

# Skies of Arcadia Walkthrough

by Eraser015

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SKIES OF ARCADIA- Walkthrough

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Introduction (11/21/00): Hi. This is my walkthrough for... oh riiight, Skies of Arcadia. Up until this point, I have done everything in this guide and I've written it while I've played, so it's taken more than a few days. If you want to add anything, have any questions about further along in the game (chances are I'm farther than this guide will show, because I don't update EVERY day, so I might be able to help even if this guide can't), or any comments about it, don't hesitate to email me! Anyways, I hope this helps you out and enjoy.

Update 1.0 (11/22/00)- Got farther into the game so I updated.

Update 1.5 (11/25/00)- added input from emails/anyone else, hope it helps! I know it helped me.

"Seems like you're always stuck in second gear..."

Here's the section where I'll post what people have sent me. I would integrate it into the FAQ itself, but I don't want to seem like I'm taking any credit for it. Great job guys!

GameShark Codes (Thanks to DAVEY!!!)

infinite gold

567A4E00

5F5E0FF

max hp Vyse

B4E6E935

270F270F

max hp Aika

F519453E

270F270F

More tips I forgot to put in! (Thanks to RaijinGaijin!!!)

"on the first ship, when you run inside and see that fool, Alfonso holding your second babe, to the LEFT of the door he runs thru is the ALARM SWITCH...press A"

"to the LEFT of VYSE's

HOUSE, you can enter that big square grey rock for the other treasure chest back down in the hideout"

Basics

1. You can learn new Magic spells by using a certain moon colors to defeat opponents. During battle, when you are selecting which action your character will take (Attack, Guard, Magic, etc) just push 'Y' to change

the color of your weapon, thereby building up points for that magic color. Each color has different spells that you will need throughout the game (red is fire, yellow electricity, etc) so be sure to fight with many different weapon colors! Also, you can inflict more damage on certain opponents depending on color. Here's a chart showing which colors work well against others: green beats red, red and purple inflict massive damage on each other, red beats blue, blue beats purple, purple beats green, blue beats yellow, yellow inflicts massive damage on green and yellow and silver both inflict good damage on each other. Check the instruction book for more info.

2. When you respond to people with a set number of replies (like "no I don't think we should go" or "yes I do") you will get Swashbuckler points. If you make the correct replies, your rating goes up and people are more likely to trust you. You'll hear a chime after you choose the text to respond with, so try and be brave.

3. Whenever you get moonberries, that means you can learn a new special move. Just go into your "Super Move" section to learn them.

4. usually every town has at least one CHAM hidden in it as well as at least one CHAM in every dungeon (Thanks RaijinGaijin!!)

5. always BUYING the NEWEST weapon/armor is NOT exactly the best method, as often at least one better weapon type and armor type will be found in the next dungeon or path to the next land (Thanks to RaijinGaijin again!!)

6. talk to everyone in the towns, as there will be several people joining your ship crew from each one (some people are obviously gonna join, but others will probably not be so obvious) (Yep, RaijinGaijin contributing!)

7. also, for ship battles, I ran into several Black Pirate ships, but one of the first ones gave me a CAPTAIN'S STRIPE so I guess I suggest never running from a ship battle (Guess who? RaijinGaijin again damn!!)

"It's a nice day to... start again!"

The game starts off with a cut scene where the (homosexual??) Captain of the Ship (Alfonso) orders the crew to ambush a small little ship with an as of yet unnamed girl (Fina) piloting it. After they capture the girl, they are ambushed themselves by (you guessed it!) the Blue Rogues! Hoorah! Seriously though, after another short real-time cut scene, you are engaged in your first battle. It's pretty easy, here's the lowdown:

"All the small things"

Difficulty Level of Battle: 3/10

Enemies: 2

Allies: 1

Strategy: This battle is as easy as they come. One strategy you'd probably like to use (I didn't, but now that I think of it, it makes more sense) is to attack one crew member with both Vyse and Aika because you'll get two shots on them before they ever throw the first punch (or slash, as it were). I had Vyse attack one guy, and Aika attack the other, so they both had just enough life left to score some damage points off me (which ended up costing me a match with the boss, more on that later!).

After the Valuan Empire Ship suffers a beat down at your hands, you watch yet another cut scene in which Vyse's dad (Dyne) takes care of some business. After that, it's on your way to the basement! Once you get down there, be sure to check out the chest and open it for some Magic Potion. Then head straight, and open the door to the right. Once there, you will be graced with another cut scene where the Captain of the Ship acts like he's cock of the walk. Get ready, cause it's time for your second battle.

Difficulty Level of Battle: 1/10

Enemies: 4

Allies: 1

Strategy: Wtf these 4 guys are easier to beat than the (only) 2 guys in the first battle. Again, not TOO much strategy. This time, though, don't worry about using both Vyse and Aika to attack one person, as one hit will kill each enemy this go-round. Look how easy that was!

"Only good girls go to heaven"

After you finish off with those guys, walk up the stairs to where Alfonso is standing. Of course, before you get to him he initiates another cut scene and runs away with the girl and one of his cronies. Well, guess what? That's right, you need to go after him. So get to it! Open the door he just went into (by pressing A on it, incase you didn't know yet...) once you enter the room, be sure to open the Chest to the left of you. Also, there is a save point in the room, so save your game as there is a somewhat difficult boss challenge coming up. After you save, you can try to open the door that's straight ahead, but the Captain lets you know the door is locked from the inside. I don't understand why he would even answer you trying to unlock it, as there is no way for Vyse to know where he went.... But hey I don't make the games, I just play them. Anyways, just go down the path to the right and open that door. You're outside the ship! Wow, it looks awesome huh? Yes, it sure does. Climb down the ladder and proceed into a little compartment on the ship. You're treated to a cut scene where that S.O.B. kills one of his own men to save his ass from getting in trouble. After a little arguing, he brings out a metal bull who's pretty tough for a first boss. Here's the strategy to beat this bum!

"B.S."

Difficulty of Battle: 8/10

Enemies: 1- Antonio (What's up with these names? Alfonso? Antonio? I'm waiting for Ricardo)

Allies: 2

Strategy: This guy can do some massive damage to you. His electric shock move can take off 100 hit points with no remorse. Just attack normally with Aika, as you don't have any Special Moves or Magic, she does some decent damage to him actually. But, as for Vyse, you should charge up your Special Move and unleash it as soon as you can. You can build up your Spirit Points (the thing you need to use Special Moves) by selecting "Focus" instead of "Attack". Eventually, you will wear this beast down and finish him off. Be careful for his counter attacks, as he can theoretically scratch off half of your life bar with a reversal + his electric shock attack. "that wudn't so bayd!"

"Fly the unfriendly skies"

After you've finished that beast off, savor the sweet, sweet bonus points and powerups you receive. Then watch Alfonso run away "like the coward he is!!". The mission was a success and you collected the money and other goodies. You are then introduced to Fina, who was the girl that was captured by Alfonso. It appears as though she doesn't know much about the place she's in; she doesn't even know what air pirates are! They are pirates that are in the air! Damn girl! Anyhow, after you get to know her a bit, go up and talk to your dad. He yells and you and gives you the usual. Next, it's time to fly the ship! Go up to <name> and he'll tell you to go SOUTH of where you are. Well, do what the man says and head straight south. Actually, it's South East, but you'll see it when you get there, it's to the left of the waterfall. Also, take care of any random encounter business you might... encounter. Ahh, pirate isle! Watch the cut scene and Vyse's dad calls you up to talk to him. You can stop off at the bar on your way up to the top, but it's just meaningless

jibber jabbering. Walk up the ramp to the next level, and you'll see another tavern of sorts that sells weapons and items and things. You can stop there too, but you can always go later, you know how dad... I mean captain... hates you being late! So, climb up the ladder and go into the door down the ways. After the Cap's conversation with Final is through, head back all the way to the bottom and save your game!

"Holy smokes! You need booze!"

Head straight to the Batman & Robin-sequel ladder and climb to the top. But don't go through the door with Luke the Raider by it just yet! Head back over to Daddy's "office" and examine the bookshelf (push A on the bookshelf!) A secret! Woo! Proceed through the now opened wall and head down the ladder to find some sweet, sweet gold! Head back up, and exit the Office.

"Luke... luuuuke..."

Now, proceed to enter (or exit, as it were) the door that Luke is guarding. Ah, the great outdoors. Feel free to examine and talk to the townsfolk. Walk into the garden of turnips (as I like to call it) and get the treasure that is hidden in the upper left hand corner. "This smell.. Oh man, this has to be salted fish. I regret even looking in here..." Why do I have a feeling that's not the last time you or I will hear that phrase in our lifetimes? Seriously though, after you're done looking around, head into the door right next to the save spot, that will trigger the story progression (most of the other rooms are just chit-chat with people, but some of it's interesting). Aika comes back from "doing her hair". Funny, her door was locked... hmmm.... Head straight, and climb up the excessively long ladder. Enjoy the sunset! Then, enjoy the moonstone falling from the... moon. Dad's going to give you the Purple Moonstone once you get downstairs, so now you can change your attack power into Ice! Awwwshum! Well, head to the top of the windmill structure, and hop in your boat! Actually, before you do, be sure to get the treasure that's across from the boat. Now, set sail north!

"ROCK U LIKE A HURRICANE!"

Ah beautiful Shrine Island. Before you head into the dungeon, make sure you save your game. Wouldn't want anything bad to happen to you in there without the luxury of a saved game, right? Good then. Head into the dungeon and up to the top, then go through the door. You'll find a crystal shaped object. Examine it and it will alter the shrine so that you can go back down to the bottom and get into a new door. Well, go back to the bottom floor and enter the hall. Basically the path is pretty straightforward. Follow it, involving yourself in whatever battles you may come across, until you come to a dead end with a door on your right side. Open it up and drrrrrain the water out! You're now in the center room again! Go in the second door from the stairs and follow the path to the treasure to collect your first Moon Berry! Yes!! Head back to the middle room and then make your way back up stairs. Go in the first door on your right that you can reach. You'll find yourself outside. Climb down the ladder and head into the door straight ahead. Now you're on the other side of the middle room. Collect the "Sacres Crystal" from the box in front of you, and head into the door to the right. Follow the path forward and SAVE BEFORE YOU OPEN THE DOOR! THERE IS A BOSS FIGHTING COMING UP AND THIS IS YOUR LAST CHANCE TO SAVE BEFORE IT! There, now after saving open the door and let the water drain. Ah, at long last you have the crystal, but it's never that easy. Prepare to fight the rock boss. He's fairly easy, but don't underestimate him!

"Rock is dead"

Difficulty of battle: 6/10 (This can vary depending on the magic spells you've learned)

Enemies: 1 (rockman!)

Allies: 1

Strategy: Just wail on him! I found that using the ice spell, Crystallis, works very well on him. You just want to keep chipping away at him. Use Special Moves if you have to (both characters specials will do nice damage to him). When you have to be careful is when you see him "Scanning for targets" because that means the next round he is going to unleash his laser cannon, which can take up to 400 hit points off of either one of your characters. So just be aware of it and hope that you have plenty of healing items. His regular hits, which he uses most of the time, only take about 100-150 hit points off, so it's not too bad. Again, he's not too tough, but don't take anything for granted!

"Despite all my rage..."

You'll collect the crystal and all is well.... Actually, not. Back home, the Armada is attacking your home! We are then introduced to Lord Galcian, who is the one commanding the attack. After the brief cut scene, it's back to your current position with Vyse. Head down the bridge and there should be a save point at the end. Save if you want, or if you live on the edge just continue on without saving! Or you can save when you're flying the skies of arcadia. Anyways, head south from the Shrine Island to return to your home. Once you're back at your village, witness the destruction.... Then head down back into the secret underground cave (located on the path near the save point). Talk to anyone you want down there, and then head back up to where your ship docked (the windmill village, I'll call it). Now, once again, time to head north! Actually, it's more northeast that you end up heading, but no matter! Soon you come across a thick fog and Rhakam (arcwhale) stops you in your path and you're saved by Drachma, the "crusty... I mean rusty" old man. He asks you to go get the boxes, so head down one floor below and there should be 2 boxes with a hand grasping a fish (?). Bring those up to him and he talks about his life etc etc. Eventually, he joins your party! Wooooo all right! Now, head straight though the air born cavern to Sailors Island.

"We work hard, we play hard"

Once you get to Sailors Island, Drachma leaves your party. Oh well. Head straight, and to your right should be a door, go inside and buy the map from the guy inside. Also, right before the stairway, go to your right and you should find a treasure chest off to the side. Then, head across the bridge and enter the second store on the right and the man will tell you about an "amazing cannon!" in Valua that Drachma might be interested in. Well, now he has justification to take you there. Before you go back to the bar and convince him, head up the stairs and go off to the right across the wooden bridge. Climb up to the top and look out the window. Someone is crying for help and they're doing it through a message in a bottle. Make sure you collect that, and then head back down. Cross back over the wooden bridge and enter the door that's straight ahead. Talk to the midget (little person! Little person!) and he'll make a deal with you. Go to the shop across from where you made the deal with that guy and head upstairs. The second room has a chest with 200G in it. Anyways, head back down and save if you want, but more importantly head over to the bar where Drachma is boozing it up. After some coaxing, he joins your party and agrees to take you to Valua. Now, head over to the guild masters shop and make a deal with Nasr Merchant. Time for another quest. Time to escort the old man home, so head east. Eventually, you'll run into the black pirate ship. Boss time!!

"I am a big man yes and I have a big gun..."

Difficulty: 6/10

Enemies: 1 ship

Allies: 1 ship

Strategy: Fire your cannons with Vyse, Focus with the other two. Eventually, he'll try to maneuver behind you, make sure you maneuver behind him as well, and then use your standard cannon with Vyse and your other cannons with

Drachma. It's a pretty easy battle; don't forget to use your repair kit if the black pirates are taking your energy down. Easy battle!!

"And I pray beggin' to the northern star"

Head back to Sailors Island and head North from there. You'll come across a small island and your compass will start spinning. You've found a secret! Push "A" against it and it will serve as a map. Head North for the Valuan Empire. After the cut scene, head down towards where Marco is found. You get into an argument with him and he says you'll be sorry and so on. Get on the elevator and head down to the inn and pay the 80 bucks to spend the night. After the conversation with Drachma, that little bum Marco was spying on you! Chase him down by taking the straight routes (just follow the arrows). After another cut scene, it's time to head down into the sewers and break into the coliseum. For the most part, the sewers are pretty straightforward. Just follow the paths. But, when you get onto the blue gravel (away from the sewage) there is a part where you can go straight, or turn left. Go left first to get some treasure. Then, after that, head back on that straight path and there will be another two-way decision. This time, head straight first to collect treasure, then head back to the left path to continue on. Head straight across the bridge-like thing, and save your game at the end. Then it's boss time!!

"Whoa, slow down tubby you're not on the moon yet"

Difficulty: 4/10

Enemies: 1 Blob

Allies: 2

Strategy: What strategy?? This guy is easy to beat! Just use Vyse's Cutlass fury over and over and attack normally with the other two. Watch out for his Vile special, and heal when needed. Easy!!

Head up the stairs and... another boss fight! Damn!

"Tell my mom I won't be back..."

Difficulty: 7/10

Enemies: 3

Allies: 2

Strategy: The way I won this battle is by taking out the two helpers first, then concentrating on the executioner. Just do normal attacks on the two helpers with each character, and then against the executioner use Vyse's Cutlass Fury but more importantly use Drachmas Tackle, it will take away 400+ hit points from the executioner. Be careful, though, the Executioner has a Tackle move of his own that can take as much as 1,000 hit points away. Just be careful and play smart, it's not too hard of a battle. I was at Level 10 with Vyse for this battle, you should be too.

Get the two treasure chest contents before heading down the blue marble path again. Then, just follow the path. Once you get to the Upper-City, save your game. Then head for the train. After another cut scene, you have to run from Galcian, so get going. Eventually you'll reach the front car and guess what? Another boss battle.

"god save the queen"

Difficulty: 8/10

Enemies: 2

Allies: 1

Strategy: This battle is kind of tough, just because the Electris Special they use will get both Vyse and Aika. What I did was attack with Vyse's Cutlass Fury and Aika's first Special. If you don't have enough spirit points, just do normal attacks. Heal when necessary, and that's where it gets tricky. Sometimes those guys will heal each other and it's just a sea saw

battle back and forth. The key point is to try to get one of the guys out of the battle. Two Vs. One is a lot easier than Two Vs. Two, so concentrate all of your attacks on one of the guys, you can take care of the other one later.

After a dramatic rescue by Dracham, you head back to the village a folk hero! Head down to the secret underground base and you will discover that Cupil can sense if there are moon stone chards on the ground, which he eats. A Jump Pak is a MUST for this game! If you don't have one, I recommend buying the Performance Pak. It's only \$10 and it rumbles about 4 times as much as the Sega Brand Jump Pak. Anyways, search the floor for the chard and pick it up. Head to the bottom and board the ship for take off to help Fina find the moonstones. You're going to be heading East towards Nasr on your next journey.

"According to the map, we've only gone about 4 inches since we left."  
They say go east, but really you go north, and then you go east. Remember where you escorted that guy to his home town? That's where you're headed. When you get to the rock clusters, just keep pushing 'A' to bust through to the other side. Head over to the Temple on your left side and attempt to land there. You've found where the Crystal is, but Drachma wants to head into town first. On your way there, you encounter another one of the black pirates.

"As black as the night can get"

Difficulty: 5/10

Enemies: 1 (ship)

Allies: 1 (ship)

Strategy: Basically the same strategy for every other airship battle. Use Guard with at least one of the characters, fire with the other two, and focus with the last character. It's not that tough of a battle, so just beat them down.

"How can you just leave me standing, alone in a world that's so..."

That pig Drachma ditches you once you get over to the town. So now, you've got to find someone to take you over to the Temple! Just search around the city talking to people and whatever, then get on one of those Dhabu and head over to the "other" part of the city. Search both complexes and talk to the dancer. Eventually she'll offer to take you over to the temple. Then, head down the ladder inside the well and follow the path to eventually collect a moonberry. Head back down and back across to the first part of the town. Remember where you saw the first Dhabu and your Jum Pak + VMU were going crazy? Head back over there and enter the building. Now head upstairs and go outside and you'll find another Cham, you'll also find some magic droplets. Now, head back down and get a good nights rest. When you wake up, go to the docks and then set sail East to the Temple.

"walk like an Egyptian..."

Once inside the temple, head straight. When you get to the part where there are 2 pillars to roll on, roll to the other side and use the other pillar. Stop it in the middle and run to the end of the hall to collect 527 gold pieces, then head back on your straight path. Follow the pretty straightforward ledges, and you'll come to a corridor where rolling boulders keep falling from the ceiling. Wait until right after one drops and run down, but watch out cause you're going to have to make a right (Vyse's left) very quickly into a safe hole of sorts. Head up the tunnel from there to find another treasure cheat, this time with an Ancient Robe in it. Head back down the path to where the boulders were and continue down straight once the boulder passes. You'll come into a room with 3 moveable cylinders. It should be like this. The cylinder in the middle should be the last one you move. The one to the left of you should go straight ahead into the first hole. The one on the right side should go straight ahead into the second hole, and the

middle one should go straight ahead into the first hole. Easy enough. When you get through, there is going to be a confusing maze of sorts. Just head to the straightaway doorway to eventually find your way through, or you can go collect treasure with the alternate routes. Now, solve the easy puzzle (red cylinders in red spaces, blue in blue) and head through the now open door. Be careful, though, rocks are going to start falling! Run straight ahead and get ready to veer off to the left (Vyse's right) and there should be a Cham there. Then head back down. It's basically straight ahead from here, just follow the path. You'll eventually get to a room where you can turn water on to come out of the walls. Remember that cause you'll use it in just a little while. Anyways, head up the stairs and head to the other side. A little side note, I opened every chest throughout the level, despite the fact that you have to face those 3 rock queers everytime. Just use Vyse's Cutlass on them, and watch out for when they "tremble" because their next move is going to be a volcano which takes off a decent amount of energy. Anyways, head on and you'll come into a room with a bunch of those wheel balances and holes in the ground. It's not TOO confusing here, just put the balances in their place. Now, head back to where that water thing was and turn it on. Head across the way and save your game.

Go through the door right by the save point and you should be in a room full of molton lava. Guess what? Another boss fight.

"I em the lash dragun! (sean connery voice)"

Difficulty: 8/10

Enemies: 1

Allies: 2

Strategy: Man, this guy is a real ass farmer. Basically, make sure everyone in your party has the ice spell crystallis and crystallis 2, cause those do the most damage to him. Where this guy becomes dangerous is his Cinder Storm spell because it turns your party member into stone. Not only that, but his Volcanic Blast takes off 500+ hitpoints per character! Just be careful, heal when needed and use lots of ice spells.

"Listen all y'all it's a sabotage..."

Head forward to collect your sweet, sweet reward, the red moon crystal!! Exit the temple and you'll meet Bellena. You know, I'm at the screen where she says "Um, can I take a look at it...". Now I haven't progressed passed that line, but I'll be you \$100 she's working for Valua. Let's see if she is.... HAHA! I was right! I knew it! Wow, the real bellena looks like that chick from Suddenly Susan. Ohhhh man...

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Thanks to: Sega, for creating this amazing game, RaijinGaijin, Davey and to everyone whos found the walkthrough helpful. Thanks again!

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