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SEGA

Dreamcast

SKIES OF ARCADIA

51252

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast

• Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
• Do not play if you are tired or have not had much sleep.
• Make sure that the room in which you are playing has all the lights on and is well lit.
• Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:
• Before removing disc, be sure it has stopped spinning.
• The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in any thing other than a Dreamcast console, especially not in a CD player.
• Do not allow fingerprints or dirt on either side of the disc.
• Avoid bending the disc. Do not touch, smudge or scratch its surface.
• Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
• Do not write on or apply anything to either side of the disc.
• Store the disc in its original case and do not expose it to high temperature and humidity.
• Do not leave the disc in direct sunlight or near a radiator or other source of heat.
• Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing SKIES of ARCADIA.
Please note that this software is designed only for use with the Dreamcast Console.
Be sure to read this instruction manual thoroughly before you start playing SKIES of ARCADIA.

CONTENTS

SKIES of ARCADIA is a memory card (Visual Memory Unit (VMU) sold separately) compatible game. A VMU is required to save your game. Please see below for the blocks necessary to save files. Never remove the memory card or disconnect the controller while the game data is being saved or loaded.

27 SKIES of ARCADIA Game Data
27 blocks per file
[S.ARCADIA000 (number)]

83 VMU Executable File (→P.31)
83 blocks per file
[S.ARCADIA.VM]

BEFORE YOU START

This game consists of two discs. If this is your first time playing, please insert Disc 1 to start the game. After you begin playing on Disc 2, you may start directly from that Disc.

HOW TO CHANGE DISCS

When you reach the point in the game where changing the disc is necessary, the screen shown to the right will be displayed. Press the ⓐ Button to advance to the Save Screen. Here, save the data. For saving the game, please refer to page 7.
After saving the game, press ⓐ. A message to change the disc will be displayed. Follow the instruction shown on the screen to change the disc. After verifying the save files, the 2nd disc will begin.

BASIC CONTROLS

SKIES of ARCADIA is a one player game. Connect the Dreamcast Controller that you will be using to play the game into Control Port A of the Dreamcast Console.
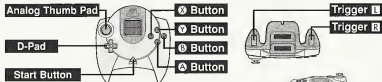
If you are using using the Jump Pack™ (sold separately), insert it into Expansion Socket 2 of the Dreamcast Controller. The Jump Pack does not lock into place when inserted into Expansion Socket 1, and may fall out during game play.

- Never touch the Analog Thumb Pad or the Triggers Ⓛ/Ⓡ while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
- Operations with peripherals other than the Dreamcast Controller are not guaranteed.

CONTROLS IN VILLAGES & DUNGEONS (P.11)

D-Pad/Analog Thumb Pad	Move the player/Change camera angle in 1st person perspective
ⓐ Button	Inspect for items/Talk to people/Enter selection/Read next lines of text
ⓑ Button	Cancel
ⓧ Button	Open/close Status Menu
ⓨ Button	Change viewpoint (Normal/1st Person, not always available)
Triggers Ⓛ/Ⓡ	Rotate camera angle on normal viewpoint
Start Button	Show/hide Mini Map

CONTROLS FOR NORMAL BATTLES (P.16)

D-Pad/Analog Thumb Pad	Command Selection: Select command/Move cursor Friend/Foe Selection: ◀▶…Move cursor/ ▲▼…Select friend or foe
ⓐ Button	Enter selection
ⓑ Button	Cancel
ⓧ Button	Open Status Screen of the party members/Display descriptions of items and magic
ⓨ Button	Change color of weapon (p.19)
Triggers Ⓛ/Ⓡ	Rotate camera
Start Button	Cancel animation of player's Super Move (Only if pressed within the first few seconds.)

- Any time during the game, press ⓐ, ⓑ, ⓧ, ⓨ and the Start Buttons simultaneously to reset the game and return to the title screen.

CONTROLS DURING SHIP BATTLES (P.22)

D-Pad/Analog Thumb Pad	Command Selection/Move cursor
Ⓐ Button	Enter selection
Ⓑ Button	Cancel
Ⓧ Button	Display descriptions of items and magic

＊ Ⓨ Button, Triggers Ⓛ/Ⓡ, and Start Button are not used.

CONTROLS IN THE AIR (P.8)

D-Pad	Change camera angle
Analog Thumb Pad	Move player's ship
Ⓐ Button	Inspect for items/Talk to other ship/Enter villages or dungeons/Enter selection/Read next lines of text
Ⓑ Button	Cancel
Ⓧ Button	Open/close Status Menu
Trigger Ⓛ	Descend
Trigger Ⓡ	Ascend
Start Button	Display map/Go to Bridge/Save

＊ Ⓨ Button is not used.

STARTING THE GAME

GAME START

When the game disc is started, an opening demo will be displayed. After the demo, a title screen will be displayed. Press the Start Button, and the Main Menu will be displayed. Use the Analog Thumb Pad/D-Pad ↑♦ to select the menu item, and press Ⓐ to enter your selection.

NEW GAME   Start the game from the beginning.

CONTINUE   You may select this when you have a memory card with saved data attached to the Dreamcast Controller connected to Control Port A of the Dreamcast console.

SELECTING MEMORY CARD (EXPANSION SOCKET)

When "CONTINUE" is selected, the Load Screen will be displayed. Use ♦♦ to select the Expansion Socket 1 or 2, and press Ⓐ to enter your selection. (Note: If there is no memory card inserted in either socket, you will not be able to select that socket.)

SELECTING LOAD FILE

Next, use ♦♦ to select the file you wish to continue the game, and press Ⓐ to enter. You will be asked to confirm loading this file. Use ♦♦ to select Yes/No, and press Ⓐ to enter.

HOMEPAGE   Jump to the SKIES of ARCADIA Official Homepage. Please refer to page 32 for more details.

SKIES of ARCADIA is a game with skies and floating islands as its main stage. Vyse, the main character, soars the skies with his aerial ship, explores the villages and dungeons on foot, and engages in battles. Here is the basic flow of the game.

RELATIONSHIP BETWEEN EACH MODE

VILLAGES & DUNGEONS

In villages, buildings, and dungeons, Vyse walks around on foot to explore and talk with other characters (p.11).

SKIES

This is where Vyse travels aboard the ship and the performance of the engine, the area Vyse can explore widens (p.8).

BATTLE MODES

While exploring the dungeons or traveling aboard the ship, if Vyse encounters enemies, a battle begins. There are two types of battles: normal battles and ship battles (p.15).

TRANSFERRING BETWEEN VILLAGES/DUNGEONS AND SKY

FROM THE SKY TO THE VILLAGES/DUNGEONS

Approach the island or building with your ship, and press Ⓐ. If it is an island you can land on, you will be transferred to the field within.

FROM THE VILLAGES/DUNGEONS TO THE SKY

If you are transferring from the village or dungeon to the sky, approach the ship you will be boarding, and press Ⓐ. A message appears to confirm that you wish to return to your ship. Use ↑↓ to choose your selection, and press Ⓐ to enter.

GAME OVER

The game is over when the HPs of all characters in the party or the HP of the ship drop to zero, and returns to the title screen. On battles against bosses, however, you will be asked whether to continue the game or not. Use ↑↓ to select "I never give up" or "I quit," and press Ⓐ.

HOW TO SAVE

In the villages/dungeons and the dungeons for the ship, you may save your progress only at the save points. Approach the save point, and press Ⓐ to switch to the Save screen. During normal travel in the sky, you may save anywhere. Press the Start Button to open the menu, and select "SAVE" to switch to the Save screen.

While Traveling by Ship   Special Save Point in the Sky   Save Point in the Village/Dungeon

MEMORY CARD (EXPANSION SOCKET) SELECTION

Select the memory card to save the game. Use ↑↓ to select between "Socket 1" and "Socket 2," and press Ⓐ to enter. If there is no memory card present in either socket, you will not be able to select.

SAVE FILE SELECTION

Next, use ↑↓ to select the file to save game, and press Ⓐ to enter. You will be confirmed whether to save on this file, or to overwrite if the previous data is present (the previous data will be erased if overwritten). Use ↑↓ to select YES/NO, and press Ⓐ to enter. If 27 blocks of free memory are not available, you will not be able to select a file.

WHEN THERE IS NO SAVE FILE ON THE MEMORY CARD

In case there is no save file for SKIES of ARCADIA on the memory card, when that memory card is selected, the game will create a file automatically. At this point, the game will ask whether to change the icon on the VMU to that of SKIES of ARCADIA. Use ↑↓ to select YES/NO, and press Ⓐ to enter. To save icon data, 2 blocks of free memory are needed.

Aboard the ship, you will travel and explore the skies. The areas you can travel are limited with your first ship, but depending on the scale of the ship, and with modifications, you can gradually increase the areas in which you can travel.

Use the Analog Thumb Pad to navigate your ship, the D-Pad to change camera angle, **L** to descend your ship, **R** to ascend.

Also, press the Start Button to display the Menu, **A** to land on the island (enter the village), and **B** to display the Status Menu.

DISPLAY

1 ALTIMETER

Displays the current altitude you are flying at.

2 NAME OF ISLAND/VILLAGE/BUILDING

If you approach an island, village, or building you already know, its name will be displayed. Press **A** when the name is displayed to land.

3 COMPASS

Displays the direction you are flying.

MENU SCREEN

Aboard the ship, press the Start Button to open the Menu. Use **↑ ↓** to select the menu item, and press **A** to enter.

MAP

You can verify your location and the direction that you are flying. The map shows only the areas you have already explored. As the story unfolds, the world will be revealed.
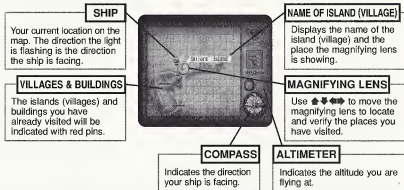
SHIP
Your current location on the map. The direction the light is flashing is the direction the ship is facing.

NAME OF ISLAND (VILLAGE)
Displays the name of the island (village) and the place the magnifying lens is showing.

VILLAGES & BUILDINGS
The islands (villages) and buildings you have already visited will be indicated with red pins.

MAGNIFYING LENS
Use **↑ ↓ ← →** to move the magnifying lens to locate and verify the places you have visited.

COMPASS
Indicates the direction your ship is facing.

ALTIMETER
Indicates the altitude you are flying at.

TO BRIDGE

You can move inside the ship and talk to your crew. (On some ships, you may not be able to select this.) The conversation may contain important hints, so use this as a reference. The method of movements and conversing is the same as in "Villages and Dungeons" (p.11). Also, press **B** to display the Status Menu. To return to the skies, examine the helm at the bridge. You will be asked whether to depart or not.

SAVE

You can save the progress of the game up to this point. Please see "How to Save" (p.7). Please note, however, that in certain areas, you can only save at save points.

ENCOUNTERS

Up in the skies, there are several ships other than the Air Pirates. With private and commercial ships, approach and press Ⓐ to talk to them. When you encounter the ships belonging to the Imperial Armada or opposing citizens, you will engage in ship battle. There will be a warning mark "!!" displayed on your compass when an enemy ship is close by. Please see p.15 for how to battle in this game.

DISCOVERIES

In this long adventure, Vyse and friends travel to various places in the world. This includes unexplored ruins and islands no one in this world has ever explored before. You could discover legendary ruins or new species of creatures.

Guide your ship to new places, and examine places. If there is a Discovery, it will be displayed. As the discoverer, Vyse and friends will leave their names in the history of this world.

HOW TO MAKE A DISCOVERY

When there is potential Discovery, the compass starts to turn rapidly. Press Ⓐ, and the Discovery will be displayed.

SELLING INFORMATION ON DISCOVERIES TO THE GUILD

When you make Discoveries or you need information on potential Discoveries, go to the Sailors' Guild at villages. You will be able to sell or buy information. Vyse and friends are not the only ones making Discoveries. If a rival explorer sells the information before you do, your information will be bought at a cheaper price. Please see p.13 for more on the Sailors' Guild.

VIEW DISCOVERIES IN YOUR JOURNAL

If you make a Discovery, it will be added to your list of Discoveries in the Status menu. You can check this at any time. Please see p.30 for more on the Journal.

Walk around in the village to collect information and shop for items, or explore the dungeons. Use the Analog Thumb Pad/D-Pad to guide Vyse in that direction, press ⬛⬛⬛ to rotate the camera, and press Ⓐ to talk to people or examine what is in front of Vyse. Also, press Ⓑ to display the Status Menu, and press the Start Button to display/hide the mini map.

Mini Map

Current location and direction you are facing on the map will be shown with ▲.

CLIMBING/DESCENDING ON LADDERS AND POLES

Press Ⓐ in front of a ladder or a pole to grab onto it. At this state, use ⬆⬆ to ascend or descend. If you approach either end of the ladder or the pole, Vyse dismounts from it automatically.

EXAMINING

At certain places, such as in front of a bookshelf or signs, press Ⓐ to examine that area.

TALKING TO PEOPLE

In front of the characters you can talk to, press Ⓐ to start conversations. There are cases where, by talking, the character may join you as a party member or as a crew member. Also, there are cases where you may have to select your replies.

OBTAINING ITEMS

In front of a treasure chest, press Ⓐ to open it and obtain the item inside. However, if the number of that item exceeds the maximum number (99) you can hold, you will not be able to obtain it.

TAKING A REST

At an inn, you can rest yourself. There is a save point located inside the inn, so you can save your progress there. To take a rest, approach the innkeeper, and press Ⓐ to talk. Use ⬆⬆ to select "Stay the night/Leave," and press Ⓐ to enter. By resting, the characters' HP, MP, and the ship's HP will be fully restored.

BUYING AND SELLING WEAPONS/ITEMS

Go into the shops in the village, and you can buy and sell weapons and items. In front of the merchant, press ⓐ to talk to him/her. Use ⬆⬇ to select the menu item, and press ⓐ to enter.

BUYING AND SELLING WEAPONS/ITEMS/SHIP PARTS

You can buy and sell items or ship parts. Use ⬆⬇ to select "BUY/SELL/EXIT", and press ⓐ to enter.

SELECT ITEM

Use ⬆⬇ to select the item you wish to buy/sell, and press ⓐ to enter. If there are more items than are listed, use ◀▶ to change list. A reference to what you can equip that item, and parameters when that item is equipped will be displayed. (Value of increase will be displayed in green, decrease in red. Press ⓑ to switch between the displays of the value differences and the absolute values.) Use this as a guide to your purchases.

SELECT NUMBER

Select the number of items you wish to buy or sell. Use ⬆⬇ to increase/decrease the number by one, ◀▶ to increase/decrease by ten, and press ⓐ to enter. Press ⓑ to return to previous screen.

EQUIP ITEM

After the purchase, you can immediately equip weapons, armors, accessories, or parts of the ship. With change in parameters as reference, select the character you wish to equip that item with. The items that character was previously equipped with will not be lost. You cannot sell items that are currently equipped on your characters or your ship.

TALK ABOUT VARIOUS THINGS

You can talk to the merchant.

● By talking, you might be able to obtain information and items that are not on the normal list.

LEAVE

Leave the shop.

ABOUT SAILORS' GUILD

At Sailors' Guilds, located in several villages in the world, you can buy and sell information regarding the Discoveries. To buy or sell information, approach the Guildmaster and press ⓐ to talk. Use ⬆⬇ to select "Buy and sell Discovery information/Talk about various things/Leave," and press ⓐ to enter.

SELLING INFORMATION

Use ⬆⬇ to select the information you wish to sell, and press ⓐ to enter. If there is more information than what is listed, use ◀▶ to change the list. At this point, if you were very late in discovering, or wasted a long time before selling the information, the value will be less.

BUYING INFORMATION

You can buy information regarding possible Discoveries. Use ⬆⬇ to select the information you wish to buy, and press ⓐ to enter. If there is more information than what is listed on the screen, use ◀▶ to change the list. The detailed information is expensive, but the rumors are cheap.

TALK ABOUT VARIOUS THINGS

You can talk to the Guildmaster for information regarding the Guild.

LEAVE

Leave the Guild.

GROWTH OF CUPIL, AND CHAMS

The mysterious creature "Cupil," Fina's friend, grows by eating a special food (item) called "Cham." When it grows, it can change itself into various forms. When you approach the location where a Cham is, Cupil reacts to let you know. Press ⓐ, when Cupil reacts to a Cham, to examine the area. When Cupil reacts, it will let you know in the following manners (p.32):
● When VMU sound is enabled, it will beep.
● Cupil's appearance on VMU screen changes.
● When the Jump Pack is attached and vibration is enabled, it will vibrate.

ABOUT THE SWASHBUCKLER RATING

Depending on the events and selection of your replies in conversations, the value of Vyse's Swashbuckler rating changes. If you make the correct decisions and perform brave actions, the value rises, and people's attitudes towards Vyse will change. If you have a high Swashbuckler rating, people will trust you, and they will be easier to deal with. When there is a change in the Swashbuckler rating, a chime will ring to indicate whether it has risen or fallen. You can get an idea as to how high your Swashbuckler rating is by going to Vyse's Character Status screen in the Status Menu (p.27) and finding out what Vyse's title is.

BASE SYSTEM AND CREW SYSTEM

Sometime in the adventure, Vyse will obtain his own ship. At that time, apart from party members such as Aika and Fina, you can obtain crew members. Also, he will establish his own base, as in Dyne's Pirate Isle.

ABOUT BASE SYSTEM

When there is a Builder, you can invest money to have him improve the base. This is called the Base System. You can change the appearance of structures as well as their functions. Also, by bringing new crew members, new buildings can be built, making your base a more lively place.

ABOUT CREW SYSTEM

When Vyse obtains his own ship, he can scout for crew members to bring aboard. Depending on the crew members' abilities, the ship powers up accordingly. For example, if you have a Gunner aboard, the ship's bombing ability will increase. Also, while in a ship battle, you can select the "Crew Command" to have him/her do his/her work. The possible crew members are scattered throughout the world. But not all will join you easily, as some will require special conditions. Whether he/she will join as a crew member is up to Vyse.

BATTLE MODES

There are two different battle modes: a Normal Battle, where party members and enemies battle on one field; and a Ship Battle, where your ship battles against the enemy ship. On each turn, you will give commands to each character. When the HP of the character drops to zero, he/she will become unconscious, but he/she will regain one HP after the battle (only in Normal Battle). If the HPs of all characters in your party or the ship's HP drops to zero, the game will be over. (In battles against a boss character, you can continue the game.)

NORMAL BATTLE

NORMAL BATTLE DISPLAY
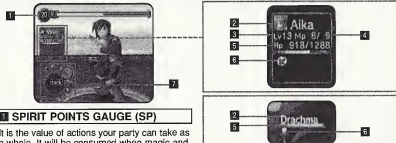
1 SPIRIT POINTS GAUGE (SP)

It is the value of actions your party can take as a whole. It will be consumed when magic and Super Moves are used. It is displayed as current value/maximum value. The green gauge indicates the amount you can spend, and the red indicates the amount you have already assigned. After each turn, the amount increases according to the number of characters that can take action. Also, on command selection, select "FOCUS" to increase this amount. After each battle, the value returns to the amount at the beginning of the battle.

Simplified Status Screen (On Battle Mode)

2 CHARACTER'S FACE AND NAME

The color of the rim displaying the character's face indicates the current color weapon equipped (p.19).

3 LEVEL

Indicates the current level of that character.

4 MP (MAGIC POINTS)

Indicates the number of magic points you can use. The values indicate the current/ maximum value. If you use magic, the value decreases by one.

5 HP (HIT POINTS)

Indicates the physical strength of the character. The values indicate the current/maximum value. When the value drops to zero, that character will not be able to fight.

6 CONDITION

If there is a temporary status change (such as a rise in attributes, or adverse effects like Poison, etc.), icons will be displayed here.

7 BATTLE COMMAND

See description below.

BATTLE COMMAND

On each turn, you will select each character's action, starting with Vyse. Use ⬆⬇⬅➡ to select a command, and ⬇ to enter (some commands may not be selectable, depending on conditions). Press ⬅ to cancel. To change the color of the weapon attribute, press ⬆ (on each press, depending on Moon Stones you already have, the color changes in following order: green>red>purple>blue>yellow>silver.) Press ⬇ to display the status of the party (press again to close). Also, press ⬇ while selecting item or magic to display its description (press ⬇ again to close).

RUN	Escape from the battle (cannot be selected against the bosses.)
ITEM	Use item.
GUARD	Guard against enemy attack.
ATTACK	Attack with equipped weapon.
S-MOVE	Use the character's Super Move.
MAGIC	Use magic.
FOCUS	Increase Spirit Points.

RUN

Escape from the battle. Only Vyse can select (or the first character on the turn). Note that selecting this will not enable you to escape 100% of the time. Against the bosses, however, you cannot escape.

ITEMS

Use an item. Use ⬅➡ to select the kind of item, and press ⬇ or ⬇. Next, use ⬆⬇ to select the item (use ⬅➡ to change list), and press ⬇. Finally, use ⬆⬇ to select the target character to use item on, and press ⬇ (unless the item affects everyone). You can also change equipment. Note that changing weapons will not spend your turn.

GUARD

Guard oneself to reduce the damage taken from enemy attacks by 50%. When guarding, the name will be displayed in red-purple. Guarding only lasts for one turn.

ATTACK

Attack with equipped weapon. When selected, a cursor will appear on the enemy to attack. Use ⬆⬇ to select the enemy, and press ⬇ to enter. Also, depending on color (attribute) of the weapon, the damages to the enemy may differ (p.19).

S-MOVE

Use the Super Move the characters learned. Select "S-move," use ⬆⬇ to select the Super Move, and press ⬇ to enter. While selecting the Super Move, press ⬇ to display its description. Depending on Super Move, the value consuming SP differs (p.18). If the character has not learned any Super Moves, this cannot be selected.

MAGIC   Spends given amount of SP/spends 1 MP per use.

Use the magic the character has learned. On each use, 1 MP is used. Use ▲ ◀ ▶ to select the magic, and press ● to enter.
While selecting the magic, press ● to display its description.

FOCUS

Increase the amount of Spirit Points. The amount depends on the Spirit rating of the character using this command.

END OF THE BATTLE

When the party wins the battle, the result screen will be displayed. The amount of experience points, gold, and magic experience points (with respect to the color of weapon used) will be calculated and added. When a character's experience points or magic experience points reach a given level, his/her experience level/magic experience spell for that attribute of magic experience color ranks up, a new spell for that attribute of magic experience color ranks up, a new will be learned (p.19). To end the result screen, press ●.
The contents of the result screens are the same for both normal and ship battles.

SPIRIT SYSTEM

Spirit points, or SP, is the value of actions your party can take as a whole, and is displayed as a green gauge at the top of the Battle screens. On normal battles, it will be consumed when using magic or Super Moves. During Ship Battles, it will be consumed on all commands except Run, Guard, Focus, and Item. The stronger the magic or the Super Move, the more SP the action will consume. You will gain a given amount of SP on every turn, but you can gain additional SP by the "Focus" command. Since this value is shared among the party, it is possible to make one of your party gain SP while the others use the magic/super move to consume it. The battle condition may change according to how you use this. Use it effectively.

CHANGING COLOR (ATTRIBUTE) OF WEAPON & LEARNING MAGIC

There are 6 colors of Moon Stones: green, red, purple, blue, yellow, and silver. And each has different attributes. According to the colors of Moon Stones you have, you can change the color of weapons. By changing colors, the attributes change according to the colors. To change color, press ● while selecting your action on battle. You may change the color from the "Item" command as well. Select the "Item" command, then use ◀ ▶ to select "Weapons." Next, use ▲ ▼ to select the weapon, and press ● to open the Moon Stone window. Use ◀ ▶ to select color, and press ● to enter.
The enemies also have attributes, and attack by using these attributes. Also, if you attack with the color of attribute that stands against the enemy's, you can give great damage to the enemy (see chart below). At the end of battle, Magic Experience points for the color of weapon used will be given. When the Magic Experience points reach certain amounts, Magic learns a new magic, in compliance with that attribute. Characters earn double the amount of Magic Experience in the color that they have equipped, and equal amounts in the color(s) that other party members have equipped.

GREEN	>	RED	PURPLE	>	GREEN	
RED	<<>>	PURPLE	BLUE	>	YELLOW	
RED	>	BLUE	YELLOW	>>	GREEN	
BLUE	>	PURPLE	YELLOW	<>	SILVER	

">>" indicates that the damage is larger than ">"

LEARNING SUPER MOVES

The characters learn new Super Moves by consuming items called "Moonberries." To learn a new Super Move, select "Super Move" command on Character Status screen of Status Menu (p.29). The order of Super Moves the characters can learn is fixed. Also, the amount of Moonberries needed depends on each Super Move.

ABOUT THE CHANGE IN STATE

During the battle, if the color of the name of friend/enemy on Status screen changes, it indicates that the state of the character has changed in various ways.

Red-Purple	Guarding.
Yellow-Green	Nullify Attack is in effect.
Yellow	Nullify State Change from magic or attack.
Blue	Nullify Stage Change.
RP+YG+Y+B	Nullify all attack from the enemy.

Also, when the state changes due to poison, etc., the following icons will also be displayed on Status screen.

	POISON Lose HP at the end of turn.		CONFUSION Attacks closest creature (friend or foe).
	UNCONSCIOUS When HP drops to zero.		REGENERATE Regain 200 HP at the end of each turn.
	STONE Cannot fight for given turns.		SILENCE Cannot cast magic.		STRENGTHEN Raise Attack and Defense power.
	SLEEP Cannot fight until he/she wakes up.		FATIGUE Cannot regain SP.		WEAK Lower all abilities.
					QUICKENED Raise quickness.

● STRENGTHEN is displayed in red; QUICKENED in blue.

SHIP BATTLE

Ship Battle is the battle Vyse and friends fight with the ship they are aboard. Apart from the battles that occur as fixed events, when you encounter an enemy ship, the battle begins.

SHIP BATTLE SCREEN

1 SPIRIT POINTS GAUGE

It is the value of actions your party can take as a whole. It will be consumed when "Magic", "Attack", "Super Cannon", and "Crew" commands are used. Green gauge indicates the current SP, and red indicates the amount to be consumed in the turn. At the end of each turn some SP, according to number of characters in the party that can take actions, is regained. Also, by selecting the "Focus" command, you can regain a given amount.

2 STATUS OF CHARACTERS THAT CAN TAKE ACTIONS

LV indicates the current level of the character, and MP indicates the number of magic points the character can use.

3 NAME OF SHIP/HP/STATUS

HP indicates the current/maximum values. When the HP drops to zero, the ship is sunk, and the game will be over. The raising or abnormality in status is indicated by an icon.

4 NAME OF ENEMY SHIP/HP

The raising or abnormality in status is indicated by an icon (p.20).

5 SHIP BATTLE COMMAND (P.22)

6 BATTLE GRID (P.24)

SHIP BATTLE COMMAND

When the player's turn arrives, you will be asked to enter commands for each character, starting with Vyse. Use ↑↓←→ to select Ship Battle Command, and press ❷ to enter. (There are some commands you cannot give. Press ❸ to cancel. Designate the commands to Battle Grid, and the ship battle begins. Upon deciding "Item" or "Magic," press ❹ to display explanation (Press again to close).

RUN	Escape from the battle (cannot be selected against bosses.)
ITEM	Use item.
GUARD	Guard against the enemy attack.
ATTACK	Attack with equipped weapon.
MAGIC	Use magic or fire Magic Cannon.
FOCUS	Increase SP.
S-CANNON	Fire special cannon.
CREW	Command which can be used after Vyse becomes the captain of his own ship.

RUN

Escape from the battle. Its use is the same as in normal battle (p.17).

ITEM

Use the selected item. Its use is the same as in normal battle (p.17).

GUARD

Take evasive maneuvers, lessening the damage taken from enemy attacks.

ATTACK   Consumes given amount of SP.

Fire cannons. Select "Attack", use ↑↓ to select cannon the ship is equipped with, and press ❷ to enter. There are three types of weapons, and their features are different (p.25).

MAGIC   Consumes given amount of SP/1 MP per use.

Use magic. 1 MP is spent for each use. The method of selecting is the same as in normal battle (p.18).
Also, the magically-charged cannonballs the character fires against the enemy are treated as the same as normal cannon fire, as you may at times miss. Note that you will need to obtain the "Magic Cannon" in order to be able to fire magic.

FOCUS

Regains given amount of SP.

S-CANNON   Consumes necessary amount of SP.

Some of your ships may be equipped with Special Cannons. You can only use these in areas indicated with a special icon. A great amount of SP will be consumed, and the cannon will fire a shot with enormous power. By using this, the flow of the battle may change.

CREW

Consumes necessary amount of SP.

When Vyse owns his ship, he will be able to give orders to the crew aboard his ship. Select "Crew", use ♦♦ to select the crew member, and press ◉ to enter. Each crew member has his/her different abilities, such as restoring SP or repairing the ship (recovering ship's HP). Also, the amount of SP used varies with different crews. With their abilities in mind, you can turn the Ship Battle to your advantage, or even improve the abilities of the ship.

SHIP BATTLE SCREEN

During each turn of a ship battle, each member of your party can take a single action. Depending on how many characters you have in your party, each turn will be broken up into a number of rounds. So, with four members in the party, each turn will be broken up into four rounds. Upon selecting an action for each character, an icon designating that action will appear at the top of the screen on the "Battle Grid".

HOW TO INPUT COMMANDS USING THE BATTLE GRID

You will need to select a Command (p.22) for each character in your party. However, as stated above, each character can only perform one action per turn.
Use ♦♦♦ to select a Command, and press ◉ to enter. An icon showing the action that you chose will be displayed on the Battle Grid. Next, use ♦♦♦ to select the round in which you would like the character to perform that action, and press ◉ to enter. Pressing ◉ will cancel your selection.

CHARACTERS

Select in order, starting with Vyse. Look at the Degree of Chance/Danger to make your decision.
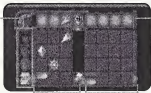
DEGREE OF CHANCE/DANGER

Indicates the chance for Vyse to attack, or danger of being attacked. Upon selecting actions, verify this to bring the battle to your advantage.

CURRENT TURN   NEXT TURN

ACTION ROUNDS FOR ATTACK

There are three types of artilleries you can use to attack by ship, and their features are different. With main and secondary cannons, if your position against the enemy ship is not correct, you may not be able to have the enemy in the correct angle to fire. Your shot will be lost in this case. Also, depending on the accuracy of the cannon, you may miss at times.

MAIN CANNON

Fires and hits on same round. Has more power, but consumes more SP.

SECONDARY CANNON

With additional consumption of SP, you can fire in successive rounds.

TORPEDO

You may designate the round to fire and the round to hit.

HOW TO SEE DEGREE OF CHANCE/DANGER

Safe   Danger   Chance   Can Shoot S-Cannon

Green → Yellow → Red

BRANCHING OF ROUTE ON MESSAGE EVENT

During the course of ship battle, there are times when you must choose a strategic decision from a menu of choices. Use ♦♦ to select the strategy, and press ◉ to enter.
Depending on your choice, the flow of battle changes, and the timing of chances and dangers will also change. The flow also changes according to how you act in your turn. When the gauges for the next turn are spinning, it indicates that there may be a branch in the next turn. To bring battle to your advantage, act with caution.

STATUS MENU SCREEN

Except in Battle Mode, press ⊗ while you are in the skies, the villages, or the dungeons to display the Status Menu. It will not, however, be displayed during an event.

Use ♦♦ to select menu item (each character, ship), and press ⊗ to enter. Select "Next Page" (or by pressing ⬡/⬢) to switch to the next page. Use ◄► to switch Status screens of each character. Press ⊗ to return to the previous screen.

1 CHARACTER WINDOW

Displays the current/maximum value of HP and MP, and his/her current level.

2 CHARACTER STATUS (P.27)

Displays the status of each character. Use ◄► to move between the pages to verify status.

3 GOLD/TIME/CURRENT MAXIMUM SP

Displays the amount of money (Gold) you currently have, the elapsed time of play, and the current maximum SP.

4 JOURNAL (P.30)

Read the journal to verify what has happened, and what has been discovered.

5 CHANGE CREW (P.31)

Change your active crew members.

6 PINTA QUEST (P.31)

Give orders to Pinta to dispatch/return.

7 OPTIONS (P.32)

Change various option settings.

CHARACTER STATUS SCREEN

If you select either the character or the ship, his/her status screen will be displayed to verify. Use ◄► to change between the Status screens of the characters. Also, you can use items or magic to restore status, equip character with weapon, armor, and accessory, or use "Moonberries" to learn new Super Moves. Use ♦♦ to select menu item, and press ⊗ to enter. Press ⬡/⬢ to switch between the characters. Press ⊗ to return to Status Menu Screen.

■ Characters' Parameters
HP/MAXHP: Current/maximum value of Hit Points.
MP/MAXMP: Current/maximum value of Magic Points.
Attack: Attacking ability on normal attack.
Defense: Defense ability against normal attack.
Power: Force power that affects normal attacks.
Will: Will power that affects magic attacks.
Vigor: Power that affects defense abilities.
MagDef: Defense ability against magic.
Hit%: Chance of hitting the enemy on normal attack.
Dodge%: Chance of dodging enemy's normal attack.
Agile: Affects chance of dodging and landing a critical hit.
Quick: Affects quickness of his/her action in battle.
Total Exp.: Total experience points earned so far.
Next Exp: Experience points necessary for next level.
Rank: Current rank of magic on respective colors.
Next: Magic Experience points necessary for the next rank.
■ Ship's Parameters:
Value: How much your ship is worth.
HP/MAXHP: Current/maximum Hit Points of your ship.
MP/MAXMP: Current/maximum Magic Points.

1 CHARACTER WINDOW

Displays the current/maximum value of HP and MP, and his/her current level. Press ⬡/⬢ to switch between the characters.

2 ITEMS (P.28)

Use items.

3 MAGIC (P.28)

Use magic.

4 SUPER MOVE (P.29)

Learn new Super Moves.

5 EQUIPMENT (P.29)

Equip the character with weapon, armor, and accessory.

6 CHARACTER STATUS

Displays the detailed status of the character. Press ⬡/⬢ to switch between the characters.

7 CURRENT TITLE

Vyse's title, which changes with his Swashbuckler rating. There is no title displayed for characters other than Vyse.

ITEM

Use the items. Use ◀▮▶ to select the type of item, and press Ⓐ or ▼. Next, use ▲▼ to select the item (◀▮▶ to switch between the list) and press Ⓐ to enter. Finally, use ▲▼ to select the character to use item on, and press Ⓐ to enter. Also, press Ⓨ to sort items. Press Ⓑ to return to previous screen.

TYPE OF ITEMS
The type will be displayed by icons.

DESCRIPTION OF THE ITEM

NUMBER OF ITEMS
You may carry up to 99 of each item.

MAGIC

You can use recovery magic (attack magic cannot be used in Character Status screen). Using one magic consumes 1 MP.
Use ◀▮▶ to select the type of magic, and press Ⓐ or ▼. Next, use ▲▼ to select the magic, and press Ⓐ to enter. Finally, use ▲▼ to select the character to use magic on, and press Ⓐ to enter. Press Ⓑ to return to previous screen.

TYPE OF MAGIC
The type will be displayed by icons.

DESCRIPTION OF THE MAGIC

SUPER MOVE

The characters can learn new Super Moves. To learn, you will need items called "Moonberries." Moonberries can be obtained either when the enemies drop them after the battle, or when you find them inside a treasure chest. First, select the character. You can either select the character on the Status Menu screen and select "Learn Super Move," or by pressing Ⓛ/Ⓡ during the Super Move screen to switch between the characters. Next, use ▲▼ to select the Super Move you wish to learn, and press Ⓐ to enter. You may, however, select only the moves displayed as "???" in black letters. A description will be displayed, so use this as reference to which character's Super Move is to be learned next. If you do not have enough Moonberries, he/she cannot learn, as the number of necessary Moonberries varies with different Super Moves. Press Ⓑ to return to previous screen.

CHARACTER

NUMBER OF MOONBERRIES

DESCRIPTION OF THE S-MOVE

S-MOVE THAT CAN BE LEARNED
You cannot select the Super Moves in dim letters.

EQUIPMENT

Equip the character with weapon, armor, and accessory. First, select the character. You can either select the character on the Status Menu screen, and select "Equipment," or by pressing Ⓛ/Ⓡ during the Equipment screen to switch between the characters. Next, select the equipment with ▲▼, and press Ⓐ to enter.

CHARACTER

CURRENT STATUS

DESCRIPTION OF THE ITEM

WEAPON

ARMOR

ACCESSORY

CHANGE EQUIPMENT SCREEN

In the Change Equipment screen, use ⬆⬇ to select the item (weapon, armor, accessory) you wish to change, and press ⓐ to enter. At this point, potential changes in parameters after changing equipment will be displayed, so use this as reference. When the item is selected to change, you will be asked to select the color (attribute). Use ⬆⬇ to select the Moon Stone you have, and press ⓐ to enter (See p.19 for the method of changing color). Press ⓑ to return to the previous screen.

CHARACTER

CURRENT STATUS

EFFECTS AFTER CHANGE

Green indicates that the value will increase. Red indicates that the value will decrease.

MOON STONES

CURRENTLY EQUIPPED ITEM

CHARACTER(S) THAT CAN EQUIP

The face icon(s) of the character(s) that can equip the selected item will be displayed brightly.

EXPLANATION OF SELECTED ITEM

ITEMS IN POSSESSION

The item the character is currently equipped with will be indicated with an "E" at the right of the name of the item.

JOURNAL

You can read the Journal and see the list of discoveries. Use ⬆⬇ to select "Read Journal/ Discoveries," and press ⓐ to enter. Press ⓑ to return to previous screen.

READ JOURNAL

It is a book of impressions that Vyse and his friends have about the adventures, written in the form of a diary. Entries are written by various people. As the story progresses, the journal increases automatically. Use ⬅➡ to switch between the pages (1/2). ⬆⬇ to select a title to read, and press ⓐ to enter. While reading the Journal, press 🄛🄡 to switch to previous/next title (page) of the Journal. Press ⓑ to return to previous screen.

DISCOVERIES

You can view the list of Discoveries you have made. When one is made, it will automatically be added to the list. Use ⬅➡ to change pages (1/2/3/4). ⬆⬇ to select the Discovery you wish to view, and press ⓐ to enter. While viewing the picture and description of the Discovery, press 🄛🄡 to switch to previous/next Discovery. Press ⓑ to return to previous screen.

CHANGE CREW

When Vyse owns his ship, a menu item "Change Crew" will be added. You can scout for crew members and invite them aboard. There is, however, a maximum capacity to the ship, and you can only have one active member for each occupation. You may have one crew member on stand-by for each occupation (if there is only one crew member for a particular occupation, he/she will be aboard automatically). Use ⬅➡ to select occupation, and press ⓐ to enter. Next, use ⬆⬇ to select the crew you wish to have aboard, and press ⓐ. The remaining crews will stand ready at the base. You may change the crew any time. Press ⓑ to return to previous screen.

PINTA QUEST

You can order Pinta to dispatch to, or return from, the mini-game you can play on your VMU. When you find Pinta, somewhere in the world, a menu item "Pinta Quest" will be added, and you can download the mini-game. When "Pinta Quest" is selected, the Memory Card Select screen will be displayed. Use ⬅➡ to select the Expansion Socket (Socket 1/Socket 2) you wish to download the mini-game to, and press ⓐ to enter.
▲ If there is no memory card inserted in a socket, you will not be able to select the socket.

DISPATCHING/RETURNING PINTA

If there is no Pinta Quest file in your VMU, a menu item "Dispatch" will be displayed. Press ⓐ to write the executable file onto your VMU. If there is Pinta Quest file in your VMU, a menu item "Return" will be displayed. Press ⓐ to calculate the experience Pinta gained in his quest in your VMU, and collect the items found.
● Pinta's level rises according to the experience points gained (after the ship returns).
● Collected Gold will be added to Vyse's.
● Collected Items will be added to Vyse's.
After calculation, mini-game file will be rewritten. Press ⓑ, when done, to return to previous screen. You will need 83 blocks of free memory space needed to download Pinta Quest. For detailed description, please see website at www.sega.com/skiesofarcadia

STATUS MENU

OPTIONS

You can change various option settings. Use ♦♠ to select the option item, ◀▶ to change settings, and press Ⓐ to enter. Press Ⓑ to return to previous screen.

SOUND	Toggle sound output between Stereo and monaural.
CAMERA	Changes the direction of control when using the first person point of view.
VIBRATE	When Jump Pack is connected, toggle vibration settings ON/OFF.
VMU SOUND	Toggle sound from the VMU ON/OFF.

HOMEPAGE

You can access the download page of the SKIES of ARCADIA Official web site. There, you can gather various items. After registering to Sega Provider, select "Homepage" to open Local Home Screen. Select and open "SKIES of ARCADIA Official Page," and the browser will automatically dial and access the Homepage.
You cannot access the Internet unless you have registered as a user with SEGA. Make sure that you register as a user, using the Dreamcast Browser. Refer to the Dreamcast Browser guidebook for further help.

Inquiries: SEGA Customer Service Department
Internet: www.sega.com
Telephone: 1-800-USA-SEGA

Ⓛ MENU / Ⓑ MENU

While viewing SKIES of ARCADIA Official Page, press Ⓛ to open Ⓛ Menu, and press Ⓑ to open Ⓑ Menu (press the trigger again to close). Use ♦♠ to select the menu item and press Ⓐ to enter.

ACCESS NetFront JV-Lite MPEG4Series CRI ADX

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