 1

Directions: Get directly on top of Gordo's Bistro slightly above the cloud ceiling in upper sky. Be facing in the southwest direction. Save your game and reset. Open your file and immediately head southwest. When you see the green moon rising, you should spot a bunch of yellow looking pollen. Those are the Flutterflies.

(Upper Sky)

58) Eclipse Point

Difficulty: 2

Directions: Get directly on top of Loopers' Nest and adjust your altitude slightly above the cloud ceiling in upper sky. Head straight north and keep hitting the A button. It's found right at the point where the sky turns dark.

(Upper Sky)

59) Loopers' Nest

Difficulty: 2

Directions: Located on top of a long, large rock in the southeast portion of Looper Land. It is on the northeast end of the rock. Check the eastern side of it and keep hitting the A button. (Looper Land is the triangular section located on the NW region of your map.)

(Mid Sky)

60) Flying Machine

Difficulty: 1

Directions: Get directly under Shrine Island and drop to the lowest point in lower sky facing south. You should see a small rock right in front of you. It is on top of it.

(Lower Sky)

61) Valuan Wreckage

Difficulty: 1

Directions: From the Rabbats, get to the lowest altitude in lower sky and head directly south/southwest until you reach a small rock in mid ocean. It is on top of it.

(Lower Sky)

62) Rabbats

Difficulty: 1

Directions: Go directly north of the Dancing Lights under Valua and keep hitting the A button. You should run into it shortly.

(Lower Sky)

63) Bottomless Pit

Difficulty: 1

Directions: Start at Pirate Isle, drop down to lower sky and head northwest. Go through the two rifts and it should be right there past the second rift. Your location would barely be in North Ocean. \*\*\* If the two rifts are no longer there, it's even easier because you don't have to fight through the rifts.

(Lower Sky)

64) Ancient Fish

Difficulty: 1

Directions: Get directly under the Giant Squid's Nest in lower sky and head straight west for a couple seconds. You should see a blue fish swimming around the cloud floor in lower sky.

(Lower Sky)

65) Star Sand

Difficulty: 2

Directions: Head directly south of Maramba until you run into the large mountain chain. Then ride along the mountain chain's surface heading southwest until you reach the end of the chain. You'll find it right before you hit the edge.

(Mid Sky)

66) Maroon Isle

Difficulty: 1

Directions: From the Star Sand, raise your ship almost to the ceiling of mid sky and head directly southwest and keep clicking A. You should run into it very shortly.

(Mid Sky)

67) Comma Rock

Difficulty: 3

Directions: This is a small black rock that floats around mid sky in a rectangular pattern in South Ocean. It floats against the rifts on both sides of South Ocean and close to Ixa'taka territory before the wind dies down.

(Mid Sky)

68) Turtula Pole

Difficulty: 1

Directions: Head straight west from Horteka to the large island that borders the stone reef. You will see two plateaus on the island covered with forests on top. To the south of the taller plateau, you will find the discovery on the edge of the island.

(Mid Sky)

69) Wings of Gold

Difficulty: 1

Directions: This flies near the cloud ceiling at mid sky in a rectangular pattern around Ixa'taka. Enter Rixis, save your game and reset. Open your file, then leave Rixis. Immediately head straight south to the two waterfalls. (Go around the plateaus any way you want along the way.) Once you reach the waterfalls, you should see a gold blimp moving in a west to east direction.

(Mid Sky)

70) Giant's Hammer

Difficulty: 1

Directions: From the Will o' Wisps, head directly northeast until you come across a green/gray island. Continuing your northeast route, ride along the surface of the island and you'll run into it.

(Mid Sky)

#### 71) Tricyclone

Difficulty: 1

Directions: It moves in a straight north/south pattern. It goes as far north as Gordo's Bistro and as far south to the south end of North Ocean. If you do not find it at Gordo's Bistro, head straight south to the end of the ocean and you can't miss it. It's at the bottom portion of mid sky and looks like a mini-tornado.

(Mid Sky)

#### 72) Map of Ages

Difficulty: 1

Directions: You will see a gray stone on a small rock slowly encircling Nasrad and the rock north of it. It's at the bottom region of mid sky.

(Mid Sky)

#### 73) Balloon Seed

Difficulty: 3

Directions: It is floating around Crescent Isle. It looks like a tiny black seed with a stem on top. It floats around in a triangular pattern from Crescent Isle to the Balloon Flower, from the Balloon Flower in the direction of Daccat's Island to the rift, and back from the rift to Crescent Isle. You will find it floating at the ceiling of mid sky except when it's nearby Crescent Isle. Then it will be floating at the floor of mid sky.

(Mid Sky)

#### 74) Ice Lens

Difficulty: 1

Directions: From the Icebird, face east (slightly east/northeast). You'll see a mountain chain right in front of you. Move in that direction and on top of the mountain between the two level peaks you'll find it.

(Mid Sky)

#### 75) Paper Airship

Difficulty: 3

Directions: The Paper Airship is in the northwest region of the Lands of Ice near the cloud ceiling. For a starting point, go to the west side of the Lands of Ice until you reach the rock rift then head north until you reach the rift that separates South Ocean and the Lands of Ice. From there, head directly east until you spot something that looks like a black wasp near the cloud

ceiling. The Paper Airship moves in a straight west/east direction.  
(Mid Sky)

#### 76) Mirage Island

Difficulty: 1

Directions: Get directly under Sailor's Island and lower your altitude to lower sky. Head northwest, very slightly north/northwest and you should quickly spot a greenish/blue island floating up and down in lower sky.

(Lower/Mid Sky)

#### 77) Ryuguu Turtle

Difficulty: 1

Directions: Enter Tenkou Island, save your game at the entrance and reset. Open your file and leave Tenkou Island. Head straight southeast in upper sky and you should quickly spot a brown turtle heading your direction.

(Upper Sky)

#### 78) Sky Ladder

Difficulty: 1

Directions: From the Maw of Tartas, raise your ship to upper sky and you'll see a mountain peak right in front of you when facing in the north/northeast direction. Touch the peak.

(Upper Sky)

#### 79) Ryuguu Island

Difficulty: 1

Directions: Get directly underneath Tenkou Island at the point where your ship would be docked at the entrance. Head straight southeast and keep hitting the A button. You'll run into it almost as quickly as you did the Mother Tree.

(Upper Sky)

#### 80) Tomb of Ice

Difficulty: 1

Directions: From the Ice Lens, raise your altitude slightly above the cloud ceiling in upper sky and head straight east. You will soon come across a large mountain peak in front of you. It is on top of it.

(Upper Sky)

#### 81) Stone Lovers

Difficulty: 1

Directions: Get directly under Yafutoma and lower your altitude to the bottom of lower sky. Head straight west and you should shortly find a small rock with grass. It's on top of it.

(Lower Sky)



## 82) Deep Iron Star

Difficulty: 3

Directions: Head south of Yafutoma until you reach the last Guardian Wall before the rift. Get underneath the middle of the Guardian Wall and face east. Lower your altitude to the bottom of lower sky. Save your game and reset. Open your file and head straight east/southeast and you should quickly find it. It looks like a model airplane with a string attached.

(Lower Sky)

## 83) Sky Train

Difficulty: 1

Directions: Get on top of the Temple of Pyrynn slightly above the cloud ceiling in upper sky. Be facing in the south direction. Save your game and reset. Open your file and you should immediately see a black bar moving in the distance. That is the Sky Train. It moves very quickly so you'll have to run it down heading southwest.

(Upper Sky)

## 84) Flying Flail

Difficulty: 1

Directions: Get directly on top of the Ancient Palace and raise your altitude halfway in upper sky facing west. Save your game and reset. Open your file and wait 10 seconds. You will see a black yo-yo flying (pun intended) straight at you.

(Upper Sky)

## 85) Rolling Stone

Difficulty: 1

Directions: Get directly under Ryu-kan's Island and lower your ship to the bottom of lower sky facing straight north. Save your game and reset. Open your file and immediately head north until you reach the impassable rift. You should see a big, black ball quickly coming from the east moving against the rift. You can't miss it.

(Lower Sky)

## 86) Deep Snow

Difficulty: 1

Directions: Go directly west of the Southern Cross and you will quickly find a small piece of ice on the bottom of lower sky.

(Lower Sky)

## 87) Long Line

Difficulty: 3

Directions: You will find it in the north/northwest area of Looper Land. It looks like a thin tree branch with three buds on the end of a stem. It hovers slowly in a small range against the rift to the north and close by the stone reef

to the west in Looper Land. It hovers anywhere from upper to lower sky. (Looper Land is the triangular section located on the NW region of your map.)

(Upper/Mid/Lower Sky)

88) Moon Hamachou

Difficulty: 0

Directions: This is automatically discovered when you give Maria's bird Picollo all 24 moonfish.

(Mid Sky)

89) Golden Hamachou

Difficulty: 1

Directions: This is found on top of the small mountain tunnel that is used as a passageway between Shrine and Sailor's Island. It is on the southeast portion of the mountain on a peak. Note, this discovery cannot be found until you have met all requirements listed under the link "Codes & Secrets" under the FAQ page.

(Mid Sky)

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|4| Wrap-up --

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I would like to thank the developers of Overworks for making this extraordinary RPG. I have played dozens of RPGs in my time and have never come across one of this masterpiece. It gives me a reminder of why I still game. Thank you Overworks!

Feedback is appreciated (e-mail at top). If there are any errors with the guide feel free to let me know. However, don't e-mail me asking for additional instructions as I will ignore those. And please ask for permission if you want to use this FAQ anywhere else, thank you...

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