

Skies of Arcadia FAQ/Walkthrough

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Spoiler-free FAQ & Walkthrough for Dreamcast
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I. CONTROLS

[CNTR]

Control scheme is as follows and can't be changed in-game...not that there's a reason to, really, as everything's positioned to avoid awkwardness.

BUTTON	FUNCTION
D-Pad	Navigate menus / In-battle: toggle friend/foe selection
Start	Toggle minimap / In-battle: cancel s-move animation
Analog	Controls character movement (usable as d-pad in some cases)
L-Trigger	Rotate camera to left / Airship: ascend
R-Trigger	Rotate camera to right / Airship: descend
A-Button	'Confirm' button
B-Button	'Cancel' button
X-Button	Toggle main status menu / In-battle: display ally statuses
Y-Button	Toggle POV (if applicable) / In-battle: toggle weapon color

To save on the field, locate a blue anchor icon and navigate the menus from there. In midair, hitting the start button and selecting the option acts as the same thing.

II. TH' BASICS

[THBS]

A.K.A. -: Eternal Arcadia [JP]

Released: 10-05-00 [JP], 11-13-00 [NA], 04-27-01 [EU]

#ofDiscs: 2

VMU Save: 27 blocks

- **HP (HEALTH POINTS):** Represents a character's health -- the higher it is, the more damage an ally. If one's HP reaches zero, that character becomes "Unconscious" and can't act until revived. If all allies are KO'd in this manner, the game ends -- although there's a retry option afterwards.
- **MP (MAGIC POINTS):** Represents a character's magic ability. If someone has, say, 10/10 MP, that means they can cast ten spells of any type before they must recover it. Note that using curative spells on the field will still reduce MP; it's not just in-battle usage! Sleeping at designated spots and using curative items can refill MP. Characters have different MP growth, so Fina will end up with high amounts while Drachma has very little -- there's no way around this, outside MP-increasing items.
- **SP (SPIRIT POINTS):** In battle, SP counts as the party's "currency" for tech and magic usage; for airship battles, weapon usage applies here, too. Each round, every living, un-Fatigued unit will gain SP, increasing the total. SP can also be boosted in several other ways, such as the 'Aura of Valor' item, 'Spirit Charge' s-move and the plain old 'Focus' command. Since all SP is shared, a player must choose tech/magic usage carefully, especially when allies are incapacitated. [Each character has a 'Spirit' stat as well, denoting how much SP they replenish when Focus-ing.]
- **ATK (ATTACK):** Denotes equipment's physical strength. The higher it is, the more damage they do with attacks of a physical nature. The 'POWER' stat affects things similarly, and benefits the higher it is (especially during airship battles).
- **DEF (DEFENSE):** Denotes a character's physical defense. The higher it is, the lower the enemy's physical damage becomes. Some characters, like Vyse and Drachma, are more suited in this category than other units, so always make sure weaker units are properly equipped!
- **MAGDEF (MAGIC DEFENSE):** Denotes a character's magical defenses. Like DEF, the higher this stat is, the less damage taken from enemy magic and magic-type techniques. Usually, characters with mediocre DEF have higher MagDEF.
- **WILL:** This can be considered the magical power indicator. As it rises, so too does the damage inflicted by magic and magical-type abilities. Weaker characters like Fina are typically well-suited in this area.
- **AGILE:** Agility affects the likelihood of dodging and inflicting crits, so it's sort of like a typical RPG 'Luck' stat.
- **HIT%:** Denotes likelihood for normal attacks to hit. Many weapon types have a base rate in this area with certain versions having drastically higher or lower rates (in exchange for special effects or higher ATK power). Some accessories can boost Hit% as well, which is great for characters such as Drachma.
- **DODGE%:** Likelihood of evading an enemy's normal attack. Generally, this is

a stat that's only improved by equipment selection (accessories primarily). Unlike Agile and Quick, there's no way to permanently increase this stat.

- QUICK: Affects how fast a character acts in battle once their command's chosen. Basically, a 'Speed' stat. Airships also have 'Quick' stats, which works in a similar manner (acting before/after enemy each turn). Casting Quika magic can be a good workaround when traveling with slower allies.

STATUS EFFECTS [STTS]

What's an RPG without nasty abnormalities and amazing augments? Skies of Arcadia's no different in that realm! Effects that don't wear off are marked with an asterisk (*) below -- luckily, this includes all good buffs.

STATUS	PURPOSE
Confusion	Target becomes uncontrollable, randomly attacks friend/foe
Fatigue	Target no longer generates SP each turn
* Quickened	Target's SPD is boosted
* Poison	Target's HP is decreased after each turn ends
* Regenerate	Target's HP is restored after each turn ends
Silence	Target cannot cast magic
Sleep	Target cannot take action until woken up
Stone	Target cannot take action until effect wears off
* Strengthen	Target's ATK and DEF power raised 25%
* Unconscious	Target's HP is zero and cannot take action until revived
* Weak	Target's stats all drop 25%

To cure statuses fast, Curia Crystals/spells remove all bad ones, as well as the Lunar Light technique. All statuses will be removed upon exiting battle, including Unconscious (KO).

AIRSHIP BATTLES [RSHP]

When Vyse's squad is attacked by other airships, the player is transported to a separate battle menu. Here's an overview of the grid battle format

```

Current SP
  \, '____', _____
  ( 17/78 _____ |
  '____', ' _____
Current Turn -->|_|_|_|_| |_|_|_|_|_| <- Turn Preview

      , - VYSE  |_|_|_|_|_| |_|_|_|_|_|
Ally -|  AIKA  |_|_|_|_|_| |_|_|_|_|_|
Actions |  FINA |_|_|_|_|_| |_|_|_|_|_|
      ' .  4TH  |_|_|_|_|_| |_|_|_|_|_|
  
```

Each turn is divided into four segments (columns) with each ally getting one action. Directly above the current turn's input tiles, four colors denoting the danger one may face on said turn. Green is relatively safe; Yellow is a bit more dangerous; Red is highly dangerous, and often when the foe has an upper hand. [Guarding on red-tile turns is wise.] When a "C!" overlaps a color tile, it means the team can inflict critical damage -- i.e. a good time to attack.

As said, each ally gets one input per turn, which costs SP. Magic has similar SP restrictions as those used in normal battles, although their effects will be amplified (ex: Sacres cures 1000 HP on foot but 8000 in flight). Airship

armaments will be the main way to inflict damage. There's four kinds:

- Main Cannon: these have a high SP cost and only fire once, but deal lots o' damage if they hit.
- Secondaries: smaller cannons that have lower SP costs than primary cannons, but can extend their attack into future turns (each turn repeats the normal SP cost). This allows them to provide concentrated fire while allies pick other commands, like healing or guarding. Press left/right to extend the bombardments.
- Torpedoes: these are two-stage missiles who have low SP costs but only damage in future turns (never on turn they're fired, like cannons). They have a 2-3 turn range and are also great for concentrated fire, especially when used in conjunction with secondaries.
- S-Cannon: each airship has a special armament that can only be used on certain turns (marked with S-cannon icon) and for a high SP cost. However, they deal tremendous damage and are inevasible, meaning those turns will always profit! Make sure to watch the turn preview in order to conserve SP for their use. [Only Vyse can select the S-Cannon command.]

Finally, a few tips! Like normal battles, conserving SP for future actions is a great idea, so bring items to heal and cast magic (typically Increm/Quika) that would otherwise dip into that reserve. Also, secondaries and torpedoes, when launched near turn's end, can move into the next turn immediately! This doesn't cost any SP in the current turn, but means the next turn starts with that SP already depleted. Lastly, make good use of the airship's crew! They can provide passive stat bonuses and be used in-battle via the Crew command. Like S-Cannon chances, only Vyse may order the crew around.

Oh, and some dialogue options during fights will change how the next turn occurs. If Vyse is given a chance to thwart an enemy's maneuver and blows it, he may have the disadvantage in the next. Or, if he successfully outfoxes a foe, he may be rewarded with better colored tiles, and maybe an S-Cannon icon!

TIPS N' TRICKS

[TPST]

Here's some general tips to make it through the fights. If any readers have some good ones, send 'em in and I'll stick 'em here.

- TALK TO EVERYONE! It's pretty much Rule #1 for RPG fans, but it's worth repeating. Not only do NPCs give fun flavor, but they may also tip a player off to discovery, dungeon and hidden item locations.
- THOROUGH SHOPPER! Make sure to browse a store's wares carefully after looting the town for freebies. In fact, looking to the next section's item list can be a good idea too, eliminating the need to buy equipment that may soon be obsolete. There's at least one point in the game where having a ton of loose change will be useful, so no need for wasteful expenditures...

In a similar vein, try to carry around a decent supply of healing items, particularly Curia/Sacrum Crystals and both kind of Glyphs. [These won't all be available at once, but the premise is solid.] There's a few times in the game where automatic sequences prevent easy access to normal stores, so be prepared!

- OUT WITH THE OLD! With a ton of equipment available, much becomes obsolete pretty quick, so feel free to sell it off for extra change! [Some weapons can only be obtained once though, so perfectionists will wanna keep those.]

The exception is accessories -- those are always great to have around, so don't sell those off. On that note, remember that allies who leave the team will have their armor & accessory de-equipped, so be careful what's sold!

- BACK IT UP! Having a backup save is always prudent, especially for newbies who won't know the plot's ins and outs. There are many times where one's suddenly stranded in an area, or cut off from certain stores/supplies -- it's always great to have a second file as a mulligan of sorts. The guide will usually mention when something becomes (un)available, but every li'l bit helps! Same goes in case files accidentally become corrupted.
- PICK A MERCHANT! Kalifa and Osman, once invited, may determine the drops from certain airship battles. Some may potentially be one-of-a-kind items (like the Air Purifier and Wooden Doll), so be sure Kalifa's with! Osman can find items with resale value, like Crystal Balls and Gold Bullion, so when money's tight, she reigns supreme!

/ III. WALKTHROUGH, DISC 1 [WLK1] | _

01) VALUAN BATTLESHIP

[WK01]

Enemy: Soldier, Guard

Items: Sacri Crystal (3), Magic Droplet (2), 50G

The game opens with air pirates raiding an empire battleship, and introduces the player to Vyse and Aika, two youngsters proving their mettle by leading the charge. This leads to a small battle against two Soldiers, wimpy grunts that can be two-shotted with physical strikes. Foes (and allies) have a chance to counterattack normal hits in this game, note.

Afterwards, the daring duo will infiltrate the ship, dropping down near the first chest: a SACRI CRYSTAL. Note that inspecting empty chests displays what was previously in there, a handy feature easy to overlook. Head south to the engine room for a face-to-face with Alfonso, the ship's captain -- this gives another forced battle (Guard x4). These are actually weaker than Soldiers.

When the dust settles, it's lootin' time! The nearest chest contains two SACRI CRYSTALS; the one on the balcony has 50 GOLD. A small curio is that the alarm switch is near the upper doorway, and shutting it off removes all random encounters. Of course, it's wise to learn some magic before advancing, so that's a bad idea, generally.

The door Alfonso entered contains a savepoint and two MAGIC DROPLETS, an item that replenishes 1 MP to a character. [The first time one saves, one can opt to change the VMU icon to an Arcadia-themed one.] Note that, even with the alarm on, enemies will only spawn in the previous cannon galley. This allows one to grind a little -- getting everyone to LV3 is fine, which should be enough for both characters to learn Pyri and Sacri. [Generally, Vyse isn't going to be using his magic, so having him heal on the field instead of Aika can be helpful.] Guards may drop Sacri Crystals, also.

Continue the pursuit by using the side door, giving outer ladder access. Be ready to fight after exiting back into the interior, because...

```
        /) MAGIC: -----
      (\\// SKILL: Thunder of Fury, Assess Damage
Antonio )( DROPS: Moonberry
~550 HP //\
36 EXP //   Thunder of Fury (~180 dmg) is the only attack to watch out
```

2 MXP // for. Physical attackers should keep HP above 250, as counters 165 Gold // (~60) can occur on the same turn as its skill. Vyse's seven SP (/ s-move Cutlass Fury (~140) will expedite things rather well.

NOTE: Experience listed on the post-battle screen tells each person's share of a larger number (which is not displayed). That number is divided equally among all living members, so if only one person survives, s/he gets all of it. This can cause some annoyances in the long run, because multiplying the listed share times the number of survivors doesn't always give the correct number (it's usually off by 2-4). Having one person survive should tell the correct number, though this isn't always doable. Just a head's-up.

Following the victory, everyone brings the Valuan loot onto...

[----] THE ALBATROSS

Enemies: ---

Items -: ---

This is the ship of Vyse's father, Dyne. The scene opens with the characters talking with Fina, the rescued girl. This is the first introduction to the Swashbuckler rating. Basically, things Vyse says and does can positively (or negatively) impact his fame.

[+] "That's a great name."

[-] "That's a strange name."

[0] "So, where are you from, exactly?"

In this case, the first option (+) gives a positive boost, while the middle choice (-) drops it. A positive or negative choice will give a distinct sound effect, so it's often easy to hear which is which. Your rating WILL affect recruiting an ally later on, so it's best to snatch up all opportunities!

When Dyne calls the youngsters to the bridge, head up the corridor ladder and have a chat. Following, speak to Briggs and he'll let Vyse steer the ship on the world map. One can ask several questions at this point, mostly relating to controls and the destination (Pirate Isle) location.

[----] MID OCEAN (SOUTH)

Enemies ---: Marocca, Ghastling, Looper

Fish -----: Sky Sardis, Red Sardis

Discoveries: 1 (1/64)

Mid Ocean is the term given to -- what else? -- the map's central oceanic region. Unlike Earth, this planet's surface has long skyrifts, downdrafts that prevent ships from passing through. Many criss-cross this area, giving the area a small, isolated feel.

After getting acclimated to the controls, hit start to save or view the map. The latter will give more detail as regions are explored; right now, it's hardly useful. Additionally, only inhabited/special locations will appear on the map (red pin icon) -- most general regions won't.

Anyway, Sailors' Island is SE of the starting cul-de-sac area. Steering due south from the initial spot, try inspecting the miniscule isle between the two larger ones -- this uncovers the "Pirate's Grave"! Discoveries like this interest the Sailor's Guild (not available yet), and they'll pay cash for the location.

Additionally, schools of fish can flutter around the sky. Running the ship into them will collect some, then (usually) scatter the rest. Two dumb Sardis types're found in Mid Ocean and won't flee, however! They restore negligible amounts of HP and can be sold to shops for cash. If a school flees, it will respawn after some time. Different regions and altitude change the varieties.

ENEMY OVERVIEW

Now for this region's foes! Maroccas have high defense, but are weaker to magic. They can also drop the titular "Marocca's Shell" accessory, improving DEF a smidgen. Ghastlings appear in swarms, and though weak, can absorb high HP amounts (single target) to cure themselves. They drop Sacri Crystals.

Loopers are one of the standout foes, having variants that appear in many regions of the game. They are typical RPG "high evasion, low DEF/HP" types, and specialize in fleeing and Pyri spells. They can be slain with one hit (or counterattack), but have enormous magic defense. On defeat, they drop high amounts of gold and perhaps a Thief's Aura (accessory).

Enemy swarms can be a big problem in this game, but Aika's first s-move Alpha Storm (4 SP) helps immensely, especially against Maroccas. It'll do nothing against Loopers, though, since it inflicts magical damage.

TO CONTINUE...

Pirate Isle is the first inhabitable-lookin' island from the starting point, and has a smaller airship flying around it. If one tries to head north to Shrine Island, or out of Mid Ocean (to the NE), Dyne won't allow entry. Gotta listen to pops!

[WK02] PIRATE ISLE

Enemy: ---

Items: Sacri Crystal (6), Moonberry, Sacres Crystal (2), Magic Droplet (2), 150G, Purple Moon Stone

After landing in the hidden ship bay, Dyne wants Vyse to meet in his office. A large ramp leads up to the top level, and several doors (lounge, shops, crew quarters) are encountered en route. The shops carry slight upgrades to the team's equipment -- considering buying the Pirate Cutlass for Vyse and the Valuan Uniform for Aika. If funds allow, upgrades for everyone will be great. Don't buy Marocca's Shells, though...as said, they can be claimed as drops from that particular foe.

When ready, visit Dyne's den for another Swashbuckler choice.

[O] Defend Fina.

[+] Sit quietly and listen.

Afterwards, Vyse can start exploring the rest of the village island. First, inspect Dyne's bookshelf to find a secret escape route, leading down to a

150 GOLD. Luke the Raider, who stands near the bay exit, will mention that there's another chest to find here -- it can be claimed momentarily.

Exit into the sun and Aika will leave to visit her house. Vyse can now claim the remaining item caches:

- The vegetable garden contains SACRI CRYSTAL x3
- On the upper sendoff platform: MAGIC DROPLET x2
- A MOONBERRY in secret door to the airship bay (slab left of Vyse's house)
- Lookout Island, up the boardwalk's massive ladder, has SACRI CRYSTAL x3

Alan, one of the kids in green, has a Swashbuckler choice, although this one is optional.

[+] Sure you can become a sailor!

[O] Sorry, Alan...

Speaking with Jimmy, another child, can initiate hide and seek. Finding the kids is a small exercise in frustration, but first-person POV helps: (1) Alan is hiding behind Aika's house (2) Lyndsi is along Vyse's house (2) Jimmy's using the clothesline as a shield (4) Pow is near the well. The reward? A tip that Dyne's bookcase holds a secret. That was already discovered earlier, though, hopefully...

The next stop is returning to Vyse's house, unless one wants to do a "secret" scene of peeping on Aika (inspect handkerchief on her outer wall). It'll be awhile until dinner, so check out Lookout Island to kill some time. After a scene, the next destination is set: Shrine Island!

Automatically advancing to morning, the pirate duo can cast off from the upper dock. Vyse's mom will give SACRES CRYSTAL x2 if asked, but Dyne always gives the PURPLE MOON STONE before leaving. [This is accompanied by a small explanation of Magic EXP.] Vyse's house can also be used for free healing, if needed.

Before leaving, Briggs can remind the player about Moonberries, items that unlock character special moves (s-moves). Vyse's 2nd move, Counterstrike, defends and counters when hit with a physical attack; Aika's defends the team against any magic the enemies use for 1 turn. The latter always acts first, so it's probably a better idea here.

[----] MID OCEAN (SOUTH)

Enemies ---: Marocca, Ghastling, Looper

Fish -----: Sky Sardis, Red Sardis

Discoveries: 1 (1/64)

Shrine Island is due north of Pirate Isle and quite visible, so there's no hardcore searching. [Trying to exit Mid Ocean out of the NE has Aika berate Vyse for his poor compass skills...kinda funny.]

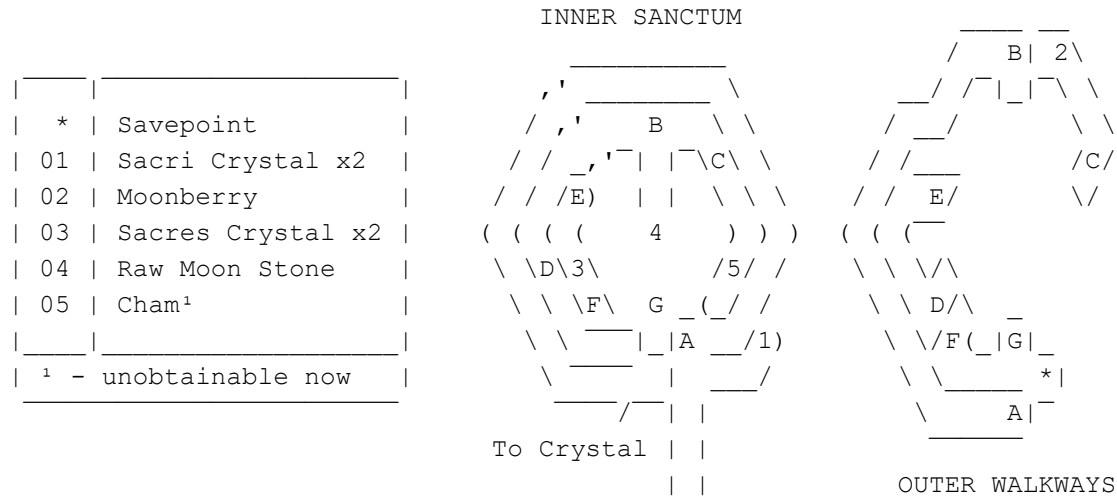
03) SHRINE ISLAND

[WK03]

Dungeon: revisitable

Enemies: Marocca, Flestik, Grouder, Seeker, Looper

Flestiks are small snake monsters that are easy to OHKO, but appear in groups and have sleep-inflicting normal attacks. They may drop Curia Crystals. The large, fishy Grouders have more health than normal baddies, but mediocre DEF, so their longevity is rather short, too. They may drop Throwing Blades, a slight upgrade to Aika's weaponry. Seekers, which appear infrequently inside the shrine's main building, can drop Vidal Seeds. Loopers and Maroccas, old friends by now, also appear.



Enter to find the ruin flooded.

- [O] Swim down to the bottom.
- [O] Find a way to drain the water.

Shrine Island's main chamber is hexagonal, with segmented paths and stairways at many levels. However, most of the place is flooded, leaving only the upper path available. Returning outdoors, get the SACRI CRYSTAL x2 chest and smack that crystal, dropping the main building one floor (and closing off the flood source in the meanwhile).

Backtrack and use the lower entrance, finding it's now connected to an outer walkway over a cloudy abyss. The path is long but straightforward, leading to an orange door that drains water from the inner sanctum. Inside, the team will be one tier away from the sunken Moon Stone.

The path branches a bit here. The "left" (east) path leads to a MOONBERRY on the outer rim, but it's the "right" (west) stairway series that's the real destination. After a brief foray outside, it loops back in, letting one get the SACRES CRYSTAL x2 cache before exiting again. Eventually, Vyse's squad'll reach a door near a savepoint...and to RPGers, that's a big warning sign a boss fight is close! Approach the moonstone to find...

```

/ ) MAGIC: -----
( \ // SKILL: Blaster, Target Search
Sentinel )( DROPS: Moonberry
~1150 HP // \)
234 EXP // Blaster (~320 dmg, line) is only used after wasting a turn on
2 MXP // Target Search -- tactical guarding halves that. If Vyse or Aika
755 Gold // knows Increm (LV2 Red magic), it can boost ATK/DEF by 25%, upping
(/ Cutlass Fury's hurt while shrinking normal blows' damage (~100dmg).

```

Once the rocky rogue is eradicated, the team collects the RAW MOON STONE and returns to Shrine Island's entrance.

[WK04] PIRATE ISLE [II]

Enemy: ---

Items: Magic Droplet (2), Moonberry, 150G

Visit Vyse's mom in the underground harbor office for a Swashbuckler rating decision. Regardless of what's chosen, the game will advance to the next morning.

[+] Try and save everyone!

[-] There's nothing you can do.

The next step is leaving from the upper platform. Some chests from before are still available, but the one in the garden and on Lookout Island aren't. There's no reason to return here for awhile, but don't stock up on weapons and armor here (if not done already) -- better stuff will be available soon.

Talking with Lyndsi before leaving gives another Swashbuckler convo.

[+] Sure, I promise.

[O] Sorry...I can't promise anything.

[-----] MID OCEAN (SOUTH)

Enemies ---: Marocca, Ghastling, Looper

Fish -----: Sky Sardis, Red Sardis

Discoveries: 1 (1/64)

Using this canoe...I mean, fantabulous airship, Vyse and Aika are setting off for Valua. To exit Mid Ocean, head east from Shrine Island, toward the rocky mountain. However, heavy fog will set in, leading to a mandatory encounter with an arcwhale. Another Swashbuckler decision appears here.

[O] Attack it!

[+] Retreat!

[-] ...I don't know!

Immediately afterwards...

[WK05] LITTLE JACK

Enemy: ---

Items: Blue Moon Stone

...Vyse and Aika wake up on a foreign ship's deck. This is the Little Jack, owned by cranky captain Drachma. This ain't a luxury liner, though, so he puts the two teens to work right quick! Vyse is tasked with carrying boxes from mid-level hull storage to the bridge. When both are delivered, Drachma lets Vyse fly the ship, plus joins the party for awhile.

This crusty captain is a higher level than everyone so far, and comes with the Blue Moon Stone. His inclusion into the party will also boost the amount of SP gained each turn, enough that Aika can spam Alpha Storm (4SP) right out

of the gate. He doesn't know any s-moves by default, but his first powerhouse attack (Tackle) only costs one Moonberry.

The course hasn't changed though -- exit east out of Mid Ocean by way of the rock formation to enter the Valuan Empire's waters. [If you revisit Pirate Isle, though, some NPCs will comment on how quickly Vyse found a new ship, which is a bit humorous.]

[-----] MID OCEAN (NORTH)

Enemies ---: Thorkryn, Scorfly, Grouder

Fish -----: Kite Ray, Sky Sardis

Discoveries: 1 (2/64)

Mid Ocean's north sector encompasses a large area of open water, unlike its cramped southern region. Sailors' Island is a major landmark near the border, impossible to miss. To the east lies Nasr, an impossibly arid region blocked by sky rifts (North Dannel Strait), airships (South Dannel Strait) or stone reefs (border). North of Sailors' Island is the dark continent of the Yellow Moon, Valuan territory. However, the Little Jack can't get close without being turned away for lacking a passport. West leads to an impassable sky rift border, separating Mid Ocean from North Ocean.

Newer foes appear 'round here. Thorkryns can use a hard-hitting Needle Storm tech the turn after they gather strength; these can also drop Thorkryn's Scale accessories. The Scorfly isn't that damaging, but its regular attacks may inflict silence -- it can also drop the Revered Voice accessory. Alpha Storm should be able to OHKO these foes if Aika's LV8-9 (probably not there yet).

There's a few discoveries in this region, although only one is obtainable at this time: the Guidestones. They're located on a small island north of Sailors' Island, and just visible if one pulls Little Jack alongside town.

[WK06] SAILORS' ISLAND

Enemy: ---

Items: Repair Kit (3), 200G, Note in a Bottle

Upon arrival, Drachma will mention finding a way to defeat Rakhnam (that arcwhale he was chasing), then leaves the party to sit in the bar. Since this town has several important functions, I'll give a rundown.

First off, the shops! At main street's end is an airship supplier, although for the moment, it's out of stock (a convenient RPG roadblock for when one's not supposed to have access yet). The armory near the inn has an upgraded stock, including some items -- like Throwing Blade and Throkryn's Scale -- dropped by previous foes. The item store has the same selection as Pirate Island right now. Note that all available retailers will upgrade their stock as the game progresses. [The guide will mention when this occurs.] However, the mystery merchant who occasionally appears at the inn never changes his inventory.

Secondly, claiming free items! Behind the welcome sign near Lawrence is an

easy-to-miss box with REPAIR KIT x3. Upstairs at the inn, one of the rooms contains 200G. Finally, in the town lighthouse, reach the top floor and inspect the balloon for a (key item) NOTE IN A BOTTLE. This last item allows one to recruit a crewmember later on.

Speaking of which, several crewmembers exist in this town. However, as the manual states, Vyse needs his own ship first, so they're unrecruitable now. However, one of them -- Pinta, in the item shop -- will unlock the Pinta VMU minigame. [This can be accessed from the main menu's second page.]

To continue, one needs to catch Drachma's attention. Speak with the airship supplier to learn Valua now sells Harpoon Cannons. Relay this tidbit to the captain to open a Swashbuckler decision.

[O] Come right out and say it.

[+] Beat around the bush.

Drachma will rejoin the party, agreeing to taxi the team to Valua...but the team needs a passport to enter. [This is mentioned by a patrol if one tries to enter without it, remember.] Ask the guildmaster next door about the conundrum to encounter a merchant willing to give his passport...if the Little Jack acts as bodyguards on his return voyage.

[+] We accept your offer!

[O] No thanks, we'll find something else...

With that settled, gear everyone up and head back to the ship.

[-----] MID OCEAN (NORTH)

Enemies ---: Thorkryn, Scorfly, Grouder

Fish -----: Kite Ray, Sky Sardis

Discoveries: 2 (2/64)

As mentioned earlier, Nasr is the sand-filled kingdom east of the island, and the destination is the South Dannel Strait. [The merchant's ship won't be visible or anything, nor will he be on the Little Jack, in case a player was wondering.] Simply follow the stone reef east.

About halfway in, the merchant's worst fears are realized: the Black Pirate Baltor's ship approaches...

 /) MAGIC: ---

 (\\// WEPNS: Black Cannon

The Blackbeard)(DROPS: Bomb, Captain's Stripe

10,000 HP //\\)

411 EXP // A rather easy primer for airship battles. The Blackbeard

0 MXP // only has cannonfire on its side, whereas the Little Jack can

300 Gold // use magic. Increm boosts attack/defense power (2 turns) and

// Sacri magic can heal in place of Repair Kits. On Turn 3, choose

(/ "try to get behind him instead" for 3 crit chances the next turn.

Afterwards, Drachma explains that Captain's Stripes will increase the ship's maximum health (1000 HP per). These are rewards given out for most major airship fights, so they're unobtainable in normal monster battles. Vyse can use the item now or save it for later -- it doesn't matter much.

The South Dannel Strait is only a stone's throw from the battleground, and once there, the VALUAN PASSPORT (key item) is earned. The next destination is, of course, Valua, located north of Sailors' Island. The team will enter the country's capital automatically when Grand Fortress -- the massive front gate -- is approached.

NOTE

Once the Little Jack's crew enters Valua, leaving is impossible until events fully transpire. It's a good idea to make a backup save on the world map for good measure (something any smart RPGer will be doing already, I hope!).

07) VALUAN CAPITAL

[WK07]

[----] LOWER CITY

Enemy: ---

Items: Sacres Crystal (3), Moonberry

Valua's esteemed, but they sure didn't feature the filthy slums in their brochure. The Little Jack's crew isn't nobility, so they can only visit this area, unfortunately. Drachma will temporarily leave the party, suggesting the teens hang out at the inn while the harpoon cannon's being installed.

The only item in this upper residential area is SACRES CRYSTAL x2, located in the large building nearest the starting savepoint. It's only enterable from the west, though. For other item needs, two shops are in the dwelling south of there, accessed from the second story walkway. They provide upgrades to some of what was available on Sailors' Island (Valuarang, Valuan Armor) but some overlaps (Hook Hand), and there's no new cutlass for Vyse. This is the only place in the game to get the Lover's Ring and Gem of Purity, though.

After meeting Marco near the west elevator, take the lift down to the city's next district (I almost want to call it Lower Lower City...). The inn is here, but there's a MOONBERRY to find hidden down the street. To find it, travel down the sidewalk until after the 2nd ladder, then search behind the stack of oil drums for an obscured passage.

When ready, return to the inn (has its own savepoint) and stay the night. The scene discussing the Blue Rogues' fates actually changes slightly, depending on whether Vyse learned the bad news from the upper level barkeep or not.

[O] Let's try and save everyone right now!

[+] Let's sneak into the Coliseum!

[-] Hm... I... I don't know.

The conversation ends with a certain ginger-haired spy being uncovered, and Vyse will have to chase him across the back alley rooftops. There's no wrong way to chase here, although the eavesdropper will drop a SACRI CRYSTAL if Vyse catches up (i.e. leftmost route each time) before the scripted time.

At the end, Marco will reveal the sewer entrance to Valua's catacombs. In the morning, that becomes the new destination. Buying some Sacres/Curia Crystals before going will help a bit for upcoming bosses.

[----] CATACOMBS

Dungeon: repeatable

Enemies: Tsirat, Crylhound, Dralnog, Mind Stealer, Basallish

Items -: Pyri Box, Curia Crystal (3), Heavy Armor, Assassin Blade, Magic Droplet (4), Sacri Crystal (4), Yellow Moon Stone

The catacombs are part of the slum sewers, and are straightforward in a way that Shrine Island (the last proper dungeon) was not. One can leave back to the Lower City at any time to heal or visit shops, but the Little Jack is still off-limits.

All enemies here are new types. Dralnogs know the insta-death Eterni spell and may drop Ivy Bands (blocks poison). Tsirats know Electri but generally aren't that notable, although they can drop Crystales Boxes. Basallish foes may drop currently unbuyable Pyri Boxes, while Crylhounds drop titular claw accessories. Mind Stealers have the most HP and can poison with physical attacks, but also has the best reward: a 125 ATK "Mace Hand" claw for Drachma. It has ZERO accuracy but will make his s-moves ridiculously powerful. [All foes can be OHKO'd by Alpha Storm, save Mind Stealer.]

Proceeding through the catacombs is rather simple...long, but simple. At the first crossroads, one path ("left"/east) goes to a dead end with a PYRI BOX and CURIA CRYSTAL x3. At the main corridor's next branch, the southern antechamber houses HEAVY ARMOR and an ASSASSIN BLADE. The latter can inflict poison, one of the few weapons available that can do status effects, and the only one equippable by Vyse.

Further on, past the creepy "lightning" hallway, the path bends around a savepoint, leading towards the coliseum. However, there's a pit monster that needs to be disposed of first...

```
        /) MAGIC: ---
        (\// SKILL: Frost Breath, Poisonous Bile
Blelgock )( DROPS: Vidal Seed
~4570 HP //\)
1300 EXP //      Both techs affect all allies, but Bile can poison, making it
  2 MXP // the more annoying of the two. Equip Ivy Bands to make the fight
853 Gold // ten times easier. In the meantime, Increm + Cutlass Fury/Tackle
        (/ works fine. Drachma can do 1600+ if he has the Mace Hand equipped!
```

The arena's ladder is accessible after the blubbery buffoon's defeat, but it is much wiser to save first. If the team's magic supply is hurting, rest at the Lower City inn first before ascending. [As far as parties go, LV12+ is fine. Hopefully a player has gotten a Moonberry or two so everyone can know their first two s-moves.]

```
        /) MAGIC: Electres
        (\// SKILL: Tackle, Sonic Wave
Executioner )( DROPS: Electri Box, Sacres Crystal
~1800 HP //\)
  714 EXP //      The boss begins with two lackeys (Spell Warden x2, ~450 HP)
  2 MXP // who buff/heal him; they should be the first targets. Both techs
1122 Gold // are very damaging, but only Wave Arc can hit multiple allies. Use
        // Increm to boost ATK/DEF power, then bombard the boss with powerful
        // techs -- the Mace Hand strategy from last fight is great. It's luck
        // of the draw whether Tackle/Sonic Wave are used consecutively. Heal
        (/ with Sacres Crystals (+1000 HP) when possible to conserve SP.
```

Apparently no matter how poor one is, confetti is always at hand... Return to the catacombs savepoint to find the west wall (which Vyse thought was rather suspicious earlier) is a secret passage. Loot the SACRI CRYSTAL x4 and MAGIC DROPLET x4 chests, then speak with Dyne for a Swashbuckler choice.

[+] We have to save Fina!

[O] Let's lay low for a little while...

Afterwards, Vyse receives the YELLOW MOON STONE and Drachma leaves the party to help with the escapees. [If one wants to grind, do it with Drachma along; his absence will reduce one's starting SP count, perhaps deflating the Alpha Storm spam strategy.] The destination is now Upper City, accessed down the new passage.

[----] UPPER CITY

Enemy: Patrol Guard

Items: ---

Vyse's sojourn to this district'll be short indeed -- this place is visitable only once and most of it's blocked off plot-wise. After speaking to the upper crust, cross the rail bridge to automatically disembark.

Since the team is running across the roof, there's no room for exploration. The only foes who appear, Patrol Guards, are rather simple, knowing weak attacks & Electri/Quika. They can also use Sacres Crystals in-battle, which explains why they drop them post-battle with a decent frequency. However, these patrollers only appear at set intervals, not randomly, so there's no point screwing around.

Soon, Galcian himself will appear. The goal (run toward train's front) remains, but his presence presents a time issue. Should he catch up, a rather one-sided fight will ensue -- he knows Electrum and Eternes, plus has powerful (~500+) physical attacks. Don't get godstomped, just run!

Near the front, the team will have a mandatory scrape with...

```
        /) MAGIC: Sacri, Electri
      (\// SKILL: Counter Stance
Royal Guard )(  DROPS: Magic Droplet (10)
      ~625 HP //\)
      880 EXP //      The 2 Royal Guards have a tendency to heal each other, and
      2 MXP //      may even guard (Counter Stance) to reduce damage further. The
1562 Gold //      best way to proceed is Increm + Cutlass Fury, the most damage
      //      doable in a single turn. Taking one out quick makes the fight
      (/      much easier. [Royal Guards are poison-immune, also.]
```

A Swashbuckler scene with Galcian occurs afterwards.

[+] Never!

[-] ...Sounds fair...

The final battle in this Valuan Capital saga now commences. Drachma will be back on the team for the airship showdown!

/) MAGIC: ---

(\\// WEPNS: Standard Cannon, Subcannon
Valuan Cruiser)(DROPS: Repair Kit
~10000 HP //\\)
663 EXP // It's possible to win with the normal cannons, but Drachma
0 MXP // recommends using his Harpoon Cannon. This battle only, Vyse can
500 Gold // use it at the end of any turn (15 SP; S-Cannon command). The
(/ fight's instantly won if the enemy ship is harpooned.

With the daring escape over, everyone retreats back to...

[WK08] PIRATE ISLE [III]

Enemy: ---

Items: Sacri Crystal (6), Moonberry, Sacres Crystal (2), Magic Droplet (2),
150G, Silver Moon Stone, Cham (2)

After a Swashbuckler decision...

[+] Leave everything to us!

[O] I need to think about this...

...Fina (along with her SILVER MOON STONE) officially joins the party! She also introduces Cupil, her living, shape-shifting weapon. Other allies can upgrade their weapon by simply purchasing/finding them; however, Cupil will only upgrade after eating shards of moon stones called Chams. After eating a certain amount, its power and transformation ability increases.

Chams do not appear in chests, though -- instead, Cupil (on the Dreamcast's VMU) will make beeping noises. The faster the beeping, the closer one is to the item. Get used to button-mashing in the notified areas! Pirate Isle has one to find in the airship bay, on the upper walkway near the cranes.

Speak to Dyne down near the docks and disembark when ready. The destination is now the Land of the Red Moon, Nasr. [The harpoon cannon allows the team to break through any stone reef, such as the one right near Sailors' Island.]

[OPTIONAL] MID OCEAN REVISITS/PREPWORK

New Items -: Cham (2)

Discoveries: 2 (4/64)

Now that Cupil's around to identify its snacks, Vyse can find several more Chams in places he's already been.

- Shrine Island: [See walkthrough for map] In general terms, one should first find the stairway leading down to the tower's bottom, where the moon stone used to sit. The landing arcing around this stairway has one dead end, and that's where the CHAM lies. In fact, one probably heard beeping on the way down, denoting its vicinity.
- Sailors' Island: Atop the lighthouse, just left of the ladder jump-off; it's one window away from where the balloon & note were earlier.

Speaking of Sailors' Island, the first time Vyse returns there after the

breakout, he'll meet Domingo, a rival treasure hunter. If Vyse is sloppy in locating new discoveries, eventually Domingo will snatch up the reward, and our protagonist will be left with chump change. The "nemesis" is currently searching for Topple Rock, as he mentions. [The guild sells the hint for this location.]

The shops here have also upgraded. The armory now carries upgraded weapons for Aika and Drachma (excluding Mace Hand), plus Elastamor/Raincoats for protection. The two new accessories, Crylhound's Claw and Thief's Aura, were previously monster-only drops. The item shop now carries Sacres Crystals, but its inventory remains pitifully small. With a new city coming up, consider holding off on upgrading weapons/armor.

One shop that shouldn't be lost in the shuffle is the ship parts supplier, burgeoning with its new stock! In particular, the 3" Cannon, a "secondary" cannon -- it's smaller than a primary, but has lower SP cost and can be used over several turns. For now, try to have two of each, or secondaries 3:1 to primaries. Also, the Little Jack has no accessories, so buy some Armored Decks (and maybe an Engine Cover) so it's got some protection. Always have a few Repair Kits on-hand, of course.

RE: AIRSHIP FIGHTS

With the Little Jack in fighting condition, some areas now become a theater for recurring (generic) airship battles. Grand Fortress' vicinity now hosts two different foes to practice with -- simply approach them on the map. Valuan Spellships [101 EXP, 300g] use magic, subcannons and main artillery; they may drop Bombs. Harpoon Cannon can be used as early as Turn 2, although these aren't that hard in general.

Valuan Gunboats are considerably harder since they have more health, better emplacements and also use torpedoes. This yet-unobtainable weapon fires on one turn and lands on a subsequent (of the user's choosing), allowing for vicious damage if the fire's concentrated. Harpoon Cannon boosted by Increm can OHKO them, though -- the chance usually appears every 3 turns or so. The reward is 1224 EXP, 600g; they may also drop Shredder Bombs.

Both battles give a decent amount of EXP, which is great because Fina joins at LV1 and will need a bit of grinding until she's in fighting shape. [This also boosts the starting SP pool, which makes things easier.]

NEW DISCOVERIES

With a reef-breaking ship, new areas open up, including a small enclosure near Shrine Island. Head east and pass south through it to find several li'l islands.

- Silver Moon Pit: There's several islands, but a pale, elongate one near the east skyrift is where to look. The pit is on the upper half, NE side.
- Sky Coral: On a medium-sized, green-colored isle in the south, simply look on top of it -- the coral floats (invisibly) above.

TO CONTINUE...

With Little Jack's trump card in tow, the stone reef (floating rock wall) east of Sailors' Island is now traversable. This allows the team to trade the open Mid Ocean expanses for the sand-filled swelter of Nasr's southern reach.

Enemies ---: Azbeth, Durel Beetle, Stonebeak, Scorfly, Loopalon

Fish -----: Spear Squid, Flying Fish, Spiked Sunfish

Discoveries: 5 (9/64)

After a short scene upon entry, the Little Jack's crew is free to roam the new land at leisure. The eastern land contains the Temple of Pyrynn Fina mentioned, plus a generic Black Pirate Ship fight [452 EXP, 300G]. They use only cannons and torpedos, but are weaker than even Valuan Spellships, so they can be nixed without using the harpoon. It's worth fighting them a bit as they may drop Rogue Figures and Heavy Cannons, both currently unbuyable.

DISCOVERIES

Five appear in this reef-partitioned area.

- TEMPLE OF PYRYNN: Visible pyramid in desert east of Maramba's island
- WANDERING LAKE: Floating island in Temple of Pyrynn's vicinity
- SANDFALLS: After finding the Wandering Lake, head due south from that small desert, and head toward the flat island at a reasonably high altitude. The falls are on top of here, near the center.
- OASIS: Once the Sandfalls are found, go SW from the island and drop down to low altitude -- the Little Jack should be on a small strip of desert following the mountainous SW border. The Oasis is near here, a little ways from the coast.
- TOPPLE ROCK: This is located on Maramba's island. Of the three mountain ranges visible, search atop the solitary one.

ENEMY OVERVIEW

Azbeths are weak bird-looking creatures, most notable for spamming Eterni (instant death to 1 character) spells. They may drop Silvite Rings, which allow the wearer to resist Silver damage and block instant death (!!)

Durel Beetles are wimpy bug monsters with low HP (~130). They often appear in swarms and can use the "Call Allies" ability to summon another into the fight, or Slipara (Sleep%, all allies). Multiple enemies is good, though, as they drop the Behemoth's Ring accessory -- this blocks Weak (Driln) status and resists Yellow-type damage. Could've used that in Valua, but oh well...

Stonebeaks have the most HP and their Fatigue Breath technique inflicts 300+ damage plus the titular status. Everlasting Gem accessories will prevent this affliction, not that it matters much in normal fights. As luck would have it, Stonebeaks drop that very accessory!

Loopalons are the new looper-type foe who casts Increm or flees. On defeat, they may drop the rare Black Map accessory -- it increases the rate of encounters but also boosts chance for first strikes. Loopalons have high magic defense, so they'll resist all spells and magic-type abilities (like Alpha Storm). Use physical skills to ensure they can't dodge. Looper types can also drop Moonberries, remember.

TO CONTINUE...

Visit the port of Maramba on the large island floating near the stone reef. If one tries to visit the Temple of Pyrynn off the bat, Drachma insists on doing errands in town first. [Also, if one tries to enter the crosswind-infested South Ocean area, Drachma puts his foot down.]

[WK09] MARAMBA

Enemy: ---

Items: Cham, Magic Droplet (3), Slipara Box, Nasr Combat Mail, 300G, Moonberry, Excavation Arm, Gem of Fluidity

After an odd event, the party will be stranded in the desert town without Drachma or the Little Jack. Time to find a ride...

The port contains the airship supplier and guildmaster, plus the Mystery Merchant. However, the former can't be used without a ship to work on and the latter carries the same inventory as before [although the Thermo Ring's Red-resisting ability can be helpful coming up.] The guildmaster's his normal self, but will casually suggest seeing the tavern's new dancer to pass the time... Hmm...

In town, the rest of the shops (weapon, item) and inn become available. If one held off on upgrading at Sailors' Island, feel free to splurge here -- there's a new weapon for Vyse and better armor for all three characters. The item shop is more static by comparison, but does feature the goofiest-looking shopkeep around, plus three new items: Glyph of Might, Glyph of Speed and Healing Salve. The first two are just item versions of Increm and Quika; the salve heals a minor amount and grants Regeneration status. [This is normally only available via Fina's Lunar Blessing s-move.]

With that out of the way, let's find some treasures! The inn's 2F balcony contains a hidden CHAM and a MAGIC DROPLET x3 chest. Next, rent a dhabu (the ostrich-like creature) from a man near the far gate -- the team can disembark on various rooftops to get caches. Atop the armory is a SLIPARA BOX and, by reaching the chief's perch across the street, one can nab NASR COMBAT MAIL from inside his house's ground floor.

Next, ride the dhabu to the isolated part of town containing the tavern and fortune-teller (Kalifa). Instead of dismounting on the ramp, jump off on the tavern's roof for a 300G reward. For now, ignore both buildings and descend the well to find a forgotten storehouse. Without even touching anything, Vyse can find a passage leading back to the first district, where a MOONBERRY awaits in a broken building.

Return to the storehouse and enter the gate-filled area -- treasures lie beyond here but the switch system blocks easy access. Hit switch #1 (looks like a gray pot on a pedestal) to reach the EXCAVATION ARM chest. Hit switch #2, then switch #3 -- loop back around for a GEM OF FLUIDITY. To leave, do the switch-pressing in reverse.

FINALLY, visit the tavern to continue. Speak with the dancer to relax; this leads to a small Swashbuckler choice.

[+] Hehe... Okay, I'll stop staring.

[0] I have no idea what you're talking about...

Afterwards, the dancer (Bellena) grants usage of her ship for the Pyrynn trip. Stay at the inn -- it'll be free this one time -- and the new vehicle will appear in the port. After a scene, there's one final Swashbuckler decision.

[+] We'll do it!

[O] Hm...what should we do?

This substitute ship is a lightweight: it can neither break through stone reefs or fight enemy ships (the Black Pirate vessel disappears at this time). Pyrynn's the only stop left to make, then -- it's due east from Maramba.

10) TEMPLE OF PYRYNN

[WK10]

Dungn: repeatable

Enemy: Magma Tiki, Durel Beetle, Death's Head, Dung Fly, Loopalon, Salamander

Magma Tikis are one of the more common foes here, attacking tomb raiders who attempt to open treasures. Their Lava Storm attack hits all foes, but only gets used after the tell-tale "Tremble" (idle) is used. They drop Pyri Boxes.

The Death's Head is a palette swap of the catacombs' Mind Stealer, and true to its name, can inflict instant death. Its Stone Breath ability inflicts Stone (petrify), and it's also got the most HP of any foe within here, so prioritize its demise, guys. [May drop the Storm Wing boomerang.]

Dung Flies aren't very notable -- they're slow and die easily. Like their insect brethren, the Durel Beetle, d-flies can drop Behemoth's Rings.

Salamanders appear deep within the temple's lava rooms. They can appear in large numbers and are unlikely to be OHKO'd by Alpha Storm, so don't wander around at low HP! Uses Pyri. These critters may drop Flame Mantle armor for Vyse.

_ 2 _									
_		S		Savepoint			05		Dancing Arc
_		•		Cylinder Puzzle			06		Cham
^		01		527 Gold			07		Moonberry
_		02		Ancient Robe			08		Magic Droplet x5
_ _		03		Sacres Crystal x3			09		Rune of Ill Omen
_		04		774 Gold			10		Red Moon Crystal

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	ENTER		

Bellena will stay at the entrance, waiting near her ship (which can be taken to the overworld at any time). She also suggests using the Purple Moon Stone's powers to easier damage Red types within.

_		3		
5				
4				

Upon entry, take the long hallway to an odd corridor where Vyse can walk on large cylinders (commonplace in this temple). The hall also branches towards a small antechamber containing 527 GOLD. The party must fight three Magma Tikis to loot the sarcophagus, though. This scenario plays out for all chests in the dungeon, note.

The main corridor leads to a multi-tier room with ancient ladders, which descends to a long ramp. An Indiana Jones-

```

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-   |BOSS |
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    |   EXIT
    _____

```

-style boulder trap triggers here, and the camera does an inverse third-person POV (i.e. directed at Vyse as he runs at foreground). Alcoves provide temporary shelter, and the one on the right winds to an ANCIENT ROBE chest for Fina.

Below the boulder ramp is a small puzzle room with three cylinders -- Vyse must place all three in a floor pit to exit. This is very easy; just make sure to drop the two farthest from the entrance first. [Exiting the room will reset the puzzle if done incorrectly.] Once completed, the door to the lower crypts is opened.

And it's obvious this is a crypt, thanks to the high concentration of sarcophagi. Many treasures can be found by defeating tiki trios: SACRES CRYSTAL x3, 774 GOLD and Aika's Dancing Arc. To continue, enter the upper room containing more cylinders. There's a few ways to finish

this, but to be safe, put the two red ones in before the blues.

When done right, the room drops a floor. This (1) prevents access from that upper entrance (2) gives access to the lower ramp entrance, previously unusable (3) opens a new door at this bottom level, the exit. The new tunnel leads to a second boulder ramp, although this one's more interesting: one alcove contains a CHAM, the opposite one has a MOONBERRY. Score! Consider teaching Fina some s-moves if not previously done.

Further on is a lava room -- not very labyrinthine or difficult, just long. Salamander enemies will only appear from this room on, note, but Loopalons frequent this place as well (occasionally 5+ joining battle). In these cases, letting Vyse use Skull Shield is very helpful, as any attacking Loopalon will die to the 100% chance counterattack. This strategy applies to other looper types as well. A sarcophagus containing MAGIC DROPLET x5 sits halfway down.

In the next room, ignore the button near the overlook and take the meandering path. The chest in the dead end here leads to an optional battle with Zivilyn Bane [1350 HP, 597 XP, 2 MXP, 1898 Gold]. This rival treasure hunter will occasionally attack when Vyse tries to open particular chests. His arsenal consists of physical attacks and one tech (Burst), which can do about 700+ at this time. He can be beaten by Increm and strong single-target attacks, but will get noticeably stronger in future encounters. Upon defeat, he drops a single stat-boosting seed (he can drop several) and Vyse gets the RUNE OF ILL OMEN.

Back to the matter at hand. This same walkway leads to the final cylinder puzzle. The goal's to get the red one in the center after dropping 4 blues into their slots. After each one is dropped correctly, incidental blocks rise/fall to impede things -- although this tends to have an option-narrowing effect that makes the proceedings easier.

When done correctly, a lava floe enters the room, and by returning to the starting button pedestal, Vyse can harden that to make a bridge across the room. Save up, equip a Gem of Fluidity on Vyse (typically), and continue to find...

```

        /) MAGIC: ---
        (\// SKILL: Volcanic Blast, Cinder Storm
Rokwyrn )( DROPS: Riselem Box
~3650 HP //\)
3063 EXP // Volcanic Blast (~500) hits all targets; Cinder Storm hits
4 MXP // one (~250) and can inflict Stone. An easy way to proceed is

```

1584 Gold // using Lunar Blessing/Healing Salves for Regeneration, then
// letting Vyse chop away with an Increm-boosted Cutlass Fury,
(/ which can do 1300+ with the Purple Moon Stone intact.

The boss' petrified remains act as a bridge to the next room, containing the mystical RED MOON CRYSTAL. The nearby door is a secret entrance leading back to the pyramid's exterior, near the initial savepoint. Return to Bellena for some events, and...

 /) MAGIC: ---
 (\\// SKILL: Red Ray
Recumen)(DROPS: ---
?????? HP //\\)
--- EXP // This fight is about survival, not victory. Red Ray (6500+
--- MXP // damage) always misses if Recumen is hit by concentrated fire
--- Gold // (main+secondary cannons) the turn its used. When avoiding Ray
// is impossible, guard instead. When prompted, use the harpoon
// and choose to attack its heads for a slight advantage. Eventually
(/ a second prompt allows a hasty retreat, whether Vyse agrees or not.

But the saga ain't over yet. After a quick Swashbuckler choice...

[+] You mean, attack Belleza's ship?

[-] You mean, ram into the Gigas?

...it's time to run through this cat's nine lives!

 /) MAGIC: Increm, Pyri, Wevlen, Sacri
 (\\// WEPNS: Lynx Cannon, Lynx Subcannon, Lynx Torpedo
The Lynx)(DROPS: Captain's Stripe, Magic Cannon, 3" Blaster
~25000 HP //\\)
3524 EXP // The team starts at a strategic disadvantage (reduced HP
0 MXP // carries over) and several prompts are needed to allow access
2400 Gold // to the Harpoon Cannon: "turn hard and try to catch her off
// guard," "set engines to full speed and get behind her" and
// "Head straight upward!". A successful harpoon can inflict 17000+,
// but in the meantime, watch out for the admiral concentrating her
(/ torpedo/subcannon/magic attacks on Turn 3/4 (especially Increm'd).

Afterwards, the RED MOON CRYSTAL is automatically reacquired and the ship's engine is upgraded, allowing the team to proceed through South Ocean's nasty crosswind. [Additionally, the Magic Cannon -- which isn't an actual item -- allows the team to shoot offensive spells in airship battles now.]

[----] NASR KINGDOM

Enemies ---: Azbeth, Durel Beetle, Stonebeak, Scorfly, Loopalon
Fish -----: Spear Squid, Flying Fish, Spiked Sunfish
Discoveries: 5 (9/64)

With the Little Jack back, one can take advantage of the Maramba airship supplier's wares. This is the first place that sells Torpedoes, weapons that, once fired, detonate on the user's chosen turn. This means Vyse's crew can inflict heavier concentrated fire, just like the Lynx! Additionally, there's better armor (Steel Deck), main artillery (Heavy Cannon) and healing (Deluxe Kit) items. Apa Wax acts like Increm in item form, and is worth having around also. My personal preference loadout-wise is 1 main, 2 secondaries and a

torpedo -- nice and balanced.

Note that the upcoming continent, though primitive, will still have a store and guild contact, so feel free to put off any heavy upgrading until then. Airships in particular, since there won't be any major airship battles for a while. [Don't forget to reequip Drachma, who had his armor/accessory removed earlier. Flame Mantles from Pyrynn are equippable by him.]

[----] SOUTH OCEAN

Enemies ---: Graver, Eloopper, Loopalon

Fish -----: Spear Squid

Discoveries: 2 (11/64)

South of Maramba is a dreaded corridor, full of huge vortexes and annoying monsters. However, its defining feature is its crosswind, pushing airships east should they lose momentum. This means the Little Jack has to constantly inch along just to get through; any exploration only increases wasted time. For those who want to breeze past as quickly as possible, face the entrance (south) and just follow the right (west) skyrift the entire way.

Of course, there's a few discoveries here for good measure.

- SKY ANEMONE: Near the ocean's southern skyrift, which borders the glacial lands beyond, there's a small rocky island floating close by. [It's easy to spot because few islands are that close to the rift there, and it has an visible air stream battering it.] Search here.
- BEAK ROCK: This discovery is on the northern rock face of an western isle, almost tear-shaped (fat on top, pointed on bottom). It floats higher than others around it and won't be hard to spot. Look on the northern-ish face.

There's a few new foes in this region as well. Gravers appear in swarms and, like Azbeths, can cast Eternum to instantly slay targets. Alpha Storm probably won't be OHKO-ing these either, but Aika's LV3 s-move Lambda Burst definitely will. [Fina casting Pyres should do the trick in lieu of that.] These pests drop Counter Bracers, accessories boosting ATK, HIT and counterattack rate. Eloopers are simply the next in the looper family, dropping Black Maps and oodles of EXP/Gold on defeat.

Furthermore, South Ocean has a Valuan Phantom Cruiser [~10,000 HP, 644 XP, 400G] patrolling its western reach. Despite its low HP, it compensates by casting magic.

It'll be obvious the windy stretch is ending when leaves start appearing in the wind, and smaller islands with verdant forests begin appearing.

[----] IXA'TAKA

Enemies ---: Varkris, Pinalisk, Langry, Tsorok, Roseln, Eloopper

Fish -----: ---

Discoveries: 6 (17/64)

After getting far enough out of South Ocean, there'll be a short scene where

Ixa'taka is officially found. The next step is reaching Horteka, a village on an island a bit north of there (it has a few weird trees and several waterfalls). It's possible to find some discoveries before going, however.

Also, two small things of note: (1) there's a Black Market ship flying around that will act as the area's ship supplier and guildmaster. It has decent upgrades for the Little Jack. (2) a ship flying near Horteka asks for 10 Sky Sardis fish; if Vyse collects them, he earns an Abirik Cham, which instantly evolves Cupil to its next form.

ENEMY OVERVIEW

Roselns have the highest HP (800+) and can damage nearby targets with Death Blossom; Slumber Dust can put all allies to sleep. They rarely drop Zaal Seeds. Langrys can summon allies into battle and have a sleep-inflicting normal attack -- they may drop Wind Gem Rings (Blue DMG down, null Sleep). Varkris enemies appear in swarms and may drop the Hunter's Hand accessory (+4 ATK, +40 HIT). Pinalisks, which may flee at low health, can drop Victory Mail armor (a straight upgrade from the buyable Golden Mail, plus equippable by everyone). Skittish Tsoroks can drop Wevlen Boxes.

Note that some enemies appear more frequently in certain areas. Roselns are rather annoying to face due to their high HP, so staying clear of the misty NW forests is a great idea -- they seldom appear outside of there. Minimizing their appearances also means the Lambda Burst fodder appears more often! My favorite grinding spot: the small island south of Horteka.

DISCOVERIES

This new continent has many discoveries and six are available straightaway.

- IXA'TAKA: Vyse already found this just by arriving.
- GARPA FRUITS: This hangs on the underside of Horteka's forest isle, toward the northern side. Very easy to find if one knows where to search.
- IXA'TAKAN PALACE: From Horteka, go in a northwesterly direction toward the verdant island with several mountains and a large floating tree/isle on it. The palace is in the middle of the lower forest, near the SW side.
- THE GREAT BIRD: NW of Horteka, toward the forested region with a large, high-altitude waterfall. Look near the pond for a bird-looking geoglyph. Once found, the team automatically uncovers the GREAT BIRD'S EYE key item.
- THE GOLDEN MAN: On the same island as the Ixa'takan Palace above, there's a small isle with a large tree hovering between two plateaus. Search atop the larger one to find it.
- IXA'NESS VILLAGE: SW of Horteka, on a low-lying island with a large forest and a few smaller clumps of the same. Look near the eastern coast. [Horteka itself will be barely out of view, if on the right isle.]

[WK11] HORTEKA

Enemy: ---

Items: Moonberry, Cham, Moon Stone Fuel, Sacri Crystal (25), Sacri Box,
Paranta Seed

Ahh, one of the best town themes ever! Drachma will mention speaking with the elder and refilling the ship's moon stone supply -- both are necessary to leave the village. Due to the outsiders' presence, no shops will be open. A few items are sitting around in the open:

- Climb the pole near the shops and use the pulley to reach a MOONBERRY
- At the tavern, a 2F hidden door leads to a SACRI BOX
- Near the elder's house, a ladder leads to the clifftop and a PARANTA SEED

To fulfill one requirement, take the ladder near the shops to an exit near the cliffs. [There's a CHAM hidden near here.] On the rusted old ship, find Hans and he'll give the MOON STONE FUEL. One can also find SACRI CRYSTAL x25 on the ship's deck facing off the cliff.

The other obligation is speaking to the elder -- to reach him, take the pole near the shop platform down, then follow the waterside walkways to the end. After a brief talk, he will give the location of his king's hideout, and all villagers become friendlier. [The shops are opened now. Buy Sacrum Crystals for an easier time later.]

[WK12] KING'S HIDEOUT

Enemy: ---
Items: Cham

The hideout is north of Horteka, within the tiny floating tree between the two mountains. It's best to visit the Black Market supplier first, because on approach...

```
        /) MAGIC: ---
      (\\) WEPNS: Type D Torpedo, Type D Subcannon
The Chameleon )( WEPNS: Revolver Cannon, Flamethrower
  ~30,000 HP //(\\) DROPS: Captain's Stripe (100%), B-Type Cannon (infrequent)
    2904 EXP //
      0 MXP //      De Loco's flagship only has a bit more health than the Lynx,
1900 Gold // and is a much worse fighter. Flamethrower is its best move, but
      // if one does enough damage the previous turn, the ship's knocked
      // off balance and it can't be used. There's tons of harpoon chances
      (/ available, even without stalling the Chameleon's main attack.
```

With bubble boy on the ropes, the Little Jack is free to visit His Highness' leafy hideaway. There's not much info to glean, since Isapa, a knowledgeable high priest, has been captured and taken to Moon Stone Mountain...

- [+] Let's break into Moon Stone Mines!
- [0] We'll try and find Rixis by ourselves!

That sets the next destination. Make sure to snag the Cham in the throne room before continuing! The cylindrical mountain is SW of Horteka, near the reef.

13) MOON STONE MT.

[WK13]

Dungeon: repeatable

side route leading to an (unusable) elevator. For now, take the leftmost of the three trapdoors to pass safely, then collect another hidden CHAM near the middle trapdoor, only on the other side.

TIP: Because the walkways are see-through, use this opportunity to scope out where trapdoors lead. If they lead to a minecart, that's a way to avoid!

The remaining corridor leads down a level, passing by rooms containing CURIA CRYSTAL x3 and 800 GOLD. The next mesh walkway will be situated directly below the last one, only with several security lights. The "firm" path goes through the center, but intentionally dropping down the left chute earns DE LOCO MAIL. [This requires a lot of backtracking through.]

To progress, drop down the right-hand trapdoor; then, of the three remaining, use the middle. [Any other leads to a dump-minded getaway.] Inspect the room past here to find Centime, the Blue Rogue who owns the Horteka ship. He'll use his expertise to power up the elevators, allowing Vyse to continue on a bit.

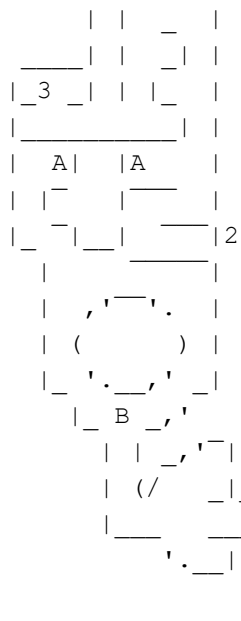
Up the lift, check the room near the crossroads for a ZAAL SEED. Continue trekking down the ramp for more goodies: a 3" BLASTER for the Little Jack and a DE LOCO DRILL at the very bottom. This Drachma attachment can inflict death on occasion, arguably giving it more utility than the Mace Hand.

Upstairs, take the previously skipped path through the shaft, up to a new elevator. [Alternatively, there was a trapdoor a ways back that drops Vyse back into the previous part of the dungeon. This is helpful for collecting items, since the part since Centime's room hasn't been directly accessible. The elevator in the first mesh walkway now leads to a MOONBERRY cache, too.]

This path will be straightforward for awhile, leading through a previous mesh walkway room into a corridor with four anterooms. There's a mandatory fight with 4 Mine Patrols here. All rooms contain items (HEALING SALVE x2, GLYPH OF SPEED x4, GLYPH OF MIGHT x4) except the one containing...Isapa! After freeing him, enter the elevator down the hall and save when able, since beyond is...

```
        /) MAGIC: ---
        (\// SKILL: Thunder of Fury, Assess Damage
Antonio 2 )( DROPS: Moonberry
~5000 HP //\)
6012 EXP // Antonio's parameters are higher this time, allowing his
4 MXP // tech (~600-700 dmg) to be more brutal and frequent. Equipping
2387 Gold // Behemoth's Rings will reduce its might, and Lunar Blessing's
// regeneration can smooth things over in the meantime. Use those
// Glyphs of Might for easy first-turn Increms, then pair them up
// with Cutlass Fury or Tackle. Aside: Fina's Lunar Glyph ability
(/ can occasionally petrify Antonio, helping lower-level parties.
```

Save if needed, then rendezvous with Centime down the hall -- he'll leave back to Horteka at this time, and the team can exit the mountain themselves. Feel free to reclaim any missed items at this time; the minecart joyrides now serve as a shortcut toward the entrance instead of an annoying detour! [Don't forget to get the MOONBERRY chest accessed from the first mesh walkway's now-functioning elevator!]



into their slots-- Golden Man's Eye in the left, Great Bird's Eye in the other. A fancy elevator appears if done right. Don't forget to find the CHAM near the leftmost statue before ascending!

After a short scene, it's time to navigate this pockmarked cityscape. Down the way, reach a large staircase series, leading up to a path...blocked by a crater. Luckily, a lateral elevator (one of several in Rixis) can be used to brook the gap. Elevator paths are marked by letters on the map.

From the castle wall, make sure to get the RISAL CRYSTAL x3 chest (previously seen from afar) via the thin, descending staircase. Speaking of going down, up ahead, once Vyse is on dry soil again, he can claim the STONECUTTER sword in an off-street chest. Rotate the camera a bit to spy it. The only route remaining cuts into the heart of Rixis, a downtown area filled with lateral-moving platforms. Get the SACRULEN CRYSTAL x2 bounty before hopping on the first.

All platforms have a designated flightpath and places to jump off -- the initial ride only has one to speak of. Hop into the first 3-story building and claim the remaining CHAM hidden up the broken stairway. The next chest, on the middle floor, contains a GOLDEN MASK, although the team must first pry it from Zivilyn Bane's [~3200 HP] clutches. The lowest tier holds 1186 GOLD and the next lift.

The next building is similarly styled. Claim the MOONBERRY chest near the hop-off point, then a LIGHT COAT upstairs. There are two top-floor platforms that return to the other building, letting one get Drachma's RUIN ARM and an ICYL SEED, respectively. One of said lifts also has an extra drop-off spot, and that's the new destination.

Here, the team will encounter the "ghost" that's been spying on them, making it flee. It tries to maintain a one-room separation between the party, and will bolt in the opposite direction they approach from. Long story short, the goal is to make it run into a dead end, which is doable by circling around it (at the start) and coming at its flank. [If this part is screwed up, coax the sucker back to the middle.] If done right, it will start up a gem-powered statue and escape further, allowing the team to pursue up to a high-altitude temple.

Save when prompted and ascend the pyramid to find...

```

      /) MAGIC: ---
      (\// SKILL: Feather Slash, Ring of Sleep, Circle of Panic
Rik'talish )( DROPS: Slyph Seed
      ~6900 HP //\)
      7320 EXP //      It can inflict statuses (sleep, confusion) with its two
      4 MXP //      single-target skills, plus Weak with normal strikes. F. Slash
2700 Gold //      only does about 800 in a line and is used infrequently, meaning
      //      the fight's mostly business as usual. Pair Increm with Cutlass
      //      Fury or Tackle and go to town. Equipping an Eye of Truth/Wind
      (/      Gem Ring, and using Lunar Blessing, handily simplifies things.

```

Afterwards, the team learns what became of the Green Crystal. Before heading to the previous lift platform (which skips backtracking and returns the team to the Little Jack), save! Make or use a backup save if needed.

```
        /) MAGIC: ---
        (\// WEPNS: Type D Torpedo, Type D Subcannon, Handgun
The Chameleon )( WEPNS: Test Cannon
~30,000 HP //\) DROPS: ---
4172 EXP //
0 MXP //      Even easier second time 'round. During the turn Test Cannon
2400 Gold //  is used, it uses few other attacks, giving a great chance for
// the Little Jack (if chosen in the dialogue path). Harpooning can
// be done after Test Cannon is fired, and usually every two turns
(/ following that.
```

Immediately afterwards is another airship battle, so hopefully the Little Jack's health is in fightin' condition...

```
        /) MAGIC: ---
        (\// SKILL: Fist of Grendel, Boulder Throw, Stomp
Grendel )( DROPS: Captain's Stripe, Grendel Wing, Complete Kit
~110,000 HP //\)
4644 EXP //      Defending can reduce Fist/BThrow's damage to apx. 1000, but
0 MXP // Grendel can use both the same turn, so one's healthbar should
2700 Gold // be babied a bit. [Stomp is stronger, but only used if one tries
// to attack its legs.] After enough damage is done, the Gigas
// starts moving strangely -- using the harpoon cannon after this'll
// automatically win the battle. Note that Grendel can be slain with
(/ brute force alone, but this doesn't change any outcome or reward.
```

Afterwards, the GREEN MOON CRYSTAL is finally obtained. The Iron Net that spanned the northern canyon, preventing access to North Ocean, is down now, so that's the next destination! Beyond that, Valua. Sounds gggggreat!

NORTH OCEAN

Enemies ---: Varkris, Langry, Pinalisk, Roseln
Fish -----: Sky Sardis, Flying Fish, Red Sardis
Discoveries: 4 (22/64)

Ahh, a new area to explore. This area is styled similarly to Mid Ocean's north sector: basically, all open-air flying with a few islands here and there. There's a generic Black Spell Pirates ship in the SE area -- unlike the Nasr area gang, these use higher-level spells and are rather formidable. But, they don't drop anything worthwhile, so avoiding them's perfectly fine.

Enemy-wise, the Ixa'takan foes have broken into the area, so it's a retread. Roselns in particular flood this area, making battles here a bland, drawn-out nightmare. Enjoy! =)

There's also five discoveries to find in the area.

- ROC'S NEST: After first entering North Sea, there will be an island west of the Iron Net's canyon with this nest on it.
- WILL O' WISPS: North of Roc's Nest is another small island -- search there.

- MYSTERIOUS RINGS: This is very difficult to find without clues, but rather easy with them. First off, uncover the Will O' Wisps (above) and position the ship near them. Turn due south at the wisps' altitude, and after a few moments, one should find the rings' island.
- THE GIANT THRONE: In the ocean's darker northern half, near the eastern skyrift (separates North and Mid Ocean areas), there's a dull gray-colored island containing this discovery.

When one goes far enough north, there's a mandatory battle with...

```

        /) MAGIC: Sacrum
      (\\ SKILL: Digest, Loqua Spray
Gordo )( DROPS: Cham (100%)
~2000 HP //\
1944 EXP //      Gordo's only attack skill Loqua Spray (~600/Red/all) is
  2 MXP //      used the turn after Digest. He appears with three Mad Chefs,
1049 Gold //      who can use Pyres (~150/Red/all) and poison with throwing
      //      knives. Chefs may drop bundles of fish, like Spiked Sunfish or
      (/      Sky Sardis, when slain. By himself, Gordo is a complete pushover.

```

Nothing left to do in North Ocean for now,

VALUAN AIRSPACE

```

Enemies ---: Jynnus, Scorpon, Razorbeak, Thryllak, Yulooper
Fish -----: ---
Discoveries: 2 (24/64)

```

If one flies far enough north, there'll be a small scene where Drachma is spacing out, catching the crew off-guard. This marks the beginning of Valuan territory -- not just flying around Grand Fortress, but actually visiting the storm-covered lands beyond!

This land has several new enemies, unlike the previous expanse...but as the cousins of Nasr's foes, they tend to drop similar, if not the exact same, items. Most foes aren't OHKO'able with Lambda Burst, but Vyse's Rain of Swords should do the trick (except against Scorpons, who can even eat one of Drachma's crits!) -- it'll start usurping LB's place as the go-to cleaner as the game progresses. Until then, equip the Blue Moon Stone to do extra damage.

```

Jynnus ---- Silvite Ring
Yulooper -- Black Map/Dexus Seed
Razorbeak - Everlasting Gem
Scorpon --- Revered Voice
Thryllak -- Thryllak's Scale

```

From North Ocean, one can pass through a dark canyon into the overcast Yellow Moon lands. In the east, near a large earthen fissure, one can enter waters north of Nasr...but they're inaccessible now thanks to Drachma's barking. So, curb your anger by finding discoveries first!

- LIGHTHOUSE RUINS: Near the Valuan Airspace/North Ocean border is a dull, gray-colored island near the west skyrift. Here be ruins, matey.

- ANCIENT PALACE: After passing through the canyon and reaching the middle of Valuan territory, look for the area with several craters. [There may be a friendly ship flying over them.] South of here, near the mountains at low altitude, is the palace.

When ready to continue, look for a small rock formation along that fissure and land.

[WK15] MAW OF TARTAS

Enemies ---: ---
Items -----: Chom (3)

Pass through the stone arches to get a good look at the caverns' entrance... which is unfortunately sealed. After, there's a mandatory fight with four Enforcers (~700 HP) who ambush the trespassing crew.

[+] We understand. We'll go with you...
[-] It's too dangerous...

As for that incessant beeping, there's three Choms hidden in this area. These are not to be mistaken as "Chams" though -- in fact, feeding one to Cupil makes it regurgitate all consumed Chams. This of course has its upsides (to see how many it's swallowed, for instance) but does nothing else besides.

VALUAN AIRSPACE

Enemies ---: Jynnus, Scorpon, Razorbeak, Thryllak, Yulooper
Fish -----: ---
Discoveries: 2 (25/64)

After making camp, find Drachma on the outer deck to complete the scene. The goal's now to search out Rhaknam, reported to be in the vicinity. Heavy fog is its telltale sign. [Note there is no leaving Valua at this time. Keep it in mind when saving.] Rhaknam is usually somewhere in the eastern expanse, often near the fissure itself. Try searching the thin east-west mountain pass that runs near the Maw of Tartas.

When the right area's found, there's an automatic scene culminating in...

 /) MAGIC: ---
 (\\// WEPNS: Torpedo, Large Cannon, Heavy Subcannon
Valuan Gunboat)(DROPS: Shredder Bomb (sometimes), Repair Kit (sometimes)
 ~15,000 HP //\\)
 1224 EXP // This is more of a mini-boss battle that can be solved with
 0 MXP // a single Harpoon Cannon. Choose to close one's distance on
 600 Gold (/ Turn 3 to get the option. Not much strategy needed besides...

Following, visit the Little Jack's engine room and exit out the double doors.

Enemy: ---

Items: Gonzales' Map, Moonberry, 1827 Gold

A new saga begins in the Pirate Isle teens' lives. First, Vyse's story; he wakes up on a deserted island with no comrades in sight. Explore the island a bit and find the skeleton carrying GONZALES' MAP. The small cave system contains MOONBERRY and 1827 GOLD chests. Vyse can end his scenario's mini introduction by visiting the promontory near the pond, then resting in the caves.

[WK17] NASRAD

Enemy: ---

Items: Sylph Seed, Abarik Cham

After a nice rescue, Clara will drop Aika and Fina off in Nasrad, giving them 5000 Gold in the form of CLARA'S PURSE (key item). Note that, unlike Vyse, the girls won't have access to the main inventory or cash, and only have the clothes on their back. There's a savepoint in the port.

The bustling downtown area has many places of note. On the city's left side, the guildmaster, ship supplier and bazaar are found, plus a tavern. On the right, an inn, armory and item shop. Note that the girls can't access any store menus at the moment, since part of the plot is them being broke. They can however claim the SYLPH SEED at the bazaar area's end and an ABARIK CHAM from the geezer at the weapon shop (not the shopkeep).

To continue, visit the financier's northern shop via a 2F walkway. Osman won't give a cent to help, so all that's left is visiting the hotel. Unlike that greedy hag, the innkeep will start a tab. Staying will flip the POV back to Vyse.

[-----] CRESCENT ISLE

Enemy: Grapor

Items: Moonberry, 1827 Gold

Time for breakfast! Battles will be enabled for this particular day only as Vyse needs to stockpile food. His opponent is the Grapor, a rare fish that drops "Grapor Meat" (key item) when slain. They appear in groups of 1-4 and have no skills, so Counterstrike/Skull Shield is effective vs. large groups. Once 15 are harvested, Vyse automatically makes camp and rests.

Day 4's goal is collect wood for the signal fire. Small wooden sticks found on the forest floor can now be collected. Claiming them all ends the event. Their locations (for direction purposes, assume up on map is north):

- A little ways into forest, north of savepoint
- Small path south of circular cave
- Path in middle of forest
- Near fallen log, a bit north of savepoint
- Near fallen log by pond (forest side)

Day 5's task is to find moon stone shards for the lifeboat's fuel. The rain has uncovered several, each appearing as a red, crystalline rock. Locations:

- Tree near entrance to Gonzales' cave
- Tip of island near signal fire
- Behind gray rock near lifeboat
- Near small tree with red berries (close to pond)
- Near fallen log north of savepoint

A week later, Vyse will be picked up by the Claudia. Its captain, the fun-loving, womanizing Gilder, will even join the party. The choice regarding his personal philosophy isn't Swashbuckler-related, though -- either option is fine.

[----] FRONTIER LANDS

Enemies ---: Lurker, Barocca, Scorpon, Kanezl, Thryllak
Fish -----: Flying Fish, Spiked Sunfish
Discoveries: 2 (26/64)

The Frontier is the stretch of ocean far north of Nasr's kingdom. This area connects to the expansive ocean north of the Valuan continent, plus airspace in and around Nasrad itself, so there's plenty of discoveries to find. [But Gilder won't allow his ship to visit the northern ocean for now.]

A few new foes show up here. Lurkers retain their counterparts' HP-absorbing abilities and can use Thunder Storm, but have pitiful health themselves. They may drop Electrum Boxes. Buroccas are upgraded Maroccas, and have even better defenses; they can drop Burocca's Shells (expectedly). Finally, Kanezls are large plant monsters that can use Sacrum and Lightning Strike, plus call more Kanezls into battle. They may drop Gold Pollen, but are more known for their gold: they drop 1000G per kill!

There's a few discoveries to find as well.

- SKULL ROCK: From the isle where Vyse was stranded (Crescent Isle), veer northwest a bit to reach the Valuan continent. Search the seaside cliffs.
- RUINS OF ROLANA: Southeast of Nasrad's island, there's a thin north-south airspace between a dark rift (black skyrift) and an untraversable mountain range. Follow the green mountainside south until there's a large patch of brown earth -- the ruins are there.

Plot-wise, one must visit Nasrad in the south. On approach, the pirates will automatically alight to the city (being unable to leave until after an event completes).

[----] NASRAD

Enemy: ---
Items: Sylph Seed, Wages, Sacres Crystal (4), Cham, Pedro's Map

The city's the same as when Aika and Fina first arrived, but the main difference is Vyse has the party's cash -- all the shops' services, sans the

airship supplier, are available to him. The bazaar's weapon shop is open only for a short window in this game, offering rare accessories that can't be purchased elsewhere. [The SYLPH SEED found earlier is still available, too.] Of particular note is the Assassin Ring, granting a boosted Hit% and first strike chance. The armory offers upgraded outfits as well.

Gilder sauntered off for some booze, leaving Vyse to visit the inn himself. Renting a room (240g) changes the POV back to the girls. There's no way for them to reunite at this time, however, so visit the tavern barkeep. He'll pay them their WAGES, plus a bonus: a CHAM and SACRES CRYSTAL x4. Note that they still don't have spare cash to visit any shops.

Return to the inn for a small scene, earning PEDRO'S MAP. Vyse will command the next POV, where he remembers to warn the nasultan of Valua's impending attack. Visit the castle gates...

[+] We have important information.

[O] You'd better let us through, or else!

[----] FRONTIER LANDS

Enemies ---: Lurker, Barocca, Scorpon, Kanezl, Thryllak
Fish -----: Flying Fish, Spiked Sunfish
Discoveries: 2 (26/64)

Once Vyse's segment is over, the girls will be at the port near their new ship, the Scooty Puff Jr.! ...well, not quite, but it's certainly a little fella, lacking Little Jack's skyrift-piercing power. The ship is also trapped in this region: it's impossible to revisit nearby Mid Ocean, traverse Valuan territory or even inspect the northern ocean. Might as well stay on task, eh?

Pedro's half of the map specifically mentioned "the dead keep a watchful eye over my treasure," alluding to a landmark used to pinpoint the island's location. This is naturally Skull Rock, mentioned a few segments back. Once it's uncovered (NW of Vyse's deserted isle, on Valuan coastline), follow its gaze east to reach Daccat's Island, the largest in this area.

NOTE: If Skull Rock was previously found as Vyse, visiting the destination straightaway is possible.

The girls will have to fend for themselves in the next dungeon, so consider purchasing extra healing items (they don't have access to previous inventory remember) and any upgrades. Kanezls drop 1000G on defeat, and can be a main source of cashflow.

[WK18] DACCAT'S ISLAND

Dungn: Repeatable
Enemy: Baroo, Burocca, Centrank, Feralisk, Walrenk
Items: Cham, Soul Crystal, 2001 Gold, Maiden Armor (2), Magic Droplet (4), Daccat's Armor, Magic Dew, Vidal Seed, Cham, Moonberry (2), Risan Crystal x2, Electrum Box, Daccat's Coin

Snag the hidden CHAM on the left-hand side of the entrance, then stand on

the plate near the scorpion motif to switch POVs to Vyse, whose destination is this same island. Same region restriction rules apply. After docking on the side opposite the femmes, stand on the lizard-motif plate to unlock the entrance.

Feralisks can call allies, plus know Noxi and Incremus (basically Increm on all foes), but aren't tough besides. Centralks can inflict sleep with their physical attacks, while Walrenks know Panika. Baroos are just unmemorable, but have decent evasion. As for item drops, Centralks have the rarer stuff and may flee, so kill 'em quickly.

Baroo ---- Pyrum Box
Burocca -- Burocca's Shell
Centralk - Daccat Custom/Sword of Daccat
Feralisk - Light Coat
Walrenk -- Panika Box

This dungeon will be a two-parter in the truest sense: the girls will do half the work on their own and the men will do the other. The player can switch between the groups by using the boomerang/sword icon, often placed near doors. The walkthrough will refer to the segments as Aika's Group (AG) and Vyse's Group (VG).

One last thing before proceeding. It's possible for either squad to leave the dungeon at any time, which is great for preparation, of course, but also if the Dreamcast is freezing up. This way, one can save on the world map and then breeze back to the current room without having to continuously restart.

AG: Evidently the designers knew Aika's team could be in for a rough ride as they placed a SKYWING boomerang right near the start.

VG: Similarly, there's a SOUL CRYSTAL in the first branch's chest, but this is guarded by Zivilyn Bane [~2000 HP, 1036 EXP, 2 MXP, 3444G]. He'll drop another stat-boosting seed as well, usually a Zaal. The other offshoot path has a switch, opening a door blocking Aika's route.

AG: At the next crossroads, one path leads to a SACRULEN CRYSTAL x2 chest; the other's switch opens up Vyse's route.

VG: The next door has a 2001 GOLD chest nearby. Step on the large pressure plate -- if Aika was standing on her copy, the POV will switch back to her. If not, the player will need to correct that with an extra switch.

AG: Aika will enter a room with a weird dead end, containing MAIDEN ARMOR x2. This should be a straight upgrade unless one's wearing a Light Coat (and even then, this new gear provides better Magic Defense and identical DEF).

VG: Vyse can now enter a similar room, only his has a crank that controls the stair system. The first twist allows him to get MAGIC DROPLET x4; the third leads to DACCAT'S ARMOR and the next pressure plate/exit. However, before Vyse can exit this room, he must place the stairway in its upright position and switch.

AG: Aika can now reach the upper pressure plate near a MAGIC DEW chest.

VG: Visit the stairway's lower exit to open the linked pressure plate door.

AG: This smaller chamber with several wooden walkways has a VIDAL SEED and MOONBERRY chest, plus a hidden CHAM (center of circular platform). Step on the far pressure plate to switch control.

VG: Vyse can access a large cavern now, containing RISAN CRYSTAL x2, another MOONBERRY, and an ELECTRUM BOX. Not every item is in plain sight, though, so explore the side paths a bit.

AG: Aika now enters a gigantic room with several cog-like mechanisms on the far wall. However, for now, she must switch back over to Vyse when able.

VG: The men now enter a similar clock-like room. Hit the crank once and then switch back.

AG: Aika now has access to a green crank below her previous platform -- it controls the stairway system. Hit it twice and switch at the nearest icon.

VG: Vyse can now access a different icon a few staircases away. [If Aika had only hit her crank once and switched, he'd be stranded.]

AG: Return to the crank and twist it until Aika has access to the far wall's pressure plate.

VG: Move Vyse to his own pressure plate for a cool room-shifting scene -- it gives access to a different, previously inaccessible doorway.

AG: The new corridor has a savepoint and a final pressure plate.

VG: Vyse's corridor also has a savepoint.

The parties will reunite at this time...just in time for a boss battle! [Make sure to reequip the party during battle, now that inventories are shared again. Accessories that mitigate Red/Purple damage are a great help here.]

```
        /) MAGIC: ---
        (\\// SKILL: Engage, Death Waltz, Tundra Blast, Explosion
Destra/Sinistra )( DROPS: Icyl Seed, Magus Seed
        ~4600 HP //\)
        9492 EXP //      Death Waltz is a tandem attack and cannot be used if one
        4 MXP // boss is slain. Tundra is unique to Destra and Explosion to
        3180 Gold // Sinistra; other moves are shared. Each boss' crystal denotes
        // the color the OTHER boss is susceptible to, although the normal
        // strategy of Increm + Cutlass Fury (or Gunslinger) works fine.
        // A designated item healer also helps, even with Lunar Blessing,
        (/ because Death Waltz can be used on Tundra/Explosion's turn too!
```

Having trouble with the two bosses? Remember to reequip the party in-battle and change their weapons' Moon Stone affinities to suit the situation. The inventories will be shared again by this time, so any dropped weapons can be put to better use.

Following the fight, open the chest for DACCAT'S COIN. The hidden passage beyond there opens for quick world map access, too. [Subsequent visits will also split the party into their established halves, as the only way to fully retrace is by tandem effort.]

Back on the Claudia, there's nowhere to go but Nasrad -- Gilder won't allow his prized ship into uncharted northern waters or into Valuan territory. What a lightweight! If anyone needs rest, Crescent Isle (where Vyse was stranded) provides this for free.

[----] NASRAD

Enemy: ---

Items: ---

Ahh, Nasrad at dusk...beautiful. Enter the main street for some scenes, then automatically return to the docks. A Swashbuckler choice occurs here...

[+] Surrender.

[0] Fight...even though you know it's futile.

The ensuing boss battle against Ramirez is unwinnable, so there's little need to attack him (outside of gauging his techniques). Afterwards, the Green and Red Crystals are confiscated and the team's moved to...

19) GRAND FORTRESS

[WK19]

Dungeon: one-time-only

Enemies: Officer, Shock Troop, Mage Warden

Items -: Cannon Room Key, Harbor Key, Moonberry, Unholy Dagger, Red Crystal, Green Crystal

After some scenes, Gilder and Vyse will break out of their cell. There'll be a mandatory fight (Officer x2) in the elevator lobby, along with a savepoint. Random battles will be turned by now, so here's a list of notable drops (that span the entire dungeon).

Officer ----- Aura of Valor

Destroyer --- Moonberry

Kantor ----- Moonberry

Shock Troop - Sacrum Crystal

Mage Warden - Sylenis Box

Shock Troops can inflict poison and assume a Counter Stance, making them a bit more durable than other foes. Mage Wardens inflict statuses and heal, but are easily disposed of. Same goes for Destroyers, although the Emergency ability summons a powerful Kantor (Antonio reskin) at the expense of itself.

Anyway the task at hand: rescue Aika, and of the 2 elevator options available, "Prisoner Block 200" fits the bill. Visit her cell to find...

/) MAGIC: ---

(\\// SKILL: Vigoro's Charm

Vigoro)(DROPS: Cannon Room Key

~5400 HP //\\)

6303 EXP // The lech only uses his skill on Aika, confusing her; equip

4 MXP // an Eye of Truth to nullify its abilities. [This won't stop him

4087 Gold // from wasting turns trying, though.] Otherwise, the fight's a

(/ normal slogfest, with Increm as the catalyst for destruction.

The new key item opens the door in Battery 28, accessible from the elevator. Run onto the cannon's gigantic barrel for a scene, then out the far end to Grand Fortress' exterior. [This is a one-way drop.] Shock Troops who appear in this area will try to poison the party, so equip available Ivy Bands.

At the catwalk's opposite end, ignore the far door and use the elevator. Past

the upper savepoint, the corridor leads to the strategy chamber where Fina is held. There'll be another minor fight (Officer x2) to break her out -- they drop the HARBOR KEY -- but it's better than tangoing with ol' Silverhair again.

The plan's now to steal a Valuan ship. Descend the outer lift again and unlock the harbor door, accessing a multi-tier walkway with roving spotlights. There's a fight if the team gets seen in this manner, so watch carefully and tread carefully-er. The middle tier has a MOONBERRY; the top tier an UNHOLY DAGGER (guarded by Zivilyn Bane) and the exit. Save if needed, equip allies properly, and proceed to the loading bay for...

```
        /) MAGIC: ---
        (\// SKILL: Wheel Blast (hits ally/s in small radius)
Dralkor Tank )(  DROPS: Riselem Crystal (5)
        ~7600 HP //\)
        8056 EXP //      Another one-trick boss. Wheel Blast does rather insane
        4 MXP //  physical damage for this point, so have healing ready. Fina &
4678 Gold //  Aika may be OHKO'd by it, so having them guard after Increming
        //  the men might be a good idea. Dralkor's VERY susceptible to Sleep
        (/  and (rarely) Weak; the former slows its attacks to a standstill!
```

After, an unexpected person will tell the pirates to get on the cargo lift.

[+] Let's take our chances and hop on.

[O] This could be a trap...

The team will be lead into the Delphinus, and Enrique will pose a question.

[+] Of course you can come with us.

[-] Sorry, but you can't expect us to trust you.

Vyse will receive the RED CRYSTAL and GREEN CRYSTAL smuggled out, too. But, for a clean getaway, one must face...

```
        /) MAGIC: ---
        (\// WEPNS: Small Cannon
Fortress Gate )(  DROPS: Gear Grease
        ~200,000 HP //\)
        5632 EXP //      Unlike the Little Jack's super weapon, the Delphinus' Moon
        0 MXP //  Stone Cannon has a 20 SP activation cost. This finishes the
3000 Gold //  fight automatically, rather than chipping away the boss' high
        (/  healthbar. There's no reason to draw the fighting out anyway...
```

The pirates will launch their successful breakout once the gate's busted.

[---] THE DELPHINUS

Crew : 1 (1/22)

Items: Moonberry, Cham

Afterwards, a quick Swashbuckler choice...

[+] I'll do it!

[O] I don't know if I'm up to it...

Time to search the ship! Nothing much to speak of, outside of a hidden CHAM

on the main deck. Also, Gilder will mention hearing a strange noise on the bridge -- Vyse cannot leave to the world map until it's found. The source is in a storage hatch near the left windows: Marco! He joins as a Sailor, the first crewmember the Delphinus receives. [The hatch opposite Marco's contains a MOONBERRY.]

Speak to Gilder again and he'll leave the party, trying to avoid Clara's lovestruck clutches. He imparts a little wisdom before vacating the premises, namely to collect a crew and create a base. For the latter, he suggests using Crescent Isle, the place Vyse was stranded on earlier. This is the new destination.

Also, filling the power vacuum Gilder leaves behind is...Enrique! Although he doesn't seem it, the princely nobleman is quite capable in a fight. He'll be the fourth member for quite some time, so feel free to invest Moonberries into him.

As for the Delphinus itself, Enrique explains its factory specs don't allow for any skyrift/stone reef traversal...it'll need a bit o' work to plow them clouds. Luckily, with Nasrad in hard times, the defense ships no longer guard the South Dannel Strait, giving easy access to the Frontier Lands area.

[----] CREW COLLECTION (OPTIONAL)

Crewmembers: 6 (7/22)
Discoveries: 3 (29/64)
Items -----: Cham

However, before setting sail to Crescent Isle, Vyse can get to work finding some early allies and even a few discoveries. Adding new crewmembers will strengthen the Delphinus' stats, give special battle-usable abilities or even passive skills (like finding rare items). There's no reason to delay, and in fact, finding them is one of the most enjoyable quests in the game!

- Polly - Sailors' Island (bar)
- Lawrence - Sailors' Island, by guild (requires 10,000G fee)
- Pinta - Sailors' Island, armory
- Pow - Pirate Isle, near town square
- Khazim - Nasrad, dock defense tower
- Osman - Nasrad, where her shop used to be

For more information on what new crewmembers do, see the appropriate section. As for discoveries, 2 exist in the ocean north of the Valuan continent (also considered part of the "Frontier Lands").

- BALLOON FLOWER: Due north of Skull Rock at maximum altitude. It appears out of nowhere and is rather difficult to locate without landmarks. [It's near the regional skyrift; Skull Rock won't be visible from its location.]
- STONE CITY: From the Crescent Isle area, whip counterclockwise around the Skull Rock cape, heading west. Eventually, one will find a large mountain pass stuffed up with boulders. On icy ground a little west of there is the city.
- PHILOSOPHY STONE: Almost due north of that boulder-blocked pass is a small island where the discovery lies. It should be just visible after finding the Stone City.

The return trip to Nasrad can also earn a few new items. There's a CHAM near the central fountain, plus a MOONBERRY in-between the item and weapon shop buildings.

20) CRESCENT ISLE [II]

[WK20]

Crew : 0 (7/22)

Items: ---

On arrival, the team will be introduced to Izmael and Brabham, two excellent craftsmen sent over by Gilder. They can fortify the ship's hull (25000G) and build the base (75000G), respectively. Paying them for their services is actually MANDATORY to continue with the game, so Vyse will have to scare up some funds. The two general ways to do this are:

- Find discoveries: Probably one of the more obvious ways, many discoveries give plenty of dough. Some aren't available now, sure, but they may have already contributed to the party's sizeable funds. The Philosophy Stone, Stone City, Balloon Flower and Ruins of Rolana all give decent amounts for this time.
- Sell spare items: Little Jack items can't be used by the Delphinus and have no further purpose, so they safely be sold. [Ship accessories will carry over, though, note.] Items won from Zivilyn Bane can also be sold for a few thousand each. Finally, Dacat's Coin can be sold to any guildmaster for 20,000G -- not too shabby!
- Fight Kanezls: The final option should be killing Kanezls in the Frontier Lands region. They can cure all allies (Sacrum), flee and even evade quite well...but if slain, they drop 1000G each. They can appear several at a time as well.

Once BOTH men are paid, there's a scene deciding the Delphinus' flag: Vyse' skull-and-sword design, Aika's thieving cat motif, or Fina's cutesy dolphin. There's a Swashbuckler choice at the subsequent campfire scene, too...

[+] Instill her with confidence.

[+] Try to cheer her up

The next morning, Fina suggests visiting Yafutoma, the land of the Blue Moon in the east. Enrique mentions Esparanza, an old Valuan town, is on the south tip of Nasr's continent -- they may know how to enter the eastern lands.

Although the ship is now outfitted for cruising in reefs and skyrifts, note that the base itself won't be finished until after the next Moon Crystal event in Yafutoma. It'll be awhile!

[----] CREW COLLECTION (OPTIONAL)

Crewmembers: 3 (10/22)

Discoveries: 7 (36/64)

Items -----: Cham

Of course, with the Delphinus' specs updated, this means the ship can visit all previous areas explored by the Little Jack! This means extra discoveries are available, most available in the Lands of Ice (continent through skyrift south of Ixa'taka/South Ocean area).

- GIANT SQUID NEST: North of Crescent Isle is a traversable skyrift, veiling a shadowed area along a dark rift. The squid nest floats over the largest island in this area, generally pretty easy to locate.
- SHIP GRAVEYARD: Located in the North Dannel Strait by Nasr, a gigantic circular skyrift preventing access through a small mountain pass. This is found at rather low altitude, near the skyrift's middle.
- THE LANDS OF ICE: Automatically obtained by nearing the frozen continent.
- AURORA: This hangs over the icy continent itself, and approaching it will uncover it automatically (despite it being at a higher altitude).
- ICEBIRD: From the central part of the continent (where there's a structure encased in the ice), fly over the western mountains for a smooth glacial plain. The bird can be found in this area.
- THE FROZEN GIANT: On the north side of the continent, look for an iceberg floating along the coast -- there's a gap wide enough to fly between the two masses. Look on the iceberg's N/NE side to find the encased mammoth. Despite logic dictating this would be initially visible, it isn't.
- BLIMP WRECK: South of Esparanza, in the Dark Rift area, look for the Dark Rift entrance (vortex) alongside a rift itself. One of the small islands directly across from this has the wreck on it.

As for companions...

- Tikatika - Horteka (on cliff by elder's hut; find Ixa'ness Village first)
- Merida - Horteka (must find "Note in a Bottle" at Sailors' Island first)
- Domingo - Gordo's Bistro (new restaurant in North Ocean)

A few notes about the recruitables. Hans, although he expressed interest in joining earlier, can't at the moment. Similarly, Kalifa will only join if Vyse has a (yet-unobtainable) Suiran Blade equipped. Domingo can now be found at Gordo's Bistro, a silly-looking restaurant ship floating in North Ocean. The famous explorer will join as a Lookout if Vyse has found 30+ discoveries, a feat that is now possible. There's also a hidden CHAM here.

[----] CAPE VICTORY AREA

Enemies ---: Iridzu, Imezl, Drogerp, Tsurak
Fish -----: Nerath Eel
Crewmembers: 0 (10/22)
Discoveries: 1 (36/64)

The only current ways to enter this region are (1) skyrift south of Maramba (2) skyrift east of Lands of Ice, itself south of Ixa'taka. Esparanza is on the Nasr continent's southern tip and generally easy to find. South of this area is the Dark Rift, a dark area unsurprisingly near a dark rift. Not much reason to go there except claiming the "Blimp Wreck" discovery, mentioned in the previous section. [Technically, part of this area is the Frontier Lands

as well, but for naming's sake, we'll stick with Cape Victory.]

New enemies appear, expectedly. Tsuraks tend to use "Call Allies" a lot and may drop Wind Gem Rings (a good combination). Drogerps are huge fish with over 1300 HP and Panika magic; they rarely drop Magus Seeds. Iridzus are like similar small bird types, casting Blue magic (Slipara, Quika) and carrying Slipara Boxes. Finally, Imezls are like thier Kanezl cousins, only they don't drop as much money. Instead, they can drop several types of curative crystals (Curia, Risan, Riselem).

NOTE: there's no leaving Esparanza until after clearing its events, so enter only if adequately prepared!

[WK21] ESPARANZA

Crew : 0 (10/22)

Items: Cham, 2248 Gold, Valuan Uniform (3), Moonberry

What a beautiful city...rust gleaming, frowning faces sparkling... The goal's to find info on Yafutoma and the dark rift nearby, but that can wait while the item looting begins!

First off, in the main city, climb into the pit near the entrance for a CHAM. This corridor leads to a scenic overlook with 2248 GOLD also. The building near the inn has a retractable ladder (inspect console) giving rooftop access; one can get three long-outclassed VALUAN UNIFORMs here. The long walkway to a gun emplacement is worthless, although it does give a view of a treasure chest near the sandy outskirts. That's actually a MOONBERRY, gotten by circling around near the merchant's spot.

To continue, visit the bar and approach the world-weary sailor (Don) in the corner booth. Fina will eventually rush in, telling of the Armada nearby. Get the Delphinus prepared (the merchant has carries ship supplies also) before speaking to Enrique at the dock. After an automatic rest, return here and disembark for a string of airship fights.

```
        /) MAGIC: ---
        (\// WEPNS: Main Cannon, Fragmentation
GregorioCruiser )( DROPS: Speed Wax
        ~25,000 HP /\)
        3392 EXP //      Pretty pathetic fight, although this is just the first of
        0 MXP //      Greg's entourage. If the Delphinus' defenses were upgraded,
        1700 Gold //    both cruiser attacks do about ~1000. Anyway, a single shot
        (/      from the MoonStone Cannon should OHKO this junk heap.
```

Next in the batting order is...

```
        /) MAGIC: Sacres
        (\// WEPNS: Main Cannon, Blast Charge, Fragmenter Gun
GregorioGunboat )( DROPS: Shredder Bomb (100%), Crystal Ball
        ~30,000 HP /\)
        3392 EXP //      A slight upgrade to the previous cruiser, but not where
        0 MXP //      it counts: health. A single MoonStone Cannon (available early
        1700 Gold //    on by closing in when prompted) should do about 20,000 damage
        //      without Increm. This gunboat's concentrated fire can pack a
        (/      wallop (4-5000 in some cases), but that's what Sacrulen's for.
```

Finally, it's a round with Gregorio himself.

```
        /) MAGIC: ---
        (\// WEPNS: AP Cannon, Blast Charge, Fragment Gun, Hull Ram
Auriga )( DROPS: Captain's Stripe, Heavy Armor Deck, 12" Cannon
~50,000 HP //\)
10292 EXP //      The Auriga has the highest HP and defense of any flagship
  0 MXP //  seen thus far. Most of its attacks will do 1-2000 in neutral
5200 Gold //  circumstances, although Blast Charge is used as a torpedo in
  //  this fight, not normal artillery. Hull Ram (special red-tile
  //  turn attack) can do upwards of 8000 damage, but is automatically
  //  avoided if the Delphinus' SPD has been boosted by Quika/Speed Wax.
  //  A successful evasion is the only way to open up a MoonStone Cannon
  //  opportunity, so even though the fight's not too difficult (thanks to
(/  the Delphinus' high HP), there's always the time-saving factor.
```

Don, who's watching the fight, will comment that he'd enjoy being on Vyse's crew if they make it through the Rift. Although the young pirate can't hear him, this clues the player into his recruitability. [Additionally, the team can now stay for free in town, thanks to the show they just put on. This has an additional bonus: the innkeep gives a clue that lenautos, plants in the upcoming dungeon, mark the correct path through.]

[----] CAPE VICTORY AREA

Enemies ---: Iridzu, Imezl, Drogerp, Tsurak
Fish -----: Nerath Eel
Crewmembers: 0 (10/22)
Discoveries: 1 (36/64)

All that's left to do now is visit the Dark Rift, south/SE of Esparanza -- the entrance is the weird-looking vortex that Don spoke of. Note that there will not be a chance to visit any guild for awhile coming up (Yafutoma is an isolated country; guilds are part of "western" civilization), so square those away while possible.

22) THE DARK RIFT

[WK22]

Dungeon: repeatable
Enemies: Florast, Flyst, Flat Fiend, Delzool, Tsurak, Imezl, Kanezl
NewCrew: 1 (11/22)
Discvry: 1 (37/64)
Items -: Magus Seed, Moss Armor, Dream Cutlass, Moonberry (2), 2731 Gold,
Sacrum Crystal (3), Aura of Valor, Chalice of Blood

A few new foes appear here. Delzools are typical goo monsters, casting death magic (Eternes) and generally being wimpy. Florasts are plants that appear en masse, casting status magic like Noxus/Driln. Flysts are lookalike Florasts, and have the same arsenal, despite dropping a different accessory. Finally, Flat Fiends fill the white mage role, casting Sacres and Quika. Here's what new items are dropped here:

Delzool ---- Eternum Box
Florast ---- Constitution Ring (nullifies all adverse effects!)

(\\// SKILL: Bite, Poison Spray, Assessing Damage
Anguila)(DROPS: Concussion Bomb, Heavy Torpedo, Timing Valve
~56,000 HP //\\)
10830 EXP // The first living boss for an airship fight is pathetic,
0 MXP // a sad fact that any others share as well. But, the dark region
5400 Gold // wreaks havoc on the ship's accuracy, not to mention the boss
// can hide itself in its wind tunnel (avoiding damage that turn).
// When it does attack, it does about 3-4000 unguarded. Choosing to
// hold one's ground unlocks a MoonStone Cannon chance, if already
// slated to appear. The boss may emerge when damaged greatly, giving
(/ a better shot to damage it (it uses Bite this turn, not P. Spray).

From this point, the team can simply head down the last passage to daylight!
Note that once the team exits, returning back through to civilization can't
be done! Finish up any open business before continuing.

YAFUTOMA AREA

[-----]

Enemies ---: Ghrost, Jellikra, Golooper
Fish -----: Grule, Rainbow Grule, Romuhai Fish
Crewmembers: 0 (11/22)
Discoveries: 9 (46/64)
Items -----: Khale

For all intents and purposes, I'll refer to this uncharted eastern bloc as
the "Yafutoman Area". The city itself sits in the middle of the east ocean,
with a dark rift as its north/west/south borders, plus a currently impassable
stone reef as its east.

Enemy-wise, not much has changed. Ghrosts are weaklings easily killed by
most attacks (including Lambda Burst), and may absorb health and use Noxus.
Jellikras are the most common types, having enough HP to survive Aika's techs
and casting Drilnos/Wevlum. They're the singlemost reason why exploring in
this area sucks. Goloopers are just another looper type, casting Slipara and
often fleeing...like usual. As for drops, nothing new but hey, it's free.

Ghrost --- Icycl Seed
Jellikra - Ivy Band
Golooper - Black Map/Dexus Seed (same as normal looper types)

There's eight available discoveries to find in this area.

- UGUISSU'S NEST: Located on a flat island along the skyrift NE of Rift exit.
This is lighter-colored than its neighbors, making it a cinch to locate.
- GUARDIAN WALLS: One of the easiest discoveries in the game. The Yafutoman
area of the ocean has several ruined walls; the compass will go berserk
when near any fragment. [Some are near the skyrift NE of the Dark Rift
dungeon's east exit, for reference.]
- YAFUTOMA: Automatically found by approaching city's outer walls.
- WANDERBIRDS: NW of Yafutoma is a gigantic mountain (Mt. Kazai) and these
birds fly near the northern slope. True to their itinerant nature, they're
not in the same place twice, so look carefully. Sometimes it helps to fly
out into the ocean, get in a battle, then fly back to see if they spawn.

- DHEERSE: Inspect the relatively flat, craggy island immediately NE of Yafutoma itself. The Dheerse will be on the upper half.
- GRIEVING PRINCE: East of Yafutoma, near the large stone reef that separates the land from Ixa'taka. If one goes south along this reef, eventually there is an area where the dark rift and reef meet. In this area is a small isle with trees on it, and the prince statue is on the west coast.
- SPICE ISLAND: This is ridiculously hard to locate, as it's a free-floating, small discovery in the middle of a vast ocean. The way most people find it is by going due north from Uguisu's Nest (see above), through the skyrift, and continuing on until finding it around mid altitude. Uncovering this place also finds the key item KHALE, necessary for a later sidequest.
- MYSTIC ORCHARD: Found in a similar circumstance to Spice Island, but a li'll easier to locate, thanks to landmarks. First, travel east from Yafutoma to reach an impassable stone reef. Fly north alongside it until it intersects with a dark rift. Here, fly straight west at mid altitude and it'll be found after a few seconds. [There's considerable leeway given in locating this, altitude-wise, though.]
- INVERSE ISLE: Far north of Yafutoma, through a passable skyrift, is an area along a dark rift, populated by several black islands. The goal here is to visit the NE part of this area (on map, it's coordinates 13-10). Here, near where the dark rift and skyrift meet, is a tiny island, no bigger than the Delphinus, that floats higher than the others. Flying NE of here for a few seconds finds Inverse Isle.

However, there's no point getting hyped up to find all of them before the Yafutoman events. If one approaches the city gates, there's a mandatory boss event that plays (see below). Additionally, antsy explorers who try to skirt around this by intentionally avoiding the city will cue it by hitting certain invisible world map "triggers" which start the event anyway!

```

                /) MAGIC: Wevles, Crystali
                (\// WEPNS: Cannon, Houroku Torpedo
TenkouSpellship )( DROPS: Pyro Bomb, Crystal Ball
                ~25,000 HP //\)
                1912 EXP //      Its weapons aren't very powerful, but its spells can do
                0 MXP //      a number on the Delphinus, 4000-6000 in most cases. Vyse'll
                900 Gold //      soon learn that Yafutoman vessels can climb high, avoiding
                (/      cannonfire -- use torpedos for a higher chance of hitting!
```

Immediately afterwards, the Yin Yang will engage the ship in hand-to-hand! Heal up before exiting onto the outer deck; it's a quick Swashbuckler choice before an inevitable battle!

[+] Fight

[-] Surrender

```

                /) MAGIC: ---
                (\// SKILL: Irnagun, Tatatimorutto
Jao & Mao )( DROPS: Moonberry
                ~2600 HP //\)
                5960 EXP //      Jao's Irnagun and Mao's Tatati are pure physical fighters,
                3 MXP //      so their onslaught is easily mitigated by Enrique's Justice
                2554 Gold //      Shield (halve phys damage) and the occasional Sacrum Crystal.
                //      This should give Vyse plenty of time to chip away with Cutlass
                //      Fury or Pirates' Wrath. In lieu of Justice Shield, quickly try
                //      to eliminate one foe, downing Sacruen Crystals as needed. These
                (/      bros are pretty fast, so level the playing field with Quika, too.
```


Next stop is Yafutoma itself. Consider doing any outstanding discoveries at this time, plus making a separate save. Why? Because upon entering the city, there won't be any adventuring for quite awhile. [On this note, also feel free to discover Ryu-Kan's Island, which is through the skyrift far north of Yafutoma. There's nothing to do here now, but it'll be marked on the map.]

[WK23] YAFUTOMA

Crewmembers: 2 (13/22)

Items -----: Cham, 3000 Gold, Moonberry, Underwater Suit

After an automatic introduction scene, it's learned from Lord Mikado that the blue crystal undoubtedly lies within Mt. Kazai. One of the guards mentions the ship supplier will ferry the team back and forth from that destination.

Until then, it's time to explore! First off, behind the palace is a house where everyone can rest and save...pretty essential. The water-powered lift leads to the next-lowest area, containing an item/weapon shop, a teahouse and a tub rental stall. Several items are here as well, including a CHAM near the large waterfall, 3000 GOLD through the item shop's alternate entrance, and a MOONBERRY through the bridge-blocked canal. [The latter can only be gotten via tub once the bridge has been raised.]

There's also two crewmembers to snag here. Kirala can be visited only after renting a tub and driving over the waterfall. Speak to her (answer either option when prompted) and she'll automatically join. She also mentions that Urala, her little sister, might be interested in joining. Talk with her at the teahouse (requires tub) and she'll join as well. Kirala has to be invited first, though, or the dialogue doesn't happen.

Before leaving, outfit the party properly. If Aika's Lambda Burst has been sucking lately, give her a Jade Swirl Ring to super-charge her strikes. Vyse should buy a Suiran Blade, both for the power boost and because it's required to recruit Kalifa later. [Agreeing to visit the mountain automatically earns the UNDERWATER SUIT key item.]

24) MOUNT KAZAI

[WK24]

Dungeon: repeatable

Enemies: Slithar, Crylbeast, Sphyrus, Mantoid, Alusphere, Golooper

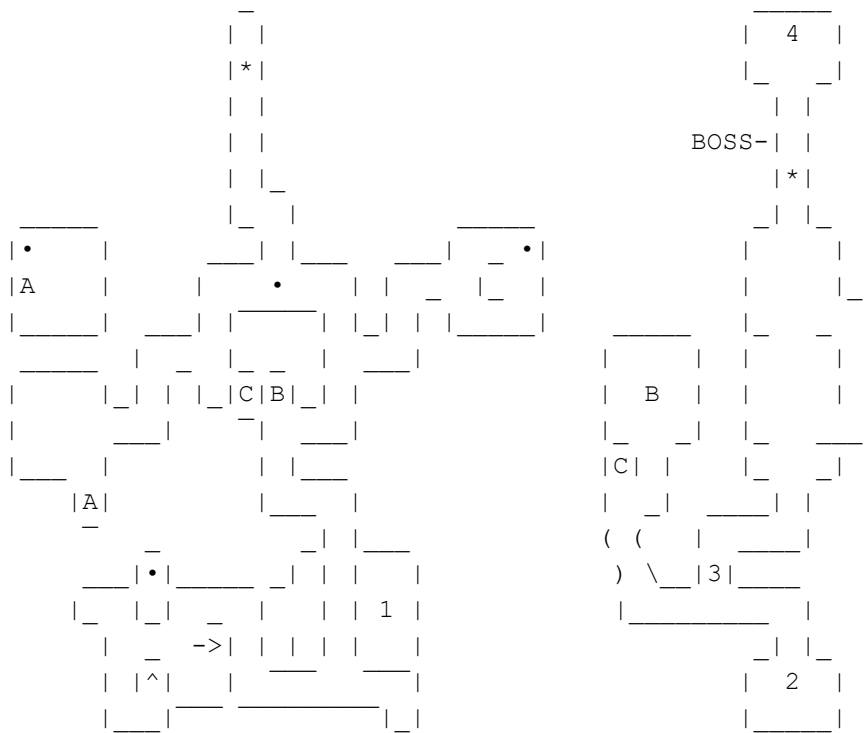
NewCrew: 0 (13/22)

Items -: Windsong Orb, Moonberry, Cham, Blue Crystal

The Sphyrus usually appears with other copies, and can silence the whole team with Damyun; they also have enough HP to survive Lambda Burst. Crylbeasts use Quika aren't too different from their Catacombs counterparts. Slithars are another foe who appear in groups, using Pyrum when pressed. Mantoids are big reptilian creatures (like those in Moon Stone Mt.) and have ~1700 HP to hack through. Finally, Aluspheres appear in set locations in the lower levels, inflicting Weak with "Drain" and Stone with physical attacks. As for drops:

			Alusphere - Gem of Fluidity
	*	Savepoint	Crylbeast - Sylph Seed

•	Water Release Valve	Mantoid ---	Zaal Seed
01	Windsong Orb	Slithar ---	Moon Robe
02	Moonberry	Sphyrus ---	Wevlen Box
03	Cham		
____	____		



Upon entry, descend the rope and progress through the waterlogged passage to find a large square-shaped chamber. This is the focal point of the first stretch, in which Vyse must flood the central shaft in order to jump down to a lower level. In addition to the first switch pedestal, side passages all have their own which must be triggered. These can be done in any order, but the walkthrough will start on the left-hand side (if facing 1st pedestal).

This passage leads to a single room with a water switch in the middle. It can be accessed via ramps, and once triggered, floods the room -- this raises the blocks resting in the floor indentation. Backtrack through the water and trigger the water-release switch across the floating blocks.

Next stop: the corridor directly opposite the 1st switch. The path is mostly straightforward, cutting through a cavern and eventually leading to a pond access point. Here, take the submerged passage opposite the waterfall; it leads to the previous pond's treasure chest: a WINDSONG ORB. Gotta trounce Zivilyn Bane (3416 EXP, 3 MXP, 4738 Gold) to snatch 'er though. Beneath the previous waterfall, the passage leads up to the water-release button.

This leaves one path remaining in the first chamber. This leads to a 2-story area: the top part (where player begins) has oblong holes to jump into; the bottom story is flooded and shows where the player lands. The objective is to land on the switch platform, avoiding the "duds". In the latter case, there's an ascending side passage for do-overs. The correct drop-in point is near the room's center, almost directly opposite the entrance (a player will know it's the right one since Vyse will be facing the entrance's direction when jumping in). Trial and error won't be too bad, anyway -- foes don't attack underwater.

Now flooded, the center shaft becomes a drop to the lower reaches. [Now's a good time to backtrack for saving/healing.] Below, exit into a stream area; the rope leads back to the upper levels, but the correct path is through the cave. Near the bifurcation, a CHAM is hidden, plus a MOONBERRY down the hall. The remaining route leads to a mandatory fight with Aluspheres -- these only

appear where their robotic figures line the wall, and always appear in pairs.

The next room contains a water switch puzzle and an obvious exit. What's the difference between the two? Well, the latter has the team fight 4 pairs of Aluspheres to continue, while the former completely avoids the nuisances. To complete the puzzle: (1) trigger the first switch, draining the water (2) hit lower switch, raising water level toward roof. The highest switch resets the puzzle, which is only useful for using the middle route -- it can't be used (on either side) while flooded. That said, the high road will bypass the Alusphere room with the next switch, dropping the team off where the paths converge.

In the final stretch, the corridor reveals a savepoint and elevator down to the serene lake. It won't stay that way for long, though! Equip any Gem of Fluidity (null Stone) or Constitution Ring (null all bad statuses) before approaching the stone shrine.

```
        /) MAGIC: Sacruken, Wevlen
      (\\// SKILL: Ice Storm, Steelskin
Tortigar )( DROPS: Moonlight Robe
~10,800 HP //\\)
15500 EXP //      Steelskin negates all damage for a turn, Ice Storm hits
  6 MXP // all allies (~1000 damage) and its physical attacks can inflict
4350 Gold // Stone. However, the real problem is Sacruken, which can erase
  // all inflicted damage -- how often it's used is up to luck. Buff
  // the team with Increm/Quika/Regeneration for a good foundation,
  // then blitzkreig Torty with Pirates' Wrath or The Judgement. With
  // Steelskin able to be used first 100% (sometimes consecutively) and
  // Sacruken following, this can definitely be an annoying fight, even
  // without the boss providing a firm offense. A good idea is maxing out
  // one's SP, allowing for Pirates' Wrath/The Judgement each turn (having
(/ other allies Focus in the meantime is great, too, if possible).
```

With ol' Galapagos outta the way, snag the BLUE CRYSTAL from its recess to automatically return to the docks.

[----] YAFUTOMA

Crewmembers: 2 (13/22)
Items -----: Cham, 3000 Gold, Moonberry, Sacruken Crystal (4)

Revisit Mikado's chamber and the team will allow Mikado to have the Blue Crystal while they're staying in town. The next morning, an emergency occurs! Race to the docks for an unpleasant "reintroduction," finding the Delphinus has been repossessed for the time being. Apparently, the enemy has blasted a hole in the Ixa'takan stone reef, giving access to Yafutoman territory. [When the world map is later accessible, this is a quick way back to civilization.] There's a quick Swashbuckler choice at the scene's end.

[0] Stop them by force!
[+] Wait and see what happens.

Following another scene...another Swashbuckler!

[0] Save Lord Mikado now!
[+] Run and hide.

The guest house's secret passage will now be open. [Also note that the team's ship is no longer available on the status screen, so it can't be reequipped or anything.] Claim the SACRULEN CRYSTAL x4 in a dead end, then use the elevator down the hall. This vehicle will transport the team to...

[WK25] EXILE ISLAND (a.k.a. TENKOU ISLAND)

Enemies ---: Tenkou
Crewmembers: 0 (13/22)
Items -----: Cham

This area is just one big stairway with a savepoint at the bottom and several fights in-between. The foe? Tenkou pirates who use only physical attacks, but also skills that act like Quika/Increm. Skull Shield is ridiculously effective against them, preventing any and all damage during the ascent. These suckers also drop Sacres Crystals at a high rate.

Barring the CHAM hidden on a circular platform halfway up, there's little to speak of during the climb. At the temple will be a Swashbuckler decision.

[+] Of course!
[0] I don't know about helping the Tenkou.

Daigo will wait at the port while the team gets ready...not that there's much to do -- random battles are disabled and no shops are present! Only thing that's changed is a few extra NPCs and savepoints reflecting the island's true name. Inspecting the Yafutoman vessel below gives the event prompt.

[WK26] THE DELPHINUS

Enemies ---: Soldier, Red Guard
Crewmembers: 0 (13/22)
Items -----: ---

Upon arrival, the team will square off with four Soldiers -- these Yafutoman grunts are upgraded forms of Valuan types, complete with Counter Stance and Wind Slash (tech, hits in a line), plus about 900 HP each. They can't heal though, so letting loose with Pyri-type spells, Rain of Swords, etc. clears 'em out quicker. They may rarely drop a Aura of Valor.

With the welcome wagon walloped, approach the bridge for a fight with four Red Guards. These are similar to Valuan lackeys who know Grenade and have less HP than Yafutoman soldiers. They may drop Magic Dew, if one's lucky.

Since all other doors are locked, crash the bridge for some payback.

 /) MAGIC: Increm, Quika, Sacres, Wavon
 (\\// SKILL: Call Allies (summon 1 "Soldier")
 Muraji)(DROPS: Magic Dew (4)
 ~3,200 HP //\\)
~5508 EXP // Muraji himself is pretty easy to deal with, but appears
 6 MXP // with three Soldiers and can call more as they're cut down. A
2646+ Gold // quick beatdown (Increm + Pirates' Wrath, for instance) serves
 // the fight best, since he's the only one capable of healing. This

```
// is made even easier since he's very susceptible to Weak status,  
// which cancels his Increm buff. Without the flood of subordinates  
// stemmed, the fight is ten times easier. EXP/Gold gained changes  
(/ based on how many foes are eighty-sixed by the Rogues.
```

There's no time to celebrate though, as the team is quickly engaged by...

```
/) MAGIC: ---  
(\\// WEPNS: Secondary Cannon, Piercing Torpedo, Draco Cannon  
The Draco )( DROPS: Captain's Stripe  
~45,000 HP //\  
xx EXP // The Draco's self-titled cannon can do apx. 10,000 damage  
12984 MXP // at best, so Vigoro ain't kidding around. However, every other  
6100 Gold // turn allows a MoonStone Cannon prompt, reducing this fight to  
// another slugfest. [Granted, he packs a harder punch than other  
// foes, and will stack his torpedoes/secondaries on top of that  
(/ massive damage.] Ending turns on a Sacruen is very wise.
```

Finally, the battle trilogy ends with...

```
/) MAGIC: ---  
(\\// SKILL: Phoenix Ray, Blue Lightning, Blue Winds  
Bluheim )( DROPS: Captain's Stripe  
~100,000 HP //\  
17,144 EXP // Ahh, the now-customary Gigas battle. It'll spam two techs  
0 MXP // the entire time, with its skills ranging from 2000-6000 DMG.  
8100 Gold // However, Bluheim's evasion abilities don't seem up to par, so  
// normal attacks (torpedoes in particular) will often hit; a blast  
// from the MoonStone Cannon can do ~25,000 if Increm'd, too. The  
// turn it uses Blue Winds (single red tile prefacing two next turn),  
// guarding will avoid its blast -- this opens up another MoonStone  
(/ Cannon prompt, whereas getting hit gives it the two red-tile turns.
```

With that, hostilities are ended.

[----] YAFUTOMA

Crewmembers: 3 (14/22)

Items -----: Cham, 3000G, Moonberry, Sacruen Crystal (4), Book on Polarity

Afterwards, Daigo gives the team the BOOK ON POLARITY, revealing how to make ships reach higher altitudes. Moegi mandatorily joins the crew at this time, too, as the new Delegate. As for items, all previous ones remain, including the chest in the guest house secret passage.

Returning to the Delphinus at the docks reveals that it's best to visit the Crescent Isle base.

[0] Let's go back through the Dark Rift.

[+] Let's try heading east.

This scene ends Disc 1!

/ V. WALKTHROUGH, DISC TWO |_

Crewmembers: 4 (18/22)
Discoveries: 1 (47/64)
Items -----: Abirik Cham

Yafutoma may have already been picked clean of discoveries, thanks to earlier efforts, but with the country's events finished, there's 4 crewmembers now accessible.

North of the city, through the skyrift, is an island inhabited by Ryu-kan. This honery blacksmith won't give Vyse the time of day...unless his Swashbuckler rating is high ("the Daring" or better, in fact). He'll join without a fuss if Vyse's brave spirit convinces him. Of course, players who run away from all battles probably shot their rating full of holes, even if one chose the right Swashbuckler decisions. There's a reason why Ryu-kan is the hardest ally to recruit, after all!

The other three allies are much easier to convince. Hans (Horteka) finally finishes his training, and joins at convo's end. Don in Esperanza joins at once upon returning, while Kalifa (Maramba) only requires Vyse to fulfill her prophecy of meeting a warrior with a Suiran Blade. Such a weapon is sold in Yafutoma, luckily. [Note that if Ryu-kan and Hans recruited, this marks the first time the ship can have its full crew. This means the Blue Rogues special attack -- by having max SP in an airship battle -- is unlockable!]

As for items, not much to speak of. Visiting the Nasrad weapon shop gives an encounter with the old Nasr merchant (remember him?) -- he gives an ABIRIK CHAM as a memento. This is the second available out of the three.

The only discovery available is "World is Round," automatically obtained upon return to Crescent Isle. How do ya like them apples, historians? The answer to Aika's question (about how Vyse's feelings on the journey) doesn't matter, though.

[WK27] CRESCENT ISLE [III]

Crewmembers: 3 (21/22)
Items -----: Cham (2), Paranta Seed, Icyl Seed, Zaal Seed, Sylph Seed

The base promised by Izmael on Disc 1 has finally come to fruition! The two old-timers will automatically join after a scene. Additionally, Belle (little girl standing by savepoint) will join as a Gunner if asked. This...perky lass will also run the store down here, replacing Khazim if he's been doing it. If neither's invited, no one runs it. There's also a CHAM hidden behind the armory building past Brabham's position.

The harbor walkway leads to an outdoor area plus a cave. This latter area will have all other shops -- Osman, Ryu-kan and the final ally (currently unobtained) will all set up here. Osman sells magic "box" items, Ryu-kan has weapon/armor upgrades. The latter offers to forge Vyse a new blade once his strength returns, but Osman can immediately upgrade her inventory...if her captain lends 2,000G.

Outside, Izmael will have constructed a tavern/restaurant, crew quarters, and -- high on the cliff, accessed by a small lift -- a meeting room. Although the dirt-and-log plaza looks a little shabby, both builders can be paid to remodel the place. Izmael will aim for a more pirate-y look seen on Sailors'

Island; Kirala prefers her Yafutoman look. [Both builders will typically hang outside, although Izzy won't be here at the moment.] There's a hidden CHAM on near the pond flagpole.

When ready to continue, enter the meeting room -- the next destination is decided to be the Lands of Ice. Since the Delphinus now has a reinforced hull, it should be able to act as an icebreaker, approaching the ice-buried dungeon the team seeks. Everyone automatically rests after choosing, letting Vyse wander as he pleases. If Domingo was invited, he'll normally inhabit said meeting room, and will give prizes based on Vyse's discoveries. If Vyse has found 40+ at this time, he'll have a special prize: a PARANTA SEED, ICYL SEED, ZAAL SEED and SYLPH SEED.

[----] THE LANDS OF ICE

Enemies ---: Kilite, Medulizk, Valgan, Arclooper
Crewmembers: 0 (21/22)
Discoveries: 0 (47/64)

The frigid lands are accessible through the skyrift on Ixa'taka's southern border, or west from Cape Victory airspace.

This area was previously accessible before going to Esparanza the first time, so dutiful players won't have any "new" discoveries to find here. But, for reference's sake, though, here's a recap on current ones.

- THE LANDS OF ICE: Automatically obtained by nearing the frozen landmass.
- AURORA: This hangs over the icy continent itself, and approaching it will uncover it automatically (despite it being at a higher altitude).
- ICEBIRD: From the central part of the continent (where there's a structure encased in the ice), fly over the western mountains for a smooth glacial plain. The bird can be found in this area.
- THE FROZEN GIANT: On the north side of the continent, look for an iceberg floating along the coast -- there's a gap wide enough to fly between the two masses. Look on the iceberg's N/NE side to find the encased mammoth. Despite logic dictating this would be initially visible, it isn't.

Enemy-wise, most are very weak, due to this area being accessible out of the story's preferred order. However, Fortune Rings are an amazing accessory, granting the wearer +100 Dodge. Great for weaker characters like Fina.

Kilite ---- Paranta Seed
Medulizk -- Ivy Band
Valgand --- Chom
Arclooper - Fortune Ring/Dexus Seed

The one thing the team COULDN'T do previously was access the dungeon in the crystalline ice field at the continent's center -- it's visible from above. However, with the Delphinus' hull reinforced, skim the surface for access.

Dungeon: repeatable

Enemies: Kilite, Medulizk, Valgan, Frost Worm, Cerosik, Arclooper, Dolthstra

NewCrew: 0 (21/22)

Items -: Cham, Ice Splitter, Winter Orb, Frostblade

Here's a quick overview of what enemies drop what:

Cerosik ---- Sacrum Crystal

Dolthstra -- Eye of Truth

Frost Worm - Crystalen Box

As expected, most foes are hilariously weak to the Red Moon Stone; it'll be needed to easily dispatch high-HP foes like the Frost Worm.

```

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*	Savepoint
x	Wrong Pathway
01	Cham
02	Ice Splitter
03	Winter Orb
04	Frostblade
05	Cham
06	Moonberry
07	Purple Crystal
08	Moonberry

This is a two-stage dungeon, with the Ruins being the first. However, they're quite simple and can be passed in a few minutes. The gist: Vyse will encounter rooms with a question-giving crystal. Answering right opens the correct path forward; wrong picks unlock side paths that only delay progress. The questionnaire part occurs three times, and choosing correctly (first try) seems to give a Swashbuckler rating boost. In that same vein, too many bad guesses (5 by my count) decrease the Swashbuckler rating.

The correct answers are as follows:

- The power of Ice (correct answer)
- Maybe two? (correct answer)
- Will and spirit. (correct answer)

The second stage of the dungeon (Glacia) begins immediately after exiting the ruins.

Although this place looks complicated, it's really not -- most buildings will never be visited. Take the first elevator and walk the long path, until a path split. The descending exterior path around the building just passed leads to an ICE SPLITTER boomerang.

Down the crossroads' other path is a building with a similar declining path, only it allows Vyse to visit the pillar's center. This chest contains the WINTER ORB, although it's guarded by Zivilyn [4084, 3 MXP, 5312G] as well. The remaining path leads down to another elevator, bringing the team up one story.

This is really where the maze hijinx end. Before going down the savepoint path, check the other two offshoots: one has a FROSTBLADE (rapier) chest, the other a hidden CHAM. There's a boss farther past the savepoint, at an obvious spot where the path opens up some.

```
        /) MAGIC: ---
        (\// SKILL: Avalauncher, Death Laser
Veltarn )(  DROPS: Crystalen Box
~10,800 HP //\)
13428 EXP //      Death Laser can inflict instant death, while Avalauncher
  6 MXP //  is just pure Purple damage. This means its two main attacks're
6491 Gold //  mitigable with common accessories: Revered Voice, Silvite Ring,
  //  Eye of Truth, Constitution Gem, etc. Prioritize blocking death
  //  over damage, of course. Other than that, the boss is weak to Red
  //  attacks, so the normal Increm-attackers-and-commence-destruction
  //  strategies still apply, made even better since Royal Blade may best
  //  Cutlass Fury in the DMG department. Try to cast Quika early so as to
(/  smooth over Avalauncher's damage (~1400, line). Item heal to save SP.
```

Afterwards, hop the last mobile platform, snag the MOONBERRY chest, and enter the final room. Once the reunion scene is over, "Plergoth" leaves the PURPLE CRYSTAL for everyone. Note that Drachma won't rejoin the party at this time, but the final scene does have a Swashbuckler choice.

[+] Yeah. We should just let him go.

[O] We should stop him!

Nothing left to do now except beat it back to base.

[----] CRESCENT ISLE [III]

Crewmembers: 0 (21/22)

Discoveries: 0 (47/64)

Brabham will have finished the Delphinus' altitude-adjusted engine, allowing it to fly over or under the clouds. This doesn't just allow the team to find new discoveries -- it avoids random battles completely! [Enemies only appear in normal mid-altitude conditions.] It'll be installed the next morning, so for now, hit the meeting room.

Fina suggests revisiting the Maw of Tartas since the Silvite clan already has the Silver Crystal. Enrique reveals that the Valuan continent's lower part is riddled with fissures...the Maw might have an alternate entrance!

[----] LOOSE ENDS (FINAL!)

Crewmembers: 01 (22/22)

Discoveries: 17 (64/64)

Fish -----: Moonfish

Items -----: Moonberry, Cham (2), White Flag, Domingo's Title

Piercing the cloudcover is the final step in world exploration -- Vyse can square away all remaining discoveries and crewmembers! First, though, three random asides:

- It's possible to revisit Valua's Lower City by flying over Grand Fortress and descending (or ascending, if under the landmass). There's not much to do here since the Upper City is blocked off, but completionists can use this time to snap up equipment previously skipped.
- The city of Glacia can be entered from underneath the continent, not just through the Ruins of Ice. This alternate entrance actually allows Vyse to claim the isolated MOONBERRY previously skipped. The rest of the maze can be reaccessed from this point, too.
- Hamachou Island, the DLC location, can now be accessed above the Dark Rift. There is a CHAM here and an old-timer who can give stats (battles fought, foes slain, times each ally was KO'd, etc.) of a general nature, plus the percentage of found treasure chests and even fish caught! But the real find here is the Cham, which is required to get Cupil's final form.

The last crewmember is Ilcyhmis, living in a high-altitude mansion above the north Valuan sea (where the Philosophy Stone was). No other islands are in the area, so spotting his domain is simple. When first asked to join, he'll decline...but on subsequent trips, reveals he'll leave if someone proves they are full of wisdom and love. In short, they know the Riselem spell. If anyone (not just Vyse) in the team has that Silver magic, he joins! [Also, a CHAM is hidden near the central machine.]

Ilchymis will set up shop on Crescent Isle, near Osman's stand. At first he only sells a vast supply of healing items. With a 1000G donation from Vyse, he will also sell several stat-boosting seeds (5000G per), plus his special "Ilchymix" concoction (10 for 4000G). Like Polly and Urala's lunches, this item will fully restore all allies' HP/MP...but can't be used in battle.

Alright, onto the remaining discoveries.

- RAINBOW ISLAND: In the skies above Nasr is a huge, visible rainbow. Search near the arc's lowest part for the discovery.
- IRON STAR: Floating above Nasrad, almost due south from Rainbow Island, is a visible satellite. Its light repeatedly blinks, almost as if saying "here I am, come n' get me!"
- DANCING LIGHTS: Northwest of Nasrad, at low altitudes, are two lights that encircle each other. They're visible through the lower clouds, and always have been -- pretty easy find.
- RABBATS: These silly rabbit-bat hybrids are hanging upside-down on the Valuan continent's bottom, only a few seconds north of the Dancing Lights (at even lower altitudes).
- ANCIENT FISH: Fly back to the Giant Squid Nest (dark island past skyrift north of Crescent Isle) and sink underneath. West of here, spy a solitary fish flying around -- that's the sucker! Additionally, this Drajik Fish can be repeatedly harvested and sold for 3000G a pop!
- VALUAN WRECKAGE: After finding the Ship Graveyard in North Dannel Strait, fly west a little at low altitudes. The wreckage is on a small island.
- FLYING MACHINE: Fly to Shrine Island, sink to low altitudes, and look for a very tiny, brown-colored island just to the south.
- MOON STONE LAKE: In the area of Mid Ocean where Vyse first controlled his

dad's Albatross, at high altitude is a large lake -- search here.

- GHOST SHIP: Though it's visible, it's also mobile, making it harder to catch. Its general flightpath begins near Esparanza: it follows the South Ocean skyrift a ways south, then when it intersects with the dark rift, it veers east, toward Tenkou Island, then NE toward Ryu-kan's Island, before completing its counterclockwise journey.
- FLUTTERFLIES: Probably the hardest discovery to find per se. These bugs fly along the skyrift that separates North and Mid Ocean, but unlike the shimmering moonfish, these are far harder to spot from a distance. The only way to check is looking along said skyrift's length (although I usually find them almost due west from Sailors' Island). A high-flying Ixa'takan hermit tells of these critters' location, also.
- BOTTOMLESS PIT: Near Shrine Island, look for the largest uninhabited isle with a small waterfall. Fly underneath to low altitudes, then head due west (same altitude) until hitting Mid Ocean. The Bottomless Pit, which is actually invisible, should be found shortly thereafter, near the North Ocean side of the skyrift.
- OBSERVATORY: SW of Rixis' plateau (now visible above clouds) is another smaller peak, containing this building.
- ALUPAS: In Ixa'taka, remember the giant waterfall that pours into the Great Bird's lake? Search atop that high-altitude isle for this adorable lion... thing.
- LOOPERS' NEST: Near the NW corner of the map is a small area bordered by Yafutoma on the west and North Ocean on the south. Here, in the southern reaches, along the dark rift, is a large mountainous isle. On the NE tip, along the dark rift, is the nest.
- ECLIPSE POINT: Rather difficult to find, generally, but much easier after locating Loopers' Nest -- Eclipse Point is almost due north of there. The trick is this place is not revealed unless the ship is just BARELY poking through the upper clouds. Too high or too low and it can't be found, even if one finds the area (sudden darkness) it's found near.
- THE MOTHER TREE: North of Yafutoma, near Tenkou Island, is a smaller isle housing this plant.
- SOUTHERN CROSS: North of the Lands of Ice's main continent, at low altitude, is a white, cross-shaped island, not too far from the skyrift. There's precious little down here, so it's a cinch to locate.

Finding 50+ discoveries will earn a WHITE MAP from Domingo, while finding all (64) off 'em will earn his greatest possession...his rank of Treasure Hunter Extraordinaire! This is bestowed as the DOMINGO'S TITLE key item.

But the real mystery is how he found out there's only 64 discoveries total...

Items -----: Dexus Seed, Moonberry, Yellow Crystal

The enemy spread is similar to Ixa'taka: a bunch of fodder that can be killed with a single Rain of Swords (or comparable skill), plus 3 HP juggernauts (Carnilak, Shrilp, Dracolurg) appearing very frequently. Those still trying to boost the Swashbuckler gauge by not running from battle will find this place quite tedious, I'm sure. In some cases, it may be best to just Focus a few turns and OHKO everything with Vyse's special Prophecy attack. The other ability, Blue Rogues can work better since it refills HP too, but requires a full (11-member) airship crew first.

Carnilak --: Riselem Box
Dracolurg -: Defensive Aura
Nadnarb ---: Icyl Seed
Nairad ----: Dexus Seed
Shrilp ----: Ancient Bracer
Stalk Fiend: Fiber Mail

Like the Dark Rift, this is an airship dungeon, albeit far less annoying to traverse: it's big but not labyrinthine. From the first savepoint tunnel, approach the ensuing cavern -- going right leads to a DEXUS SEED (within the dead end's large crystal) while the left route continues to the next. There's a similar setup here, only reversed: left goes to a MOONBERRY crystal, right toward the exit, complete with a 2nd savepoint. Beyond, the boss' chamber.

```
        /) MAGIC: ---
        (\// SKILL: Photon Charge, Voltigar, Thunder Crash
Yeligar )( DROPS: Captain's Stripe, Thunder Cutlass
~150,000 HP //\)
19052 EXP //      Winters of slumber have atrophied Yelly's phys. defenses,
  0 MXP //      allowing even normal cannons to do 10,000+ when Increm'd (and
8700 Gold //      on crit tiles). Its magic defenses, however, are intact, so
        //      stick strictly with bombardments. Its attacks are quite pitiful,
        //      doing 2500-5000 typically. Its trump card, Thunder Crash, will
        //      only be used on red tiles and can be avoided completely if Vyse
        //      lands a MoonStone Cannon blow first (Quika helps) -- this earns a
        //      free MS Cannon chance the subsequent turn, too. Meanwhile, attacking
        //      from below and holding back to observe Yeligar (when prompted) will
(/      reward Vyse with bonus crit tiles.
```

With Yelly sleeping the eternal sleep, the YELLOW CRYSTAL is acquired. Only thing left now is revisiting the base. Note that Sailors' Island upgraded the armorer and airship supplier's inventories. [The item store never improves for the remainder of the game, however.]

[----] CRESCENT ISLE [III]

Crewmembers: 0 (22/22)
Discoveries: 0 (64/64)

During a late-night reunion, the Silver Shrine's location is finally told. However, the only craft capable of returning Fina to reaching extraordinarily high altitudes was her tiny ship, damaged in the game's opening sequence. Later, when Vyse returns to the docks, Gilder will tip him off to the next destination: Dangral Island, the Armada's project to reach lower altitudes (Deep Sky).

perhaps previously witnessed by inspecting a dead end on B1. Once these are taken, simply backtrack to the entrance again.

[----] CRESCENT ISLE [IV]

Crewmembers: 0 (22/22)

Discoveries: 0 (64/64)

Items -----: n/a

Deliver De Loco's schematics to Brabham in the hangar -- this starts a 10-day building montage. Talk to Brabby again after (he'll be in the usual spot) for a function test, then learn there's a vortex somewhere near Shrine Island that may allow for submergence. Enrique will also announce his upcoming departure, due to take effect after the next dungeon.

Note: the Delphinus can't dock at base after leaving, at Enrique's behest (he wants to keep his resolve high). This means the stores here can't be used and the Domingo's discovery prizes are on hold. Ryu-kan's 4000G upgrade dialogue opens at this time, also, but it can't be taken advantage of until Vortex events are finished.

31) THE VORTEX

[WK31]

Dungeon ---: repeatable

Crewmembers: 0 (22/22)

Discoveries: 0 (64/64)

Enemies ---: Raja

Items -----: Velorium (2)

										The Vortex is a low-altitude pit in Mid Ocean, a bit	
	A	B	C	D	E	F	G	H			south of Shrine Island and a stone's throw from the
											Flying Machine discovery. Skimming the lower surface
	1										to find the entrance is fine.
	2										
	3										At the shaft's bottom is a dark, muddy world where
	4										Fina's vehicle sits...somewhere. Finding it is only
	5										possible by pinging the bottom for "?" tiles, then
	6										lowering the crane (A-button) to search. If there's
	7										anything there, it'll be picked up; if it's empty, a
	8										Raja battle occurs instead. [If the scanner reveals
	9										"?" space, more scanning can remove the false "?"s;
										the few that remain will contain the item.]	

Anyway, there's three items to find. Velorium, a rare metal used in Ryu-kan's sidequest, can be found at B5 and H4. Fina's vehicle is at E8, and once found, starts a boss battle. Surfacing first to save is a good idea, since it can't be done in the Vortex. [Also great for completionists who got Soundproofing as a rare Raja drop.]

/) MAGIC: Sylenis, Pyres

(\\// WEPNS: De Loco Cannon, De Loco Torpedo, Chameleon Cannon

The Chameleon)(DROPS: Captain's Stripe, Twin Turbo, Magic Shell

~30,000 HP //\)

15952 EXP // Not a hard battle by any stretch, but it's dragged out by

0 MXP // the poor visibility (both ships' weapons commonly miss) and
7000 Gold // De Loco casting Sylenis. His ship's DEF sucks, though, so any
// upgraded weapon (X Cannon, Archwhale Torpedo, etc.) eviscerates.
// Try to time attacks when the two ships draw close, which raises
(/ the likelihood of success. There's no S-Cannon prompt here, also.

Putting the Chameleon into critical health (or depleting all its HP) will
trigger an immediate rematch. If one completely snuffed its lifebar, Vyse'll
be rewarded with spoils and experience, something not rewarded for severely
wounding the foe. This spoils can then be earned again, and who doesn't like
free Captain's Stripes?

 /) MAGIC: Sylenis, Pyres
 (\\// WEPNS: De Loco Cannon, De Loco Torpedo, Chameleon Cannon
The Chameleon)(DROPS: Captain's Stripe, Twin Turbo, Magic Shell
 ~30,000 HP //\\)
15952 EXP // Same fight as before, only the Chameleon will have latched
 0 MXP // onto the Delphinus, minimizing the visibility angle. If the
7000 Gold // Blue Rogues squashed De Loco handily before, the same thing's
 (/ bound to happen again. Just anticipate item healing.

That's the final chapter on Bubble Head's saga.

[----] MID OCEAN (NORTH)

Crewmembers: 0 (22/22)
Discoveries: 0 (64/64)
Items -----: n/a

Enrique wanted to be dropped off at Sailors' Island, remember, and the ship
still can't dock at base because of this. Approaching the destination at mid
altitude will automatically start a battle with...

 /) MAGIC: ---
 (\\// WEPNS: Vega Cannon Plus
Blackbeard II)(DROPS: Timing Valve, Spherical Figure, Hybrid Wax
 ~15,000 HP //\\)
5524 EXP // Baltor's airship now has upgraded elemental defenses, but
 0 MXP // its normal defense is still paltry. Its only weapon, the Vega
2400 Gold // Cannon, isn't much to worry about (~4000-7000 DMG). On Turn 3,
 (/ pick "wait and see" to unlock some early crit & S-Cannon tiles.

After docking at Sailors' Island, Enrique will depart after a small scene.

[+] Be careful!
[O] Can't you think this over?
[+] Don't get airsick, okay?

The team automatically returns to base upon leaving the island.

[WK32] CRESCENT ISLE [V]

Crewmembers: 0 (22/22)
Discoveries: 0 (64/64)

Enemies ---: Shadow

Items -----: n/a

After a long party, there'll be a mini-boss battle against 3 Shadows (~1200 HP). Not too tough, but they can inflict KO with Death Strike, plus know that pesky Sylenis spell. The foes may try to attack Fina a lot here, so if her status preventions are in order, the proceedings are far easier. There's a Swashbuckler rating immediately after.

[+] You'll have to kill us!

[0] I will trade them for the lives of my crew.

Choosing to fight will begin an unwinnable battle (roughly the same that may have occurred in Nasrad), but increase the Swashbuckler rating anyway. After the decision plays out, all currently collected Crystals are lost. The next Swashbuckler choice occurs the following day, near the fountain.

[+] I will not give up!

[+] We'll steal the Crystals back!

The objective is to speak with Fina in the meeting room -- no point dallying since all shops are closed and the Delphinus is undergoing repairs. [Vyse can cheer up many crewmembers at this time, although those who usually inhabit the wrecked buildings are nowhere to be found.] Trying to visit Fina starts several scenes, during which are a few more "gimme" choices:

[+] I understand...

[0] Everyone's worried about you.

[+] Of course we will!

[+] We'll go anywhere with you, Fina!

The destination is now the Silver Shrine, accessible via the Silvite craft near the flagpole. Gilder now joins the party permanently, so make sure to reequip him properly, especially the Shard of Purity that Ryu-kan now sells if his shop was upgraded. Additionally, Vyse can deliver Velorium (found in Vortex) to the swordsmith, continuing the Vorlik Blade sidequest.

[WK33] GREAT SILVER SHRINE

Dungeon ---: repeatable (for now)

Crewmembers: 0 (22/22)

Discoveries: 0 (64/64)

Enemies ---: none

Items -----: Silver Armor (2), Moonberry (2)

So THAT is the shrine's true form. Vyse will be controlled while upside-down, and without random battles, it's best to get one's bearings immediately. The next step is visiting the interior via the large central portal, although the anterooms can be checked for fun (Fina may comment on some things) -- there's no items here. Also, leaving is impossible until the "dungeon" is cleared.

Within the shrine is a meandering 3D path. As Fina may have mentioned in her room, no living creatures other than the Silvites inhabit the shrine -- foes included. So, this trip along the strip becomes more about finding items. The controls may be a little clunkier here due to the gravity and the rotatable camera being disabled. [This makes sense since the camera only controls the

lateral movements; the screen automatically adjusts in this chamber.] Use the first person POV for help here.

At the initial crossroad, continue straight through, allowing Vyse to walk on the path's underside -- there's a SILVER ARMOR chest at the crossroad's nearest offshoot here. Descending while on the underside actually counts as ascending on the topside, so "descend," eventually reaching a MOONBERRY container in plain sight.

Continue until Vyse is rightside-up again. Ignore the route split (right-hand side) and favor the rising path, which culminates in an elevator. There's actually a second MOONBERRY chest underneath the elevator's landing, and can be reached by staying topside at the next bifurcation. Back on the sidewalk's bottom, another SILVER ARMOR can be reached (stick on path leading toward the room's center).

The destination is reached by once following the remaining underside path. After some interesting scenes (and that god-awful mechanical hum repeating ad nauseum), there'll be a Swashbuckler choice to end things.

[+] Who do you think you are?!

[-] Let me think about it...

Afterwards, Elder Stout can teleport everyone to the entrance, should a walk back be too tedious. [If refused, he'll reoffer when asked again.] Either way, if all items were claimed, there's no reason to ever return here.

[----] CRESCENT ISLE [VI]

Crewmembers: 0 (22/22)

Discoveries: 0 (64/64)

Items -----: n/a

Upon arrival, Gilder mentions a rumor about Dangral Island supposedly having an elevator into Deep Sky -- that marks the next destination.

On a happier note, Crescent Isle will have been rebuilt during that sojourn to the Silver Shrine, so all previous functions (tavern, Kalifa, etc.) are back in business. Note that, if Vyse previously gave Velorium to Ryu-kan for the Vorlik Blade sidequest, he still won't be done at this point.

Also, Elcian, an optional boss, can now be fought in the Dark Rift. This is a special looper enemy that has about 10,000 HP and always drops a Moonberry, plus has a chance at some other rarities (like a Valuan Medallion). It's very powerful though, so the best strategy is protecting againsts Sleep, then using Delta Shield/Justice Shield each turn to nullify all its strengths. It can still run away, though, making it an annoying foe. It's best to blitzkreig it with Incremus'd attacks. [Drachma's techs are great here.]

[WK34] DANGRAL ISLAND [II]

Dungeon ---: repeatable

Crewmembers: 0 (22/22)

Discoveries: 0 (64/64)

Enemies ---: Berserker, Elite Guard, Lurgel Tank, Sentry
Items -----: Imperial Blade, Moonberry, Sacrum Crystal (2), 4000 Gold

Second time through is exactly like the first enemy- and item-wise. However, as the world map indicated, there's now a large elevator track stretching to a smaller island -- this can be accessed from the bottom-level dock. [Before, this same area was empty.] Initiating the mobile platform you-know-who show.

```
        /) MAGIC: ---
        (\// SKILL: Vigoro's Charm, Random Fire, Cannon Fire
Vigoro )( DROPS: Paranta Seed
~14,300 HP //\)
18632 EXP //      Don Juan is back and this time he has his cannon & armor.
      8 MXP // Vigoro's Charm (like before) only affects females, so give 'em
6812 Gold //      confusion-nullifying accessories. Random Fire can hit several
        // targets, but does less damage the more people hit; Cannon Fire
        // does severe damage to one person. Both are Red-type techniques.
        // Use Quika to ensure priority healing, then bombard with Increm'd
        // Pirates' Wrath (~4000 dmg) a few times. Fina is often in danger of
        // being OHKO'd here, but Lunar Blessing can still be helpful. Other
(/      than that, use SacruLEN/Sacrum Crystals for pinpoint healing.
```

The Rogues will finally reach the adjoining island. [The platform starts off missing, but upon re-entering, it's back, in case one needs a quick exit.] De Loco's Deep Sky elevator is accessible via the ladder, and down below, a savepoint prefaces a weird-looking corridor. Afterwards...

```
        /) MAGIC: ---
        (\// SKILL: Target Search, Blaster, Laser Blast
Eliminator )( DROPS: Moonberry
~20,700 HP //\)
18,632 EXP //      Cousin to Shrine Island's Sentinel, this guy boasts far
      8 MXP // more HP and a tech (Laser Blast) that can inflict Stoned. But,
6812 Gold //      it's ATK/DEF pales compared to Vigoro, so there's no need to
        // change strategy: Increm + Pirates' Wrath massacres rockboy fine.
        (/      Target Search always signals a damaging tech the next turn, note.
```

Escape time! Backtrack to Dangral's island-spanning platform, only to have it stall halfway through. When able, run the length of the rail, lest Vyse visit get a scenic tour of the vortex below! [If this happens, there's a prompt to redo the event, so no worries.] Everyone automatically enters the Delphinus afterwards, watching Mid Ocean's new landmark come about. Huh, so that's Shrine Island's "lineage"...

[-----] MID OCEAN (NORTH)

Crewmembers: 0 (22/22)
Discoveries: 0 (64/64)
Items -----: n/a

Try approaching Soltis for a short scene: a barrier is erected, preventing any further interference by the Rogues. This also marks the last time Valua is visitable, so completionists will want to land there (fly over Grand Fortress) prior to this event.

Everyone agrees to regroup at Crescent Isle. Note that the world's undergone significant changes thanks to the new continent, foremost the disappearance

of normal skyrifts. Everything that was previously available still is, excluding Valua's Lower City and Shrine Island. [The Vortex & Flying Machine discovery are underneath Soltis; it just may be a smidge harder to locate 'em now.]

[WK35] CRESCENT ISLE [VII]

Crewmembers: 0 (22/22)
Discoveries: 0 (64/64)
Items -----: Vorlik Blade

After regrouping, some familiar faces all pledge to help nix Galcian and his entourage. [Apparently, the Valuans were the only ones who didn't know where Crescent Isle was...] There's a Swashbuckler choice to rally everyone.

[+] We can't let Galcian get away with this!
[+] Let's show Galcian what we're made of!

That night, Vyse is told the girls aren't in their rooms, and that comforting words are in order. [All other exits and buildings are closed, so there's no point dallying.] Fina is near the flagpole, Aika on meeting room balcony; both have respective Swashbuckler choices:

[+] Say comforting words.
[+] Say nothing and just put your arm around her.

[+] Hey, I'm scared, too.
[+] Yeah, it isn't like you at all...

The next morning, all preparations are complete. The VORLIK BLADE can be claimed at this point, if Ryu-kan was given Velorium to do so earlier. Note that Enrique and Drachma have not officially rejoined the team, so they can't be switched in.

[+] Let's Make History!
[+] Onward to Victory!

[-----] MID OCEAN (NORTH)

Crewmembers: 0 (22/22)
Discoveries: 0 (64/64)
Items -----: n/a

After leaving base, the allied armada automatically engages Galcian's forces at Mid Ocean. Before fighting the evildoer's ship himself, the Delphinus must break through the front lines. Victim #1 is a Valuan Mage Ship; these are already available as normal battles in Valuan territory, so no tactics should be necessary. Battle #2 is with...

 /) MAGIC: ---
 (\\// WEPNS: Serpent Cannon, Rapid Cannon, Speed Torpedo
Galcian's Elite)(DROPS: Complete Kit, Crystil Cannon, Double Shaft
 ~50,000 HP //\\)
 5784 EXP // An above-average mini-boss, capable of doing around

0 MXP // ~10,000 damage via concentrated fire, but has mediocre DEF.
2400 Gold // On Turn 3, when the Elite flees, choose to stay put; this
(/ reveals the obvious trap, earning a MoonStone Cannon chance.

Note that the Crystil Cannon requires Kalifa to be the active merchant (she finds rarer items, remember). Completing this trilogy is Galcian himself! Be mindful of the Delphinus' health, though, as lost HP remains between fights.

/) MAGIC: Sacres (+8000 HP)
(\// WEPNS: X Cannon, Hydra Launcher, Hydra Ray, Hydra Subcannon
The Hydra)(DROPS: Captain's Stripe, Moon Cannon, Moon Torpedo
~200,000 HP //\
~27772 EXP // Galcian's behemoth airship may boast 200K health, but it's
0 MXP // slow and has average defenses (excluding Yellow immunity). On
11900 Gold // Turn 4-5, its Hydra Cannon superweapon becomes available for use
// on red tiles (~6-10K dmg). Outside its healing magic, this isn't
// too different from a normal fight -- just keep attacking and
// alternate between the hull/top attack prompts. There's plenty of
// MoonStone Cannon chances, although they usually start the turn, so
(/ make sure Increm hasn't worn off. End turns on SacruLEN if needed.

The Rogues will automatically board the Hydra to confront Galcian.

36) THE HYDRA

[WK36]

Dungeon ---: one-time-only
Crewmembers: 0 (22/22)
Discoveries: 0 (64/64)
Enemies ---: Assassin, Defender, Sorcerer, Marauder, Hydra Elite
Items -----: X Cannon, Moonberry, Magic Dew (2), SacruLEN Crystal (4)

Enrique will accompany the team as a medic, standing near the door to deliver free first aid. He isn't usable in battle, though. There's also no way off this flying tin can either, at least until events're over.

As for the enemy crew, they'll be able to pack quite a punch, especially the Hydra Elite (cousin to the Valuan Executioner). Assassins can inflict instant death, Sorcerers naturally use offense and support magic; Defenders and the Marauders fill out the ranks as foot soldier types. Since few foes here will be OHKO'd by traditional cleaners (Rain of Swords, etc.), one way to hedge the odds is by equipping accessories that boost First Strike. This way, one can spend the sneak attack turn Focusing, then unleash a bombardment to clear the rabble (or Pirates' Wrath to OHKO Hydra Elites, which saves more time in the long run).

Assassin --: Marksman Gun
Defender --: Aura of Valor
Hydra Elite: Ominous Mask
Marauder --: Hydra Wing
Sorcerer --: Driln Box

This is the only dungeon in the game where Ominous Masks can be found, and Hydra Elites only appear on the ship's exterior (usually in small numbers). Perfectionists will want to track it and the 2 one-time-only weapons down, although the Ominous Mask is the least useful of the bunch. The Hydra Wing is a straight upgrade for Aika while the Marksman Gun is Gilder's weakest, although it can inflict instant death occasionally.

```

Enter
| | |#| | | ) (-Exit \_ | |#| | | | * | Savepoint
| | |#| | | , ' * ' . \_ |#|4| | | 01 | X Cannon
( F(#( F( ( ( ) ) ) ) ) | 02 | Magic Dew x2
\ \ \#\ \ \ ' . - , ' \_ / / # / / / | 03 | Moonberry
\ \ \#\ \ \ \_ ) ( \_ E / # / / / | 04 | SacruLEN Crystal x4
\ \ \#\ \ \ | | \_ ( / # / E ( \_ |
/C \ \#\ \_ | | \_ \_ / # / / D/
\ \ \##### | |###/3/ /
\ / \_ | | \_ \
/ \_ | | \_ \ INTERIOR \ C / ) ( \ D /
\ \_ |2| |1| \_ / MAP '- '( B | | A ) '- '
\ \_ |B| \_ \_ |A| \_ \_ '-._) ( , -' EXTERIOR MAP

```

This place is pretty simple to navigate, once the player knows the region. The "entire" dungeon takes place on one hemisphere of the Hydra, housing a two-tiered interior section and outdoor area near the ship's emplacements. To start, the initial walkway is rather straightforward, leading to the first item (X CANNON) and out into the fresh air.

The correct path is taking the "C" hatch, but the "B" and "D" routes all have items (MAGIC DEW x2 and MOONBERRY/SACRULEN CRYSTAL x4, respectively) to snag. The destination corridor doesn't have any items, but upon nearing the engine room entrance -- near the last transportation pole -- the team is attacked by three Hydra Elites. Definitely harder than a normal battle, but doable. Try to conserve SP for one turn, then neutralize them one by one with Pirates' Wrath.

Past the engine room and its savepoint, the team can proceed to face Galcian himself. Items that nullify instant death (Constitution Gem, Silvite Ring, etc.) are helpful; if unavailable, Aika can simply focus on using Delta Shield.

```

/ ) MAGIC: Electrulen, Eternum
(\ // SKILL: Terminal, Neglora, Devolver
Galcian ) ( DROPS: Valuan Medallion
~21,700 HP // \)
29884 EXP // Terminal is a powerful physical strike that can probably
8 MXP // OHKO the girls; Devolver is merely a Counter Stance-like tech
10387 Gold // that wastes Galcian's turn if no one physically attacks; and
// Neglora hits everyone and removes positive buffs. His magic can
// be rendered useless with Delta Shield, leaving only his normal
// strikes (~500) and Terminal to really watch out for. An Increm'd
// Pirates' Wrath with the Vorlik Blade can do 5000+, which really
// expedites the battle. Ol' Grayhair is also rather slow, a bonus
// when item healing (SacruLEN Crystals). Note that too many buffs can
// bait Neglora, a double-edged sword: it means nothing life-threatening
// but wastes extra time. If the fight is proving difficult, try using
(/ an Aura of Valor at the beginning to unleash Pirates' Wrath earlier.

```

After the awesome finale, Soltis' barrier will be destroyed, giving access to the tender insides (*snort*) where the team's nemesis waits.

[----] MID OCEAN (NORTH)

Crewmembers: 0 (22/22)
Discoveries: 0 (64/64)

Items -----: Kabal

Drachma and Enrique officially join the team and can be taken into Soltis. If one wants to change party members, talk to them on the Delphinus' outer deck. The world map is also accessible again, complete with allied ships that hover a distance from the new continent. If Vyse has been doing the Esparanza barkeep sidequest, he can talk to Gordo (NW of Soltis) via his ship and get the KABAL. This is the first time it's available.

37) LOST CONTINENT OF SOLTIS

[WK37]

Dungeon ---: one-time-only

Crewmembers: 0 (22/22)

Discoveries: 0 (64/64)

Enemies ---: Telsor, Hunter, Delvax, Hopril, Dorntak, Garagor, Dracoslyth,
 : Linark, Guardian

Items -----: Moonberry (2), Cham (2), Orb of Serenity

Delvax ---: Serpent Strike

Dorntak --: Cupil Ring

Dracoslyth: Defensive Aura

Garagor --: Ancient Bracer

Guardian -: Warrior's Heart

Hopril ---: Cupil Ring

Hunter ---: Warrior's Pistol

Linark ---: Silver Arm

Telsor ---: Serpent Strike

Note that a few of these monsters (Hunter, Dracoslyth, Telsor) also appear in the airspace around Soltis.

To begin the descent into madness...err, Soltis, approach the continent where Shrine Island now rests. There'll be an automatic battle on approach.

 /) MAGIC: ---

 (\\// SKILL: Jeda Beam, Jedos Ray

 Gadianos)(DROPS: Complete Kit, Sparkling Deck, Moon Gun

 ~15,000 HP //\)

 6124 EXP // Yawn! Low HP and high MagDef. Jedos Ray is the most

 0 MXP // powerful attack (~5000-8000 dmg) it spams. The fight concludes
2500 Gold // automatically after one turn, so make sure to destroy it as

 (/ normal to earn the spoils. The Moon Cannon can usually OHKO it.

The ship will finally dock at Shrine Island...although it can't really be called an island now, can it? The interior layout remains the same, only the doors that led to the exterior walkways are now useless, and the team can safely spiral to the lowest landing. [No previous Shrine Island enemies can be encountered at this time, note.] Two previous items -- SACRI CRYSTAL x2 and the CHAM -- can still be located in their previous spots. The sealed door at the bottom acts as a true gateway to Soltis.

|_____ | The first maze is shaped like a six-spoke wheel
| _____| |_____ N | with four layers. The two outermost represent a
| _/ _____\ | | generic passage; the next-closest is the central

```

| / / Cham \ \ | | passage's second story; the remaining is the
| ) \ / \ / ( | central passage's lower walkway. The map's a bit
| / \ \ \ \ \ \ \ | contrived in an effort to display the pathways.
| / / / \ / \ \ \ \ |
| ( _ ( ( ( ( ) _ ) ) ) | The only item here is a CHAM opposite the north
| \ \ \ \ \ \ / \ / / / | exit, so there's no point dawdling. From the
| \ \ / \ \ \ / \ / / | entrance, take the outermost layer clockwise,
| ) \ \ \ \ \ \ \ \ \ \ ( | then to a direct shot at the central shaft. Work
| \ \ \ \ \ \ \ \ \ \ / \ | SE to the outer layer again, then revisit the
| \ \ \ \ \ \ \ \ \ \ \ \ | center's east side. This time, Vyse can move
| | | | | | | | | | | outwards to the NW extremities, then back north
| ENTER | | | | | | | | | | | to the exit. [The only part of the map that is
| _____ | | | | | | | | | | | inaccurate is the 2F passage s. of the Cham.]

```

A few screens past, the team will stumble upon an ancient shaft; ascending is possible by taking the string of teleporters. Some foes, like Guardian and Linark, appear only in this chamber. Vyse begins on 2F.

- 01: Get the hidden CHAM and take teleporter to 3F
- 02: Inspect room with MOONBERRY, then take furthest teleporter to 4F
- 03: Take next teleporter to 5F
- 04: Take remaining teleporter to 2F
- 05: Get ORB OF SERENITY from Zivilyn Bane (~9500 HP, 5586/5 XP, 6491G)
- 06: Take remaining teleporter to 1F (Vyse will be back by starting point)
- 07: Take teleporter to 3F (again)
- 08: Take middle teleporter to 4F
- 09: Get 2nd MOONBERRY, take next teleporter to 5F

From here, the corridor leads onward to the final stretch, while the teleport pad remaining at 5F warps Vyse back to the 1F tier. There's one savepoint at the very end, so backtracking isn't required for the unsure.

Speaking of backtracking, now's the time to do so for getting curative items, better equipment and different characters. Drachma's powerhouse skills are great against bosses, while Enrique's Justice Shield (halves phys damage for one turn) is amazing in general. Gilder is powerful and durable, but would be odd man out in this category. Whichever ally is chosen will remain FOR THE REST OF THE BATTLES, so pick wisely! [Make sure to reequip the Delphinus if not done already, too.]

As for equipment, make sure everyone is guarded against instant death as a first priority (Valuan Medallion, Constitution Gem, etc). Next up is defense against Silver damage, which Ramirez naturally specializes in. Silvite Rings mitigate said damage and block instant death, making them good choices; the Silver Armors obtained in the Silver Shrine make good fallbacks when wasting an accessory slot isn't worth it. Finally, if one can block Weak status on the attackers, that saves extra time.

Skills...Vyse should know Pirates' Wrath definitely. Aika should know Delta Shield; her attack skills aren't important here. Fina's Lunar Winds ability is great here, so she should at least know that (but the more the better, if one likes using her). Enrique's Justice Shield is the main reason for taking him, but he can fill in when Vyse gets hurt, too. Drachma's skills all inflict tons of damage, so anything goes there. Gilder's Aura of Denial can help cover some bases in terms of status effects, although Aika's Delta Shield is better in most ways. Finally, my stats:

VYSE --: LV45, Vorlik Blade, Gaia Cape, Constitution Gem
 AIKA --: LV44, Moon Wing, Gaia Cape, Silvite Ring
 FINA --: LV43, Cupil, Robe of Faith, Silvite Ring

ENRIQUE: LV41, Stoneblade, Robe of Faith, Valuan Medallion

Enter the large teleporter inside the tower to find the final savepoint. The boss battle awaits beyond the next door, so start 'er up!

```
        /) MAGIC: Drilnos, Eternum
        (\// SKILL: Silver Eclipse, Silver Tundra, Lunar Blessing
Ramirez )(   DROPS: ---                        and Destruction
~22,200 HP //\)
```

31,340 EXP // Silver Eclipse and Silver Tundra are mitigated by any
10 MXP // Silver-reducing equipment AND Justice Shield; these are the
0 Gold // boss' best attacks, so that's a good start. Drilnos & Eternum
// are both negated by Delta Shield or proper equipment, taking 'em
// out of the running, too. That just leaves Destruction, a weaker
// version of Neglora (i.e. main purpose is removing positive buffs).
// Lunar Blessing is just like Fina's, granting HP regeneration; use
// her Lunar Winds tech to remove it. Other than that, it's just like
// normal, with Vyse spamming Increm'd Pirates' Wrath, although Enrique,
// Drachma and Gilder can share that load. Note J. Shield's presence means
// characters in lower HP can also take on item healing duties, instead of
// wasting turns guarding. Players with less-than-stellar equipment may want
(/ to throw an Aura of Valor immediately for quicker offense.

But it ain't over yet! Next battle requires the Delphinus.

```
                                                and Crystalen
        /) MAGIC: Driln, Electrulen, Sylenis, Pyrulen, Quika, Wevlum
        (\// WEPNS: Moon Ray, Moon Lament, Great Moon Ray, Judgement
Zelos )(   DROPS: Captain's Stripe
~240,000 HP //\)
```

~33592 EXP // The boss naturally commands all elements, and because of
0 MXP // that, it has a good MagDef and no vulnerabilities there -- the
0 Gold // normal armaments are the best way. Sylenis might actually be
// the most annoying here, since it can screw with planned healing.
// Attack from the front when possible, and eventually the crew'll
// get a free M.S. Cannon turn, after which Zelos changes shape. This
// new form can use Judgement (red-tile turn) to do 10,000+ damage --
// this is its most powerful tech. Other than all this, the fight's
// relatively normal. Keep item healing up when possible, and focus on
// M.S. Cannon attempts and secondary cannons as permitted (the latter is
// generally more useful than main cannons in the long run). As the fight
// rolls on, heal mid-turn to prepare for Judgement, which get spammed. One
(/ can gauge progress by how many of Zelos' claws have been blown off.

Aaaand...the last boss! For real this time! Seriously!

```
        /) MAGIC: Drilnos, Eternum
        (\// SKILL: Destruction, Silver Nightmare, Silver Binds
Ramirez )(   DROPS: ---
~24,000 HP //\)
```

0 EXP // Not too different from the last battle, except Rammy can
0 MXP // no longer regenerate HP; the same equipment strategies still
0 Gold // apply. Of the two new techs, Silver Nightmare is the most
// annoying: it's a priority move that cancels one ally's waiting
// command, forcing them to attack an ally (even with techs, but no
// SP is expended here). This battle's generally easier than the last
// showdown with Rammy, so as long as there's curative items to spare,
(/ there should be no trouble dispatching this fool.

Enjoy the ending! There's no New Game Plus or anything, but the player gets to see how the characters and the crewmembers began living their new lives.

Only recruited subordinates are shown in the final slideshow, though...sorry, Ryu-kan fans!

CHAM LOCATIONS

[CHML]

Chams are small moonstone fragments that can be fed to Cupil, Fina's living weapon. Each cham helps Cupil grow into its next form, which is more damaging than the previous. Since Fina can equip no other weapon like her comrades, this is the only way to boost her attack prowess! [Not that it's that great in general, but she can still be useful on this end.]

These helpful fragments cannot be collected until Fina officially joins the party, at Pirate Isle (post-Shrine Island). From then on, the Dreamcast's Visual Memory Unit (VMU) will making beeps whenever Chams are nearby. The more frequent the beeping, the closer one is to the item.

There's thirty (30) normal Chams in the game, plus three Abirik Chams -- see below for information on the latter.

- 01 |_ | Pirate Isle: Albatross' docking bay, upper mesh walkway (by cranes)
- 02 |_ | Shrine Island: interior (see walkthrough map for location)
- 03 |_ | Sailors' Island: lighthouse, upper interior
- 04 |_ | Maramba: inn, 2F outer balcony
- 05 |_ | Temple of Pyrynn: 2nd falling boulder ramp, left alcove
- 06 |_ | Horteka: Near entrance leading to cliff camp
- 07 |_ | King's Hideout: left side of room
- 08 |_ | Moon Stone Mtn.: 1st mincart corridor, near closed left shutter
- 09 |_ | Moon Stone Mtn.: 1st mesh walkway room, by mid trapdoor (other side)
- 10 |_ | Rixis: near lowest entrance; near leftmost statue
- 11 |_ | Rixis: "downtown" area, first 3-story building; up broken stairway
- 12 |_ | North Ocean: reward for defeating Gordo in battle (mandatory)
- 13 |_ | Nasrad: awarded to Aika and Fina for bartending (mandatory)
- 14 |_ | Daccat's Island: Aika's segment; boat dock area, left of entrance
- 15 |_ | Daccat's Island: Aika's segment; hidden in room with wooden walkways
- 16 |_ | Nasrad: near town's central fountain (post-Grand Fortress events)
- 17 |_ | The Delphinus: on outer deck
- 18 |_ | Gordo's Bistro: hidden on left side of room, near loqua barrels
- 19 |_ | Esparanza: near town entrance, in ladder-accessible pit/corridor
- 20 |_ | Yafutoma: In middle area with all the shops; path by big waterfall
- 21 |_ | Mount Kazai: lower reaches, bifurcation (near Moonberry chest)
- 22 |_ | Tenkou Island: circular platform about halfway up
- 23 |_ | Crescent Isle: ship bay, behind armory building
- 24 |_ | Crescent Isle: outdoor area, near pond's flagpole
- 25 |_ | Ruins of Ice: near main entrance, first corridor
- 26 |_ | Ruins of Ice: in Glacia, near savepoint; short path offshoot nearby
- 27 |_ | Ilchymis' Island: near central machine
- 28 |_ | Soltis: central maze; opposite exit, in crossroad
- 29 |_ | Soltis: five-tier teleporter shaft; starting platform, halfway down
- 30 |_ | Hamachou Island: near some stacked pots

Note that Hamachou Island is DLC-only and is not available any longer from the Skies of Arcadia website. However, there are still ways to download it, such as downloading the info to a Nexus memory card.

Additionally, there are three Abirik Chams in the game. When consumed, Cupil will automatically "level up" to its next form, regardless of how many normal Chams it would take. Unlike normal chams, these are received only through

special events and cannot be found walking around the field.

- 01 | Ixa'taka Region: a fisherman will fly near Horteka's island and talk about Sky Sardis. If Vyse has collected 10 of them, he can exchange 'em for the Abirik.
- 02 | Nasrad: talk to the old merchant in the weapons shop and he'll give it as a memento. This can be done as soon as Disc 2 is available.
- 03 | This requires completing the Esparanza Barmaid's special sidequest to reconnect with her mother. The many steps are listed in the Sidequests section [SDQS].

CREWMEMBER LIST

[CRWM]

After acquiring the Delphinus battleship, Vyse's gang can expand by finding individuals supporting his cause. Not only does each character have a useful function, but some can even be used in (airship) battle.

There's twenty-two (22) recruits available, but only 11 jobs (Helmsman, Engineer, Gunner, Lookout, Merchant, Builder, Cook, Artisan, Sailor, Jester, Delegate) to go around. Thus, only half the characters will be available to chat on the Delphinus' bridge. Also, it need not be said probably, but each recruit has a fixed task -- they can't fill in for other jobs.

Each recruit has an effect, whether it's passive (always active) or used only in battle. For the latter kind, the Crew command allows Vyse to use their services for a set SP cost. These can only be used once per airship battle. Some will give protection, raise attributes or heal the ship. Items cost no SP so they may be more preferable, but it's always good to have an expanded crew just for this sort of variety.

Before the in-depth stuff, here's a short list of the crewmembers in the rough (descending) order they're first available, plus what each does.

##	CREW	JOB	FUNCTION
01	Marco	Sailor	Doubles spirit points (1 turn)
02	Lawrence	Helmsman	Increases Ship's Quick (passive)
03	Polly	Cook	Replenishes 1 ally's MP
04	Pinta	Delegate	Guards ship from cannon fire (1 turn)
05	Pow	Jester	Raises first strike chance (1 turn)
06	Khazim	Gunner	Increases main cannons' damage (passive)
07	Osman	Merchant	Raises chance to get expensive items (passive)
08	Merida	Jester	Increases ship's value
09	Tikatika	Lookout	Increases torpedoes' Hit%
10	Domingo	Lookout	Increases chance of critical hits
11	Robinson	Sailor	Reduces Spirit Point costs (1 turn)
12	Kirala	Builder	Restores all ship's HP
13	Urala	Cook	Maxes out Spirit Points
14	Moegi	Delegate	Guards ship from enemy magic (1 turn)
15	Ryu-kan	Artisan	Raise ship's ATK and DEF (1 turn)
16	Kalifa	Merchant	Raises chance to find special items (passive)
17	Don	Helmsman	Increases Ship's Dodge (passive)
18	Hans	Engineer	Increases ship's Magic Defense (passive)
19	Brabham	Engineer	Increases ship's Defense (passive)
20	Izmael	Builder	Increases MoonStone Cannon's damage (passive)

21 Belle	Gunner	Increases secondary cannons' damage (passive)	
22 Ilchymis	Artisan	Raises all ship's attributes (1 turn)	
_____	_____	_____	_____

MARCO

Duty -: Sailor
Skill : Doubles current Spirit Points for 1 turn [8 SP]
Locate: The Delphinus
Obtain: Hiding in Delphinus' bridge in supply storage

Marco is the ginger-haired brat who caused trouble for the Blue Rogues in Lower Valua. After seeing their heroics, he stows away on the Delphinus and, after Vyse escapes Grand Fortress with it, can be obtained by inspecting the bridge's right-side supply bin. He can usually be found on the Delphinus' main deck or Crescent Isle's crew quarters.

LAWRENCE

Duty -: Helmsman
Skill : Ship Quick +30 (passive)
Locate: Sailors' Island
Obtain: Pay 10,000G

The taciturn wheelman is seen very early in the game alongside Sailors' Island's guild building, but can't be recruited while using the Little Jack. Once the Delphinus is in Vyse's custody, simply pay his rather steep fee to get his services. While an active crewman, he'll naturally be on the bridge at all times; off duty, he hangs in Crescent Isle's hangar lounge.

POLLY

Duty -: Cook
Skill : Fully restores one ally's MP [6 SP]
Locate: Sailors' Island
Obtain: just ask her

Polly is the proprietor of the Sailors' Island bar, and is on rather friendly terms with the Little Jack crew. When asked to join the Delphinus, she'll agree, leaving her daughter Anne to run the joint. While aboard, Polly hangs out in the kitchen; on Crescent Isle, she is found at the mess hall. This lass is necessary to recruit Robinson, so it pays to get her early!

PINTA

Duty -: Delegate
Skill : Ship is immune to cannon fire for 1 turn [10 SP]
Locate: Sailors' Island
Obtain: just ask him

Pinta is a cute little...person (?) with a spinning device on his head, and stars in his very own item-finding minigame, Pinta Quest. Like some of the other recruits, he joins automatically when asked. While in the crew, he'll hang out on the ship's bridge or the base living quarters, respectively.

POW

Duty -: Jester
Skill : Increases chances of attacking first for 1 turn [4 SP]
Locate: Pirate Isle

Obtain: talk to town children

"Jester" is a polite way of saying "miscellaneous addition," and Pow, the beloved dog from Vyse and Aika's hometown, fits that description. After acquiring the Delphinus, simply talk to the children for an event that adds him to the roster. Like Pinta, Marco and Hans, he can be found on the ship's bridge or Crescent Isle quarters, respectively.

KALIFA

Duty -: Merchant

Skill : Increases likelihood of finding special items post-battle (passive)

Locate: Maramba

Obtain: talk to her with a Suiran Blade equipped

Kalifa is a seer living in Maramba's smaller half, near the tavern. She gives fortunes for a small fee, and will feel fated to join Vyse's crew if he has a Suiran Blade equipped -- this means one must beat Yafutoman events to get her. When recruited, she sets up her own tent in the main square and will continue the fortune-telling services (10G and 100G, respectively) -- interesting info can be gleaned from these visits. If in the active crew, she resides in the Delphinus' dining room.

KHAZIM

Duty -: Gunner

Skill : Increases damage done by main cannons (passive)

Locate: Nasrad

Obtain: just ask him

Khazim is Nasrad's renowned gunner, located in the port's cannon-topped watchtower. After the mess that goes down in Nasrad on Disc 1, he has no qualms about joining the Delphinus' crew to get revenge on his archrival. On Crescent Isle, he will either be running the store (if Belle hasn't been recruited yet) or in the next-door armory. Similarly, his positioning on the Delphinus can change as well: he's normally found on the main deck, but will head into the mess hall during certain events.

OSMAN

Duty -: Merchant

Skill : Increases likelihood of finding expensive items post-battle (passive)

Locate: Nasrad

Obtain: just ask her

The picture of opulence, Osman is first met at Nasrad's money-lending agency, on not-so-friendly terms. Later on, after the town goes through its crucible of fire, the (slightly!) humbled Osman will join the crew if spoken to. She sets up shop in Crescent Isle's cave, selling "box" items that have multiple charges. Like her fellow merchant ally, she can otherwise be located on the Delphinus' mess hall/lounge.

MERIDA

Duty -: Jester

Skill : Increases ship's value (passive)

Locate: Horteka

Obtain: show her the "Note in the Bottle"

Merida is Horteka's famous dancer, although when first encountered, she'll

be in rather sour spirits. However, once her troubles are over, she has a chance to join the Delphinus' crew. To do this, one must first collect the "Note in the Bottle" at Sailors' Island's lighthouse (it's tied to a balloon near the top). Confident that Quetya sent Vyse, she'll join up, subsequently hanging in the ship's dining area or

TIKATIKA

Duty -: Lookout
Skill : Increases friendly torpedoes' Hit% (passive)
Locate: Horteka
Obtain: discover "Ixa'takan Village"

This eagle-eyed scout is the first Lookout available, and can be found atop the cliff near the Horteka elder's hut. On one of the mid-altitude islands west/southwest of the town is the "Ixa'takan Village" discovery, which Tika himself references. Simply locate the sucker to get him aboard! Speaking of which, he prefers high places -- the Delphinus' outdoor tower and the upper base balcony are his usual spots.

BRABHAM

Duty -: Engineer
Skill : Ship Defense +20 (passive)
Locate: Crescent Isle
Obtain: Crescent Isle (mandatory)

Brabham is the world's foremost engineer, a wily old-timer who simply loves buildin' stuff. After bringing the Delphinus to Crescent Isle during the storyline, he'll offer to help build the ship's bay for a 75,000G cost. When that cost (and Izmael's 25,000G base-building fee) are given, and the plot is advanced a bit so the aforementioned places are constructed, he'll join the crew officially. Normally, he hangs out on the ship's bridge or the bay itself.

IZMAEL

Duty -: Builder
Skill : Increases MoonStone Cannon's power (passive)
Locate: Crescent Isle
Obtain: Crescent Isle (mandatory)

Like Brabham, Ismael is sent to Crescent Isle by Gilder, following Vyse's second breakout feat. After his fee (25,000G) and Brabham's (75,000G) are given, and the story's advanced a stage, he'll automatically join up. He's found on the Delphinus' bridge or the town square, near the garden. Izmael, like Kirala, can perform renovations and decorations to the outer buildings for a small fee. Whereas she prefers the austere Yafutoman design, Izmael's more of a traditional pirate-y bend, not unlike those on Sailors' Island.

BELLE

Duty -: Gunner
Skill : Increases damage dealt by secondary cannons (passive)
Locate: Crescent Isle
Obtain: speak to her

ROBINSON

Duty -: Sailor

Skill : Reduces SP costs for 1 turn [8 SP]
Locate: The Dark Rift
Obtain: Speak to him after recruiting Polly

Robinson is a sailor found within one of the Dark Rift's many shipwrecks, and will join the team if Polly's already been recruited. [See walkthrough for where he appears exactly.] He will either be found at the base mess hall or on the Delphinus' outer deck, depending on the duty roster. His special crew command reduces subsequent SP costs for that turn, so it makes a bigger splash when used immediately.

KIRALA

Duty -: Builder
Skill : Fully restores ship's HP [07 SP]
Locate: Yafutoma
Obtain: compliment her building

Kirala is the Eastern town's architect and an accomplished builder in her own right. To find her semi-hidden location, borrow a tub-boat from the vendor in the shop district, then ride it over the waterfall -- this reaches a smaller residential neighborhood. Simply talk to her and pay a compliment; she'll join quickly. [Kirala is required to recruit Urala, also.] She can be found in the ship's lounge or near Kalifa's new tent, respectively.

Like her fellow ally Izmael, Kirala can perform renovations to the base's buildings. However, she prefers a more Eastern flavor (not unlike her hometown) whereas Izmael likes the traditional Western style. If one asks her to renovate a Yafutoman building to a different style, she'll disagree and refuse to do it.

URALA

Duty -: Cook
Skill : Maxes out ship SP gauge, minus casting cost [15 SP]
Locate: Yafutoma
Obtain: talk to her after recruiting Kirala

Urala is the timid cook at Yafutoma's teahouse, and can only be recruited if her sister Kirala is on the roster. As a cook, she's found in the kitchen, both on the base and the Delphinus. If asked to make some grub on Crescent Isle, one can give her 10 RomuhaiFish (from Yafutoma) to create 1 "Urala's Lunch," which fully restores HP/MP outside of battle. Her crew command will top off the Delphinus' SP gauge, minus her 15 SP usage fee. Example: if the ship has 70 SP max, it would raise to 55 instead.

MOEGI

Duty -: Delegate
Skill : Ship cannot be hit by enemy magic for 1 turn [10 SP]
Locate: Yafutoma
Obtain: Yafutoma (mandatory)

Moegi is the Yafutoman princess who helps the party while that country's events are going on. Afterwards, she joins the crew as a delegate! She can be found on the Delphinus bridge and near the base pond, respectively. Her crew command makes all magic enemy magic miss its target for one turn.

DON

Duty -: Helmsman
Skill : Ship Dodge% +15 (passive)
Locate: Esparanza
Obtain: speak to him after visiting Yafutoma

Don is an old sailor whose dreams died out, not unlike his compatriots in the rusting town. However, his inner fire starts to come back after first meeting Vyse, and he vows to join if the squad returns safely from visiting the Dark Rift. Thus, simply speak to him again after doing so and he'll gladly join. As his job suggests, he'll be found on the bridge normally; when off duty, he hangs out in the base tavern.

HANS

Duty -: Engineer
Skill : Ship Magic Defense +20 (passive)
Locate: Horteka
Obtain: just ask him

Hans is first encountered in Horteka's outer portion, where Centime's Iron Clad ship has run aground. He expresses interest in joining the crew several times, but won't be available until the first disc ends. Out of battle, he appears on the ship's bridge and base island quarters, respectively.

DOMINGO

Duty -: Lookout
Skill : Increases likelihood of scoring critical hits (passive)
Locate: Gordo's Bistro
Obtain: Talk to him after finding 30 discoveries

Domingo is a treasure hunter introduced early in the game, and is Vyse's main rival where discoveries are concerned. He can later be found at a North Ocean bistro and recruited, if Vyse has uncovered a certain number of finds. From then on, he can be found in the Delphinus' lookout or Crescent Isle's cliff meeting room.

ILCHYMIS

Duty -: Artisan
Skill : Raise all ship's parameters for 1 turn [08 SP]
Locate: Ilchymis' Island
Obtain: Talk to him with an ally who knows Riselem

Ilchymis is one of the last few allies collected, and can only be found on his island (high altitude) floating north of the Valuan continent. However, even after all that, he'll resist attempts to be recruited...that is, unless someone knows Riselem, the fourth Silver spell.

After recruitment, he will often appear on the Delphinus' outer deck, or in the dining area as circumstances allow. On Crescent Isle, he sets up shop in Osman's cave and will sell curative items. For a 1000G upgrade fee, his shop becomes more powerful, and he will then sell stat-raising seeds and his own Ilchymix concoction (refills all HP/MP out of battle).

RYU-KAN

Duty -: Artisan
Skill : Raise ship's ATK and DEF for 1 turn [15 SP]
Locate: Ryu-Kan's Island

Obtain: Talk to him with a high Swashbuckler rating

Ryu-kan is a cranky blacksmith who lives in an isolated part of the eastern sea (north of Yafutoma, past a skyrift). He can be visited as soon as the airspace is available, but will not join the crew unless Vyse's Swashbuckler rating is high enough ("Vyse the Daring" or better) and Yafutoman plot events are over.

Like Ilchymis and Osman, he'll set up a shop at the base's cave, acting as an upgraded armorer. [After stealing the ship schematics from Dangral Island, he can upgrade his wares for 4000G.] Additionally, Ryu-kan is integral to the Vorlik Blade sidequest; without him, it cannot be forged!

DISCOVERIES

[DSCV]

Few things capture the adventurous spirit better than discovering new lands and ancient wonders -- and that's all laid bare for Arcadia nuts!

These can be found by inspecting certain world map areas with the 'confirm' button, which will make the target appear (if not already) and give a little backstory on its origin. But, the main draw is that the Sailors' Guild will pay cash for confirmations, so this can be a great way to scrouge up dough.

Hints can be purchased from the guild (if available), and more and more will show up as the plot progresses. Note that discovery info is also viewable in the Journal menu...it's easy to forget about it!

Note that Domingo, a rival treasure hunter, will be looking for discoveries as well, and if Vyse doesn't find one after awhile, Domingo will! Thus, the next time Vyse "discovers" that location, the guild will only pay a pittance since it's already been documented.

The guild menu orders the finds in a rough order of availability, a format most readers/authors will be familiar with. Thus, here's that order, complete with all the need-to-know info.

Area ---: Where discovery is found (using world map names as landmarks)
Altitude: Mid (normal), low (below clouds) or high (above clouds)
Invisibl: whether target can be viewed before its discovery
Coordnts: on 14x12 world map, which tile discovery is found in (apx.)
Reward -: Amount earned

01: PIRATE'S GRAVE

Area ---: Mid Ocean (South)
Altitude: Mid
Invisibl: yes
Coordnts: 5,8
Reward -: 120G

Unquestionably the easiest to find. Right after Vyse gets to steer his dad's ship in the game's beginning, head due south and check the small isle 'tween the two larger ones. Uncovering the location early will give some in-game info about how the Sailor's Guild will pay for info like this.

02: GUIDESTONES

Area ---: Mid Ocean (North)
Altitude: Mid
Invisibl: yes
Coordnts: 8,6
Reward -: 40G

Found on a small island just north of Sailors' Island. This area's has few obstacles, so finding the discovery is a cinch.

03: SKY CORAL

Area ---: Mid Ocean (South)
Altitude: Mid
Invisibl: yes
Coordnts: 7,9
Reward -: 340G

East of Shrine Island, one can slip through a small stone reef to find an enclosed area of Mid Ocean. The southernmost isle, a green-colored area, has this discovery floating above it.

04: SILVER MOON PIT

Area ---: Mid Ocean (South)
Altitude: Mid
Invisibl: yes
Coordnts: 7,8
Reward -: 1600G

East of Shrine Island, in the same reef-enclosed area as the Sky Coral (#03), search the pale, thin along the east sky rift. The pit sticks out of the upper half, NE side.

05: TOPPLE ROCK

Area ---: Southern Nasr
Altitude: Mid
Invisibl: yes
Coordnts: 9,7
Reward -: 160G

On Maramba's island, there's three small mountains to find. Two are next to each other; one is by itself, separated by the signal fire beacons. Search on the lone mountain.

06: WANDERING LAKE

Area ---: Southern Nasr
Altitude: Mid
Invisibl: no
Coordnts: 10,7
Reward -: 400G

This is a medium-sized, water-filled island floating in the desert expanse east of Maramba, near the Temple of Pyrynn. Again, so conspicuous it's nearly impossible to overlook.

07: OASIS

Area ---: Southern Nasr

Altitude: Mid-Low
Invisibl: yes
Coordnts: 10,8
Reward -: 640G

After locating Maramba, fly southeast at low altitudes, until one hits the thin strip of desert near the area's boundary. [The flat island the Sandfalls are on should be nearby.] The Oasis is located near the center of this region, a stone's throw from the coast.

08: SANDFALLS

Area ---: Southern Nasr
Altitude: Mid-High
Invisibl: yes
Coordnts: 10,8
Reward -: 680G

Southeast of Maramba's island (and south of where Wandering Lake floats) is a large, flat island near the cloud cover -- it barely gives enough room for the airship to fly between the two. The Sandfalls can be found by inspecting the top of this island.

09: TEMPLE OF PYRYNN

Area ---: Southern Nasr
Altitude: Mid-Low
Invisibl: no
Coordnts: 11,6
Reward -: 280G

It's a gigantic pyramid visible in the desert east of Maramba. It's also a mandatory stop in the questline, so it's impossible to miss.

10: BEAK ROCK

Area ---: South Ocean
Altitude: Mid
Invisibl: yes
Coordnts: 5,10
Reward -: 800G

A larger island near the western entrance to Ixa'taka, generally right before the "leaves in the wind" animation starts showing up on-screen. Inspect the northern-ish face of the rock to uncover it. [This island floats noticeably higher than others in the region, so it won't be too difficult to spot.]

11: SKY ANEMONE

Area ---: South Ocean
Altitude: Mid-High
Invisibl: yes
Coordnts: 7,10
Reward -: 720G

In this windswept region, there is a small, rocky island along the southern skyrift (bordering the glacial land past there). The anemone's found on the upper portion. There's few islands this close to the rift, and air currents are visibly smashing into it, so it won't be hard to find.

12: IXA'TAKA

Area ---: Kingdom of Ixa'taka
Altitude: ---
Invisibl: ---
Coordnts: ---
Reward -: 220G

This discovery is automatically awarded for a successful flight through South Ocean. It'll be obvious Ixa'taka is nearing when leaves start being blown in the wind.

13: GARPA FRUITS

Area ---: Kingdom of Ixa'taka
Altitude: Mid
Invisibl: yes
Coordnts: 3,8
Reward -: 360G

These tasty morsels hang on the underside of Horteka's forested island, off to the north side. Quite easy to find once one knows where to search.

14: THE GREAT BIRD

Area ---: Kingdom of Ixa'taka
Altitude: Mid
Invisibl: no
Coordnts: 2,7
Reward -: 480G

Northwest of Horteka, look for a large high-altitude waterfall pouring down to a rather low altitude forest. Near this lake is the bird geoglyph. Finding this discovery also gives the "Great Bird's Eye" key item.

15: GOLDEN MAN

Area ---: Kingdom of Ixa'taka
Altitude: Mid-High
Invisibl: yes
Coordnts: 3,7
Reward -: 480G

NNW of Horteka is the massive island where the King's Hideout [large tree on a tiny isle] sits between two mountains. The discovery is found atop the larger of the two, and gives the "Golden Man's Eye" key item.

16: GATES OF RIXIS

Area ---: Kingdom of Ixa'taka
Altitude: Mid
Invisibl: no
Coordnts: 2,7
Reward -: 600G

To find the hidden city, first find "The Golden Man" and "The Great Bird" discoveries. Each points in a direction, leading to the northwestern mountain range -- a small stone head landmarks the spot if done correctly. NOTE: This area cannot be found without hearing Isapa's legend at the King's Hideout. Rixis is mandatory, so this place cannot be overlooked either.

17: IXA'TAKAN PALACE

Area ---: Kingdom of Ixa'taka
Altitude: Mid
Invisibl: yes
Coordnts:
Reward -: 480G

This is found on the massive isle NW of Horteka, mostly notable for being where the King's Hideout floats. [It's that large floating tree between two mountain plateaus, for those who haven't uncovered it so far.] Search the lower forests on the SW side.

18: IXA'NESS VILLAGE

Area ---: Kingdom of Ixa'taka
Altitude: Mid
Invisibl: yes
Coordnts: 2,9
Reward -: 1200G

Southwest of Horteka, find a low-lying island with a large forest and a few smaller ones; the village is on the eastern side. [If on the right isle, Horteka will not be visible.]

19: MYSTERIOUS RINGS

Area ---: North Ocean
Altitude: Mid-High
Invisibl: yes
Coordnts: 3,5
Reward -: 950G

This is a free-floating invisible location, so it helps to find it by first finding the nearby Will O' Wisps (mentioned below). Line the ship up with the wisps' altitude and fly due south for a few moments to find the rings.

20: WILL O' WISPS

Area ---: North Ocean
Altitude: Mid
Invisibl: yes
Coordnts: 3,5
Reward -: 1900G

After exiting the Ixa'takan canyon where the Iron Net once stood, there will be two flat islands easily visible off to the left (west). One contains the Roc's Nest and the northern of the two has the wisps.

21: ROC'S NEST

Area ---: North Ocean
Altitude: Mid
Invisibl: yes
Coordnts: 2,5
Reward -: 2200G

After exiting the Ixa'takan canyon where the Iron Net once stood, an island should appear within eyeshot to the immediate left (west). Search atop here.

22: THE GIANT THRONE

Area ---: North Ocean
Altitude: Mid
Invisibl: yes
Coordnts: 5,5
Reward -: 1600G

In the north part of the region, near the border with Valua (i.e. when the area starts getting dark), look for a dull, gray-colored rock near the east skyrift. The throne's simply sitting on this sucker.

23: LIGHTHOUSE RUINS

Area ---: Valuan Airspace
Altitude: Mid
Invisibl: yes
Coordnts: 6,3
Reward -: 1700G

If one goes far enough past North Ocean, there'll be a scene where everyone catches Drachma staring into space. Near this area (where North Ocean and Valuan Territory meet) is a gray-colored island near the west skyrift -- it contains the lighthouse.

24: ANCIENT PALACE

Area ---: Valuan Airspace
Altitude: Mid-low
Invisibl: yes
Coordnts: 8,4
Reward -: 3200G

Within Valuan territory, about halfway through is a dark area with several large craters. [A friendly NPC ship may be flying over 'em.] Search south of here, at low altitude, near the mountains.

25: SKULL ROCK

Area ---: Valuan Airspace
Altitude: Mid
Invisibl: yes
Coordnts: 10,3
Reward -: 700G

This can be obtained after Vyse is rescued from the deserted island. Simply fly northwest to reach the Valuan continent, then search the eastern cliffs.

26: STONE CITY

Area ---: Valuan Airspace
Altitude: Mid
Invisibl: yes
Coordnts: 8,3
Reward -: 3800G

Although it seems like the area would be accessible much earlier, various circumstances prevent the player from entering the ocean north of Valua's continent. Thus, this is first available after claiming the Delphinus. Simply

circle Skull Rock's cape counterclockwise and proceed west, until finding a large boulder-stuffed mountain pass. A little ways west of here, on frigid ground, is the city.

27: SHIP GRAVEYARD

Area ---: Nasr Kingdom
Altitude: Mid-Low
Invisibl: yes
Coordnts: 9,6
Reward -: 1500G

Available after upgrading the Delphinus' hull to traverse skyrifts and stone reefs. The graveyard is within the North Dannel Strait, a skyrift-blocked mountain pass a bit west of Nasrad's island. The graveyard is in the "eye" of the rift, nearly dead center at lower altitudes.

28: PHILOSOPHY STONE

Area ---: Frontier Lands
Altitude: Mid
Invisibl: yes
Coordnts: 8,2
Reward -: 3400G

This is located in the ocean north of Valua's continent, first available to be explored after acquiring the Delphinus. If one already found the Stone City, this small island is (visibly) north of there.

29: BALLOON FLOWER

Area ---: Frontier Lands
Altitude: Mid-High
Invisibl: yes
Coordnts: 10,2
Reward -: 8400G

This small flower is floating due north of Skull Rock at high altitudes, near the regional skyrift. It's very difficult to find without landmarks.

30: THE LANDS OF ICE

Area ---: The Lands of Ice
Altitude: ---
Invisibl: ---
Coordnts: ---
Reward -: 1100G

Automatically obtained by visiting the region main continent. Like most of the area's discoveries (Icebird, Aurora, The Frozen Giant), one can find the entry immediately after the Delphinus' first upgrade at Crescent Isle.

31: ICEBIRD

Area ---: The Lands of Ice
Altitude: Mid
Invisibl: yes
Coordnts: 4,12
Reward -: 3600G

First, locate the continent's center, near where one can see a structure below the ice (the Ruins of Ice dungeon, visited later). Fly over the western mountains for a glacial plain running to the continent's coast -- the Icebird can be found in this area, closer to the mountains.

32: THE FROZEN GIANT

Area ---: The Lands of Ice
Altitude: Mid
Invisibl: yes
Coordnts: 6,12
Reward -: 3600G

One of the harder ones to find, just because of the sheer scope of this area and that some islands hover around, screwing with the player's memory. It's easy to find once one knows where to look, however. On the continent itself, look for an iceberg along the northern coast; the Delphinus will have enough clearance to fly between the two. The giant (a mammoth) is on the iceberg's north/east side.

33: AURORA

Area ---: The Lands of Ice
Altitude: High
Invisibl: no
Coordnts: 5,1
Reward -: 1100G

Like the continent's titular discovery, this is automatically obtained just by flying near it (by landmass' center). This is one of the few discoveries that, while being high above the cloudcover, can be found by flying at mid altitude.

34: BLIMP WRECK

Area ---: The Dark Rift
Altitude: Mid
Invisibl: yes
Coordnts: 10,11
Reward -: 4200G

South of Esparanza is the Dark Rift dungeon's west entrance, and slightly west of there is a bunch of small islands. One of the closer ones has the shipwreck on it.

35: GIANT SQUID NEST

Area ---: Ocean north of Valuan Empire
Altitude: Mid
Invisibl: yes
Coordnts: 11,12
Reward -: 6600G

This can be obtained after the Delphinus' hull is reinforced to traverse the normal skyrifts. Simply go north of Crescent Island, through a skyrift, and locate a large black-colored island along a dark rift. The GSN floats above this place -- generally simple to find.

36: BLACK MOON STONE

Area ---: The Dark Rift
Altitude: Mid
Invisibl: yes
Coordnts: ---
Reward -: 4200G

This is located within the Dark Rift dungeon, generally the 2nd significant chamber encountered -- it's very dark and has several glowing crystals that float around. The BMS is located here, toward a dark "corona" across the room. [No coordinates are needed as this is the only discovery occurring in a dungeon instead of the world map.]

37: YAFUTOMA

Area ---: Eastern Ocean
Altitude: ---
Invisibl: ---
Coordnts: ---
Reward -: 2200G

Automatically found by approaching the city limits.

38: UGUI'S NEST

Area ---: Eastern Ocean
Altitude: Mid
Invisibl: yes
Coordnts: 12,9
Reward -: 900G

Accessible immediately after clearing the Dark Rift dungeon. This area has a ton of tiny black/pointy islands, but the nest is actually located on a flat island NW of the Rift, along a skyrift. It's also lighter-toned than its neighbors, so it's easy to spot from afar.

39: GUARDIAN WALLS

Area ---: Eastern Ocean
Altitude: Mid
Invisibl: no
Coordnts: 13,9
Reward -: 480G

One of the simplest discoveries available. After clearing the Dark Rift dungeon, pass through the northern skyrift to enter Yafutoman Airspace. There will be several fragments of a great wall nearby -- most any works.

40: WANDERBIRDS

Area ---: Yafutoma Area
Altitude: Mid-High
Invisibl: no
Coordnts: 12,7
Reward -: 1500G

Northwest of Yafutoma is Mt. Kazai on its own little island. On the northern slope, flying a bit below the cloud cover, is a group of birds. However, true to their itinerant name, they move around a bit, so it can be hard to track 'em down. Approaching the mountain from the north helps; the closer one gets to the mountain, the more the camera shrinks on the Delphinus.

41: DHEERSE

Area ---: Yafutoma Area
Altitude: Mid
Invisibl: yes
Coordnts: 14,5
Reward -: 950G

NE of Yafutoma is a flat, craggy island with no vegetation. The Dheerse can be found in one of the hill's dips.

42: GRIEVING PRINCE

Area ---: Eastern Ocean
Altitude: Mid
Invisibl: yes
Coordnts: 1,9
Reward -: 2700G

43: SPICE ISLAND

Area ---: Eastern Ocean
Altitude: Mid
Invisibl: yes
Coordnts: 12,7
Reward -: 8800G

A small, floating island that's very difficult to find without some sort of landmark. Most people can travel north of Uguisu's Nest (at mid altitude) and eventually find it, after travelling through the nearby skyrift. Most other nearby landmarks, like Yafutoma and the Guardian Wall, aren't a very straight shot, so the Uguisu's Nest method is generally the easiest.

44: MYSTIC ORCHARD

Area ---: Yafutoma Area
Altitude: Mid
Invisibl: yes
Coordnts: 1,11
Reward -: 9800G

Although it's in the same situation as Spice Island, it's much easier to find thanks to local landmarks. First, visit the impassable stone reef east of Yafutoman territory; once there, fly north. Eventually, the Delphinus will encounter a spot where a dark rift intersects the reef. At this point, fly due west at medium altitude to find it (after 3-4 seconds).

45: INVERSE ISLE

Area ---: Eastern Ocean
Altitude: Mid
Invisibl: yes
Coordnts: 14,10
Reward -: 5200G

Far north of Yafutoma, through a passable skyrift, is an area alongside a dark rift, populated by several black-colored islands. In the NE part of this region, near where the skyrift and dark rift intersect, there's a small isle that floats higher than its neighbors. Travel NE of here for a few secs (at

comparable altitude) to find the ol' upside-down island.

46: WORLD IS ROUND

Area ---: Nasr Kingdom
Altitude: ---
Invisibl: ---
Coordnts: ---
Reward -: 2800G

This discovery is mandatory, obtained after finishing Yafutoman events and returning victorious to Crescent Isle.

47: RUINS OF ROLANA

Area ---: Nasr Kingdom
Altitude: Mid
Invisibl: yes
Coordnts: 11,7
Reward -: 6000G

This is first available after Vyse is rescued from Crescent Isle by Gilder. Southwest of Nasrad's island, there's a thin strip of airspace between the Nasr mountains and the dark rift. Follow this area south and look for a brown patch about halfway through; the ruins are here.

48: SOUTHERN CROSS

Area ---: The Lands of Ice
Altitude: Low
Invisibl: no
Coordnts: 4,11
Reward -: 7400G

North of the icy continent itself, search close to the sky rift at low depth. The island is cross-shaped and snow-capped (easy to spot), plus there's no other landforms to distract the player.

49: RAINBOW ISLAND

Area ---: Nasr Kingdom
Altitude: High
Invisibl: yes
Coordnts: 11,5
Reward -: 3000G

Although the island itself is invisible, the rainbow guiding one straight to the destination isn't -- it's viewable for miles and miles. Simply look where the rainbow's lowest point is to find it. [A little girl in Nasrad mentions this discovery, also.]

50: MOON STONE LAKE

Area ---: Mid Ocean
Altitude: High
Invisibl: no
Coordnts: 5,9
Reward -: 4200G

Remember where Vyse first got to control his dad's Albatross after finishing

the tutorial dungeon (battleship)? In this small corridor, a waterfall can be spotted from a high-altitude source. Check this floating mountain to find the lake!

51: IRON STAR

Area ---: Nasr Kingdom
Altitude: High
Invisibl: no
Coordnts: 11,5
Reward -: 4800G

Like the Rainbow Island nearby, the Iron Star is very visible, its mechanical light blinking quite vividly. It's almost directly above Nasrad, but a little bit NE.

52: ALUPAS

Area ---: Kingdom of Ixa'taka
Altitude: High
Invisibl: yes
Coordnts: 2,7
Reward -: 3200G

In Ixa'taka, near the Great Bird geoglyph, ascend to high altitude and check the island whose waterfall is feeding the lower lake. The Alupas will be in the forest here.

53: OBSERVATORY

Area ---: Kingdom of Ixa'taka
Altitude: High
Invisibl: yes
Coordnts: 2,7
Reward -: 5200G

Another easy one. First, breach the upper cloud layer and return to Rixis, which will be viewable on the mountaintop. From here, head a bit south and inspect the smaller plateaus until it's found.

54: DANCING LIGHTS

Area ---: Nasr Kingdom
Altitude: Low
Invisibl: no
Coordnts: 9,5
Reward -: 800G

Northwest of Nasrad's island, near the Valuan continent, is two lights that encircle each other. Though they're at low altitudes, they're visible from above, making it a simple task.

55: THE MOTHER TREE

Area ---: Eastern Ocean
Altitude: High
Invisibl: yes
Coordnts: 14,2
Reward -: 6400G

At high altitude north of Yafutoma is Tenkou Island, visited during the plot. But, beside it at similar height, is another mass -- the tree's here.

56: THE GHOST SHIP

Area ---: varies
Altitude: High
Invisibl: no
Coordnts: varies
Reward -: 7700G

The Ghost Ship is a moving target and has a long flightpath. From the Cape Victory (Esparanza) area, it moves west and south with the sky rift, then back east when it intersects with the dark rift. From here, it continues east toward Tenkou Isle, then back N/NW toward Esparanza again. Although there's no set place to find it, Esparanza's skies tend to be the easiest.

57: FLUTTERFLIES

Area ---: North Ocean
Altitude: High
Invisibl: no
Coordnts: varies
Reward -: 15200G

Unquestionably the most difficult discovery to find, due to how tiny the bug swarm is and the fact that it's mobile. It flies at high altitudes above the North Ocean-Mid Ocean skyrift border, so the only thing to do is stake out that area. [A high-flying Ixa'takan hermit will mention the insects' location in this place, for reference.]

58: ECLIPSE POINT

Area ---: Frontier Lands
Altitude: High
Invisibl: yes
Coordnts: 3,2
Reward -: 12200G

This is easiest to find after locating the Loopers' Nest, since Eclipse Point is directly north from there. However, there's a trick to finding it -- if the Delphinus is too high/low, it won't appear. Maneuver the Delphinus so it barely breaches the upper cloud layer, then head north from the aforementioned nest for awhile. If done right, the player should encounter a sudden dark zone; within here is the discovery.

59: LOOPERS' NEST

Area ---: Frontier Lands
Altitude: Mid
Invisibl: yes
Coordnts: 3,4
Reward -: 11000G

In the NW part of the map is a stone reef separating Yafutoma's region from a smaller uninhabited area. The nest one seeks is in the southern area, on the northern tip of a great island.

60: FLYING MACHINE

Area ---: Mid Ocean
Altitude: Low
Invisibl: yes
Coordnts: 6,7
Reward -: 7600G

In the Pirate Isle area, pierce the lower cloud cover and fly north a bit, toward the Vortex. A smaller island near there will have the machine on it.

61: VALUAN WRECKAGE

Area ---: Valuan Empire
Altitude: Low
Invisibl: yes
Coordnts:
Reward -: 12400G

Very easy to find. Locate the Ship Graveyard in the North Dannel Strait, then fly west at low altitudes. The wreckage will be on a small island, the only one in the area.

62: RABBATS

Area ---: Valuan Empire
Altitude: Low
Invisibl: yes
Coordnts: 9,4
Reward -: 7000G

From the Dancing Lights (near Maw of Tartas' southern entrance), fly north at super low altitudes, which takes the Delphinus under the Valuan continent. After a few seconds, start mashing the A-button to locate the crazy critters.

63: BOTTOMLESS PIT

Area ---: North Ocean
Altitude: Low
Invisibl: yes
Coordnts: 4,7
Reward -: 9600G

From Shrine Island, fly due west through the sky rifts, until reaching North Ocean. Drop to low altitudes and search a little west of this rift to find the discovery. Since it's a rock formation and not an actual pit, it won't be visible.

64: ANCIENT FISH

Area ---: Ocean north of Valuan Airspace
Altitude: Low
Invisibl: no
Coordnts: 11,12
Reward -: 8600G

After locating the Giant Squid Nest, fly west at very low altitudes, looking for a single fish flying around. Inspect it to gain the discovery! Vyse will also get the "Drajik Fish" item, retailing for 3000G. This can be harvested repeatedly.

Swords are used by Vyse. They have a decent attack power and high accuracy, two qualities perfect for a main character, no?

SWORDS	ATK	HIT	ADDS	NOTES
Cutlass	020	090	----	Default weapon
Pirate Cutlass	033	090	----	Bought at Pirate Isle
Sky Cutlass	045	090	----	Bought at Sailors' Island
Assassin Blade	058	090	Pois	Found in Valuan Catacombs
Nasr Cutlass	070	090	----	Bought at Maramba
Hunter's Sword	087	090	----	Bought at Horteka
Stonecutter	099	090	----	Found in Rixis
Iron-cutter	112	090	----	Bought in Nasrad
Sword of Daccat	120	090	Slep	Dropped by Centralk
Admiral Cutlass	128	090	----	Bought in Esparanza
Dream Cutlass	137	090	----	Found in the Dark Rift
Suiran Blade	141	090	----	Bought in Yafutoma
Tuna Cutlass	150	---	----	DLC-only
Windslicer	153	090	----	Bought at Ryu-kan's Forge
Thunder Cutlass	160	090	----	Dropped by Yeligar
Soul Sword	174	090	Deth	Bought at Crescent Isle (Ryu-kan)
Vorlik Blade	200	200	----	Made by Ryu-Kan (V.B. Sidequest)

Boomerangs are used by Aika. They tend to be underpowered when compared to swords and claws, but boast a very high accuracy to make up for it.

BOOMERANGS	ATK	HIT	ADDS	NOTES
Boomerang	019	110	----	Default weapon
Leather Crescent	030	110	----	Bought in Pirate Isle
Throwing Blade	038	110	----	Dropped by Grouder
Valuarang	046	110	----	Bought in Valua Lower City
Scout Wing	053	110	----	Bought in Sailors' Island
Dancing Arc	065	110	----	Found at Temple of Pyrynn
Storm Wing	069	150	Weak	Dropped by Death's Head
Hunting Arc	080	110	----	Bought in Horteka
Grendel Wing	096	150	----	Dropped by Grendel
Swirlmerang	100	200	Conf	DLC-only; 100% chance for Confusion
Skywing	107	110	----	Found at Daccat's Island
Wing of Hope	119	110	----	Bought in Esparanza
Yin Wing	130	110	----	Bought in Yafutoma
Ice Splitter	142	110	----	Found in Ruins of Ice/Glacia
Flutter Blade	153	110	Conf	Bought at Sailors' Island
Moon Wing	161	110	----	Bought at Crescent Isle (Ryu-kan)
Hydra Wing	168	110	----	Dropped by Marauder

Cupil, Fina's weapon, changes form (i.e. upgrades) by eating Chams and Abirik Chams. Cupil's growth is decided by how many of each are consumed, with its final form accessed only by eating all Chams available (30 normal, 3 Abirik). Quite an annoying task since one Cham is DLC-only, but when all are found, Cupil is the most powerful weapon in the game!

The internet has a few Cupil growth charts around, so here's one uploaded for

posterity (courtesy of SoA Wiki):

http://img.photobucket.com/albums/v242/Shotgunnova/cupil_zps26e02fcf.jpg

CUPIL FORMS	ATK	HIT	ADDS	NOTES
Cupil	058	120	----	Default form
Cupil Blade	067	115	Slep	-----
Cupicone	073	120	----	-----
Cupil Cannon	086	105	----	Dodge +05%
Cupil Sword	090	115	Slep	-----
Cupil Club	099	110	----	-----
Cupil Star	103	120	----	-----
Cupil Lance	110	120	----	-----
Cupil Hammer	122	110	----	-----
Cupil Cutlass	127	115	Slep	-----
Cupil Spike	141	105	----	Dodge +10%
Cupil Pan	145	110	----	-----
Cupil Spear	147	120	----	-----
Cupil Claymore	157	115	Slep	-----
Cupil Weight	172	105	----	Dodge +15%
Final Cupil	500	100	----	-----

Claws (or hands) are used by Drachma, the crusty sea captain with a missing hand. They boast high attack power but all carry subpar accuracy as a counterweight. However, several claws carry special effects, such as the De Loco Drill's instant death chance.

CLAWS	ATK	HIT	ADDS	NOTES
Artificial Arm	043	080	----	Default weapon
Hook Hand	051	080	----	Bought at Sailors' Island
Beak Hand	060	080	Conf	Bought at Sailors' Island
Excavation Arm	073	080	----	Found in Maramba
De Loco Drill	095	080	Deth	Found at Moon Stone Mountain
Ruin Arm	112	080	----	Found in Rixis
Mace Hand	125	---	----	Dropped by Mind Stealer
Mining Arm	172	080	----	Bought at Sailors' Island
Dragon Arm	181	080	----	Bought at Crescent Isle (Ryu-kan)
Silver Arm	190	080	----	Dropped by Linark

Rapiers are used by Enrique and are similar to swords in ATK power, but have a higher accuracy as well. They also inflict statuses! The downside is that there aren't many in the game.

RAPIERS	ATK	HIT	ADDS	NOTES
Rapier	122	095	Slnc	Default weapon
Blade of Slumber	138	095	Slep	-----
Frostblade	150	095	Conf	Found in Glacia
Imperial Blade	163	095	Slnc	Unique
Stoneblade	171	095	Ston	Bought at Crescent Isle (Ryu-kan)
Serpent Strike	179	095	Ston	Dropped by

Flintlock guns are used by Gilder, an on-again-off-again companion throughout the game's second and third acts. They're moderately powerful and have decent accuracy, befitting a jack-of-all-trades lifestyle. Like Rapiers, though, the

amount available is very slim.

GUNS	ATK	HIT	ADDS	NOTES
Marksman Gun	100	200	Deth	Dropped by Assassin
Gilder's Own	104	100	----	Default
Nasr Pistol	112	100	----	Bought in Nasrad
Daccat Custom	120	100	Slep	Dropped by Centralk
Valuan Pistol	160	100	----	Bought at Sailors' Island
Gilder Special	168	100	----	Bought at Crescent Isle (Ryu-kan)
Warrior's Pistol	176	100	----	Dropped by Hunter

Each character can equip one piece of armor, although not all can be used by each ally. Some lightweight mail has no usage restrictions, but generally, the heavy stuff is only usable by Vyse/Drachma/Gilder, while Robes are for Aika/Fina/Enrique. Some items blur the lines a bit, and of course, dresses are female-only.

ARMOR	ATK	DEF	WIL	MDF	HIT	DOG	QUI	USED BY	OTHER
Aika's Shorts	---	019	---	021	---	---	---	-VF---	Aika default
Vyse's Uniform	---	020	---	020	---	---	---	VA---G	Vyse default
Valuan Uniform	---	032	---	032	---	---	---	VA-D-G	-----
Mystic Dress	---	042	---	046	---	---	---	-AF---	-----
Sailor Uniform	---	044	---	044	---	---	---	VA-D-G	-----
Valuan Armor	---	051	---	044	---	---	---	V--D-G	-----
Elastamor	---	054	---	054	---	---	---	VAFDEG	Yellow DMG Down
Fina's Robe	---	055	---	064	---	---	---	-AF-E-	Fina default
Raincoat	---	056	---	056	---	---	---	VA-D-G	-----
Heavy Armor	---	058	---	053	---	---	---	V--DEG	-----
Agile Robe	---	065	---	065	010	005	---	--F-E-	-----
Nasrean Mail	---	066	---	066	---	---	---	VAFDEG	Red DMG Down
Nasr Combat Mail	005	066	005	006	---	---	---	VAFDEG	Unique
Ancient Robe	---	069	---	082	---	---	---	-AF-E-	-----
Ceramic Armor	---	073	---	062	---	---	---	V--D-G	-----
Flame Mantle	---	074	---	069	---	---	---	V--D-G	-----
Fiber Robe	---	077	---	090	---	---	---	-AF-E-	-----
Miner's Overalls	---	087	---	080	---	---	---	V--DEG	-----
Golden Armor	---	090	---	077	---	---	---	V--D-G	-----
Victory Mail	005	090	005	090	---	---	---	VAFDEG	-----
Female Armor	---	092	---	099	---	---	---	-AF---	-----
De Loco Mail	---	099	---	084	---	---	---	V--D-G	-----
Caravan Armor	---	100	---	100	---	---	---	VA-D-G	-----
Light Coat	---	103	---	103	010	005	---	--F-E-	-----
Maiden's Armor	---	103	---	112	---	---	---	-AF---	-----
Nasr Uniform	---	104	---	096	---	---	---	V--DEG	-----
Daccat's Armor	---	108	---	108	---	---	---	VA-D-G	-----
Ixa'takan Armor	---	109	---	109	---	---	---	VAFDEG	Green DMG Down
Naval Uniform	---	112	---	112	---	---	---	VA-D-G	-----
Miracle Robe	---	114	---	133	---	---	---	-AF-E-	-----
Gilder's Mail	---	116	---	099	---	---	---	V--D-G	Gilder default
Enrique's Coat	---	119	---	119	010	005	---	----E-	Enrique default
Daccat's Tunic	---	121	---	121	---	---	---	VAFDEG	Blue DMG Down
Moon Robe	---	125	---	146	---	---	---	-AF-E-	Res. foe spells
Moss Armor	---	126	---	126	020	010	---	--F-E-	-----
Ghost Mail	---	128	---	128	---	---	---	VA-D-G	-----
Long Robe	---	130	---	130	020	010	---	--F-E-	-----
Battleworn Armor	---	133	---	114	---	---	---	V--D-G	-----
Moonlight Robe	---	134	---	145	---	020	---	-AF---	Unique

Soranchu Robe	--- 136 --- 136 --- --- ---	VA-D-G -----
Scale Mail	--- 141 --- 130 --- --- ---	V--DEG -----
Blessed Robe	--- 142 --- 142 030 015 ---	--F-E- -----
Captain's Cloak	--- 148 --- 148 --- --- ---	VA-D-G -----
Swift Dress	--- 149 --- 170 --- --- 020	-AF--- -----
Robe of Truth	--- 154 --- 181 --- --- ---	-AF-E- -----
Silver Armor	--- 160 --- 160 --- --- ---	VAFDEG Silver DMG Down
Robe of Faith	--- 161 --- 161 030 015 ---	--F-E- -----
Vengeance Armor	--- 162 --- 149 --- --- ---	V--DEG Counter Rate++
Fiber Mail	--- 164 --- 139 --- --- ---	V--D-G -----
Gaia Cape	--- 168 --- 168 --- --- ---	VA-D-G -----
Plated Armor	--- 181 --- 154 --- --- ---	V--D-G -----

Each character can equip a single accessory. These items typically augment a stat(s) or give special effects, like lowering battles, status resistances or prevention, and magic damage resilience. Typically, all characters can equip any accessory, although a few (like the Immunity Ring) are restricted in that way.

ACCESSORIES	ATK DEF WIL MDF HIT DOG QUI	NOTES
Ancient Bracer	020 020 --- --- 040 020 ---	-----
Assassin Ring	--- --- --- --- 040 --- ---	First Strike chance++
Behemoth's Ring	--- 005 --- 005 --- --- ---	Res. Yellow, Prvnts Weak
Black Eyepatch	007 --- --- --- --- --- ---	Drachma default
Black Map	--- --- --- --- --- --- ---	Encontrs+ / 1st Strike%+
Blue Rogue Patch	018 018 018 018 --- --- ---	-----
Burocca's Shell	--- 036 --- --- --- --- ---	-----
Chance Ring	--- 075 --- 075 --- --- ---	Abnormality susceptible+
Constitution Gem	--- 010 --- 010 --- --- ---	Nulls all adverse effcts
Counter Bracer	020 --- --- --- 020 --- ---	Counterattack rate++
Crescent Amulet	--- 038 --- 028 --- --- 019	-----
Critical Vision	019 --- 019 --- 050 --- ---	-----
Crylhound's Claw	002 --- --- --- 020 --- ---	-----
Defensive Aura	--- 040 --- --- --- --- ---	Immune to physical atks
Dhabu Hide	--- --- --- --- --- --- 050	-----
Everlasting Gem	--- 010 --- 010 --- --- ---	Prevents Fatigue
Eye of Truth	--- 005 --- 005 --- --- ---	Res. Purple / Null Confu
Fortune Ring	--- --- --- --- --- 100 ---	Dropped by Arclooper
Gem of Fluidity	--- 010 --- 010 --- --- ---	Prevents Stone
Gem of Purity	--- 008 --- --- --- --- ---	Drachma-only
Gemstone Ring	--- --- --- 021 --- --- ---	-----
Hunter's Hand	004 --- --- --- 040 --- ---	-----
Immunity Ring	--- 021 --- --- --- --- ---	Status resistance++
Imperial Crest	--- 020 --- 020 --- --- ---	Enrique-only
Ivy Band	--- 005 --- 005 --- --- ---	Prevents Poison
Jade Swirl Ring	--- --- 045 045 --- --- ---	-----
Lover's Ring	--- --- 012 012 --- --- ---	-----
Mage's Bane	004 004 004 004 --- --- ---	-----
Moondust Ring	--- --- 048 --- --- --- ---	-----
Nocturnal Sight	006 --- --- --- 060 --- ---	-----
Nomadic Veil	--- 009 --- 009 --- --- ---	-----
Ominous Mask	075 075 --- --- --- --- ---	Character gains no SP
Prophet's Sand	--- --- --- 053 --- --- ---	-----
Quetya Feather	--- 004 --- --- --- 020 ---	-----
Radiant Fur	--- 024 --- 024 --- --- ---	-----
Revered Voice	--- 005 --- 005 --- --- ---	Res. Purple/Null Silence
Sailor's Buckler	--- 020 --- --- --- 015 ---	-----
Sand Storm Ring	009 --- 009 --- --- --- ---	-----

Shard of Purity	--- 038 --- --- --- --- ---	Protects v. stat effects
Silver Veil	--- --- 016 016 --- --- ---	-----
Silvite Ring	--- 005 --- 005 --- --- ---	Res. Silver/Null I-death
Skull Cap	024 --- 024 --- --- --- ---	-----
Skyseer Goggles	--- --- --- --- 005 --- ---	Vyse default
Slayer Ring	--- 008 008 --- 008 --- 008	-----
Stealth Ring	--- --- --- --- --- 010 010	Flee success+ (apx 100%)
The Unseen Hand	--- --- --- --- --- 005 030	-----
Thermo Ring	--- --- --- --- --- --- ---	Red/Purple Damage Down
Thief's Aura	--- 002 --- --- --- 010 ---	-----
Throkryn's Scale	010 --- --- --- --- --- ---	-----
Thryllak's Scale	036 --- --- --- --- --- ---	-----
Valuan Medallion	--- 030 --- 030 --- --- ---	Prevents Instant Death
Vigoro's Chain	020 --- --- --- 030 --- ---	-----
Warrior's Rune	010 010 --- --- 020 010 ---	-----
White Map	--- --- --- --- --- --- ---	Encontrs- / Flee easier
Wind Gem Ring	--- 005 --- 005 --- --- ---	Blue DMG- / Blocks Sleep

NORMAL ITEMS	FUNCTION
Aura of Valor	Fully charges Spirit gauge in battle
Chalice of Blood	High resale value (5000G)
Cham	Helps Cupil evolve into next form
Chom	Forces Cupil to regurgitate all Chams used thus far
Crystalen Box	Casts Crystalen (3-4 Uses)
Crystales Box	Casts Crystales (7-8 Uses)
Dexus Seed	Agile +1 (permanently)
Drajik Fish	High retail value (3000G)
Drill Squid	Restores 10 HP
Driln Box	Casts Driln (3-4 Uses)
Electri Box	Casts Electri (multiple uses)
Electrum Box	Casts Electrum (5-6 Uses)
Flying Fish	Restores 01 HP
Curia Crystal	Alleviates all status effects (except Unconscious)
Glyph of Might	Casts Increm (+25% Attack and Defense)
Glyph of Speed	Casts Quika (Boosts all allies' Quick)
Golden Mask	High resale value (2000G)
Great Nerath Eel	Restores 01 HP
Grule	Restores 10 HP
Healing Salve	Restores 250HP and gives Regeneration status
Icyl Seed	Will +3 (permanently)
Ilchymix	Restores all HP & MP to party
Kabal Skewer	Restores 02 MP
Kite Ray	Restores 10 HP
Magic Dew	Restores 10 MP
Magic Droplet	Restores 1 MP
Magus Seed	Max MP +1 (permanently)
Mom's Skewer	Restores all MP (single)
Moonberry	Used to unlock characters' Special Moves
Moonfish	Restores 10 HP
Nerath Eel	Restores 10 HP
Orb of Serenity	High retail value (10000G)
Panika Box	Casts Panika (3-4 Uses)
Paranta Seed	Power +3 (permanently)
Polly Special	Restores all HP & MP to party
Pyri Box	Casts Pyri (multiple uses)
Pyrum Box	Casts Pyrum (5-6 Uses)
Rainbow Grule	Restores 50 HP

Red Sardis	Restores 01 HP	
Risan Crystal	Casts Risan (50% to restore KO'd ally at 50% HP)	
Riselem Box	Casts Riselem (multiple uses)	
Riselem Crystal	Casts Riselem (100% to restore KO'd ally at full HP)	
Romuhai Fish	Restores 50 HP	
Rune of Ill Omen	High resale value (1000G)	
Sacres Crystal	Casts Sacres (Restores 1000 HP)	
Sacri Box	Casts Sacri (multiple uses)	
Sacri Crystal	Casts Sacri (Restores 500 HP)	
Sacrulen Box	Casts Sacrulen (5-6 Uses)	
Sacrulen Crystal	Casts Sacrulen (Restors all HP)	
Sacrum Crystal	Casts Sacrum (Restores 1000 HP to all allies)	
Sky Sardis	Restores 01 HP	
Slipara Box	Casts Slipara (3-4 Uses)	
Soul Crystal	High resale value (3000G)	
Spear Squid	Restores 01 HP	
Spiked Sunfish	Restores 01 HP	
Stealth Ray	Restores 10 HP	
Sylenis Box	Casts Sylenis (7-8 Uses)	
Sylph Seed	Quick +3 (permanently)	
Tropica	Max HP +200 (permanently)	
Unholy Dagger	High resale value (4000G)	
Urala's Lunch	Restores all HP & MP to party	
Vidal Seed	Max HP +30 (permanently)	
Wevles Box	Casts Wevles (7-8 Uses)	
Wevlen Box	Casts Wevlen (3-4 Uses)	
Windsong Orb	High resale value (6000G)	
Winter Orb	High resale value (7000G)	
Zaal Seed	Vigor +3 (permanently)	

KEY ITEMS	FUNCTION	
Blue Crystal	Obtained from Bluheim in Yafutoma	
Blue Moon Stone	Obtained from Drachma	
Book on Polarity	Obtained from Daigo in Yafutoma	
Cannon Room Key	Obtained from guards at Grand Fortress	
Clara's Purse	Obtained from Clara in Nasrad	
Daccat's Coin	Obtained on Daccat's Island (30,000G resale value)	
Domingo's Title	Obtained from Domingo for finding all discoveries	
Gentum	Obtained from item merchant in Nasrad (500g)	
Gonzales' Map	Obtained from skeleton at Crescent Isle	
Grapor Meat	Obtained from Grapors on Crescent Isle	
Great Bird's Eye	Obtained from The Great Bird geoglyph in Ixa'taka	
Green Crystal	Obtained from Grendel in Ixa'taka	
Green Moon Stone	Already obtained at game's beginning	
Harbor Key	Obtained from Vigoro in Grand Fortress	
Kabal	Obtained from Gordo (post-Hydra events)	
Khale	Obtained from Spice Island in Yakufoma territory	
Moon Stone Fuel	Obtained from Hans in Horteka	
Note in a Bottle	Obtained from lighthouse at Sailors' Island	
Pedro's Map	Obtained from Pedro in Nasrad	
Purple Crystal	Obtained from Rhaknam in Ruins of Ice	
Raw Moon Stone	Obtained from Shrine Island	
Red Crystal	Obtained from Temple of Porynn	
Red Moon Stone	Already obtained at game's beginning	
Ship Schematics	Obtained from Dangral Island	
Silver Crystal	Obtained from Galcian on the Hydra	
Silver MoonStone	Obtained from Fina	

Underwater Suit	Obtained from weapons merchant in Yafutoma
Wages	Given to Aika and Fina for waitressing in Nasrad
Valuan Passport	Obtained from merchant at South Dannel Strait
Velorium	Obtained by digging on floor of the Vortex
Yellow Crystal	Obtained from Yeligar at Maw of Tartas
Yellow MoonStone	Obtained from Dyne in Valua's catacombs

This type of weapon is the "main" way to attack: basically just a normal battery, capable of high damage but usually with some sort of drawback (the SP cost typically). Since main cannons cannot have their attacks extended, it's best to have only 1-2 tops.

PRIMARY CANNON	ATK	HIT	SP	L	OTHER
Main Cannon	035	080	04	-	Little Jack-only
Standard Cannon	040	083	04	-	Little Jack-only
Heavy Cannon	045	085	05	-	Little Jack-only
G-Type Cannon	050	085	05	-	Little Jack-only
B-Type Cannon	075	090	06	-	Little Jack-only
Prototype Cannon	100	085	06	-	-----
Advanced Cannon	150	090	07	-	-----
Ppyril Cannon	200	120	06	-	Red-type properties
Yamato Spirit	250	090	08	-	-----
X Cannon	400	097	10	-	-----
Moon Cannon	500	099	09	-	-----
Crystil Cannon	550	060	04	-	Purple-type properties

Secondary cannons do less damage per attack than main cannons, but can have their attacks extended (by paying normal SP cost each time) to future turns. Thanks to the low SP costs and the ability for concentrated fire, about half one's arsenal will probably consist of this type of weapon.

SECONDARY CANNON	ATK	HIT	SP	L	R	OTHER
3" Cannon	070	080	02	1	1	Little Jack-only
3" Blaster	080	083	02	1	1	Little Jack-only
5" Cannon	090	080	03	1	1	Little Jack-only
12" Cannon	170	077	04	2	2	-----
Wevl Cannon	180	120	04	3	3	Blue-type properties
10" Cannon Coil	220	089	04	3	3	-----
3' Cannon	280	087	06	3	3	-----
5' Cannon	330	090	06	2	2	-----
Moon Gun	400	099	05	-	3	-----

Torpedoes are unique among the arsenal as the player can pick which future turn the attack lands on, harkening back to the concentrated fire strategy. They cannot hit foes the turn they are fired, however, so one must plan accordingly.

TORPEDOES	ATK	HI	SP	L	R	OTHER
Light Torpedo	120	60	03	2	2	Little Jack-only
Shock Torpedo	160	55	03	2	2	Little Jack-only
Valuan Torpedo	220	60	03	2	2	-----
Heavy Torpedo	250	50	04	3	2	-----
Serpent Torpedo	300	65	04	2	2	-----
Arcwhale Torpedo	400	70	06	3	3	-----

Moon Torpedo	600	75	03	3	3	-----
_____	_____	_____	_____	_____	_____	_____

Like a character, one can equip the ship with "accessories" that boost its parameters. The Little Jack and Delphinus can both equip three instead of one, though.

MISCELLANEOUS	DEF	MAG	DO	QUK	NOTES
Wooden Doll	---	---	--	---	Value +7300
Chandelier	001	---	--	---	Value +9300
Enhanced Kitchen	001	---	--	---	Value +5500
Soundproofing	001	---	--	---	Value +11000
Armored Deck	010	---	--	---	-----
Steel Deck	020	---	--	---	-----
Compound Deck	040	---	--	---	-----
Heavy Armor Deck	055	---	--	---	-----
Alloy Deck	070	---	--	---	-----
Sparkling Deck	500	---	02	006	-----
-----+-----+-----+-----+-----+-----					
Floor Heater	---	001	--	---	Value +3000
Air Purifier	---	002	--	---	Value +5800
Yafutoman Alcove	---	002	--	---	Value +6700
Rogue Figure	---	020	--	---	-----
Pryn Figure	---	030	--	---	-----
Pyrynn Figure	---	045	--	---	-----
Bluheim Figure	---	130	--	---	-----
Goddess Figure	---	160	--	---	-----
Spherical Figure	---	300	--	---	-----
-----+-----+-----+-----+-----+-----					
Engine Cover	---	---	03	010	-----
Turbo Kit	---	---	05	020	-----
Bore-up Kit	---	---	08	030	-----
Twin Propellers	---	---	10	040	Given by Centime
Air Intake	---	---	12	080	-----
Twin Turbo	---	---	15	090	-----
Timing Valve	---	---	17	100	-----
Triple Turbo	---	---	20	130	Valuan Spectre Spellship drop
Double Shaft	---	---	26	200	-----

Special weapons (S-Cannon command) are the ship's trump card, only usable on turns specifically marked with the command icon. However, because these can only be used on designated turns, they have 100% success rate and ridiculous damage capabilities. There are only two available in the game and cannot be swapped out under any circumstances.

SPECIAL WEAPON	ATK	HIT	SP	L	OTHER
Harpoon Cannon	350	999	15	-	Little Jack-only
MoonStone Cannon	800	999	20	-	Delphinus-only

Some items only apply to the squad's ship. Kits restore health, Wax boosts functions for a turn or two, and Bombs inflict damage. Item usage consumes no SP, so it's always nice to have some nearby.

SHIP-ONLY ITEMS	FUNCTION
Apa Wax	Improves Attack and Defense power (2 turns)

Apo Wax	Improves Attack and Defense power (4 turns)	
Big Bomb	Inflicts damage (mid)	
Bomb	Inflicts damage (low)	
Complete Kit	Restores all HP	
Concussion Bomb	Inflicts damage (mid)	
Crystal Ball	No function (sells for 1000G)	
Deluxe Kit	Restores 8000 HP	
Frost Bomb	Inflicts damage (Purple-type)	
Gear Grease	Restores Spirit	
Gold Bullion	High resale value (10000G)	
Hybrid Wax	Improves all ship parameters (1 turn)	
Machine Oil	Doubles Spirit restoration rate	
Magic Shell	Blocks all magic damage/effects (1 turn)	
Pyro Bomb	Inflicts damage (Red-type)	
Repair Kit	Restores 4000 HP	
Rudder Grease	Slows rate of Spirit consumption	
Shredder Bomb	Inflicts damage (high)	
Speed Wax	Improves engine output (1 turn)	
Thunder Bomb	Inflicts damage (Yellow-type)	
_____	_____	

MAGIC OVERVIEW

[MGCV]

What's an RPG without magic? All allies can learn these mysterious powers, although some will do it faster than others. Each magic is associated with a color and has a "family tree" to learn. How does one do this? Easy! Simply equip the weapon with a particular moon stone, earn magic experience ("MXP") and repeat ad infinitum.

Ally MXP "spills over" a bit, allowing other people to raise their prowess in certain magics, albeit slowly. For instance, if Vyse has a Red Moon Stone equipped and Aika has the Green, Vyse will raise his Red magic faster, but also gets a small slice of Green. Same goes for Aika, just vice versa. By changing everyone's Moon Stone to the same color, the team can collectively boost their abilities in that field; or, by equipping four different ones, cover more bases.

Note that while magic has an SP cost in-battle, each usage also consumes 1MP from the character executing the strike. If they run out, they can't cast anything until they visit an inn/rest somewhere or use MP-refilling items.

Anyway, here's the overview.

GREEN \			GOOD VS: Red
LV1 Sacri	02 SP	Restores 500 SP (single)	
LV2 Noxi	03 SP	Damage + Poison% (single foe)	
LV3 Sacres	04 SP	Restores 1000 SP (single)	
LV4 Noxus	06 SP	Damage + Poison% (all foes)	
LV5 Sacrum	08 SP	Restores 1000 SP (all allies)	
LV6 Sacrulen	06 SP	Restores all HP (single)	
_____	_____	_____	

Green magic is the only kind that can heal and inflict poison. It's obtained by default and will be used heavily throughout the game. Having all allies versed in HP-restoring magic is a great idea.

RED \				GOOD VS: Blue, Purple
LV1	Pyri	02 SP	Damage (all foes)	
LV2	Increm	04 SP	Add: Strengthen (single)	
LV3	Pyres	04 SP	Damage (all foes)	
LV4	Pyrum	06 SP	Damage (all foes)	
LV5	Pyrulen	10 SP	Damage (all foes)	
LV6	Incremus	16 SP	Add: Strengthen (all allies)	

Offensive red magic can hit all foes by default, and is the simplest way to learn Increm/us. The Red Moon Stone is acquired by default, and Increm is one magic that never loses its usefulness -- be prepared to spam it all through the game!

PURPLE \				GOOD VS: Green, Red
LV1	Crystali	01 SP	Damage (single)	
LV2	Crystales	02 SP	Damage (single)	
LV3	Sylenis	02 SP	Silence% (single)	
LV4	Panika	02 SP	Confusion% (single)	
LV5	Crystalum	03 SP	Damage (single)	
LV6	Crystalen	04 SP	Damage (single)	

Purple magic has very low SP costs and can be quite damaging, but since only hits single targets, its utility is dampened. Might be good in a bind.

BLUE \				GOOD VS: Purple, Yellow
LV1	Wevli	02 SP	Damage (small radius)	
LV2	Quika	06 SP	Add: Quickened (all allies)	
LV3	Wevles	04 SP	Damage (medium radius)	
LV4	Slipara	06 SP	Sleep% (all foes)	
LV5	Wevlum	06 SP	Damage (single)	
LV6	Wevlen	08 SP	Damage (large radius)	

Blue offensive magic can hit multiple targets next to one another, and has a decent SP cost attached. Quika, which boosts all allies' speed, should see use throughout the game, at least until Glyphs of Speed are available.

YELLOW \				GOOD VS: Green, Silver
LV1	Electri	02 SP	Damage (line)	
LV2	Driln	03 SP	Weak% (single)	
LV3	Electres	04 SP	Damage (line)	
LV4	Electrum	06 SP	Damage (line)	
LV5	Drilnos	06 SP	Weak% (all foes)	
LV6	Electrulen	08 SP	Damage (v-shaped line)	

A great family for offensive magic, since line formations allows it to shoot through targets to hit ones behind. As the magic improves, the lines widen! Driln/os is a great magic, but never seems to hit its mark when it's most needed (i.e. bosses). Can make normal battles a bit easier, though. [Note that Weak status cancels Strengthened, but the reverse isn't true!]

| SILVER \ | GOOD VS: Yellow

LV1	Curia	02 SP	Alleviates all negative statuses (single)
LV2	Risan	04 SP	50% to raise KO'd ally at half HP (single)
LV3	Eterni	05 SP	Instant Death% (single foe)
LV4	Riselem	08 SP	100% to raise KO'd ally at full HP (single)
LV5	Eternes	10 SP	Instant Death% (all foes)
LV6	Eternum	15 SP	Instant Death% + damage (single foe)

Silver magic deals with order, so it's no surprise it has death magic and can restore life. Curia, the first and simplest spell, removes all status abnormalities and sees heavy use throughout the game.

S-MOVES

[SMVS]

S-Moves are character-specific techniques taught by consuming Moonberries, a special item found in dungeons and (rarely) as enemy drops. All abilities but one consume SP for usage, and only one (Cutlass Fury) is initially accessible.

VYSE'S SKILLS	M	SP	EFFECT
Cutlass Fury	-	07	Physical damage (single)
Counterstrike	1	01	1 Turn: halve own DMG + counter phys attacks
Rain of Swords	2	14	Physical damage (all foes)
Skull Shield	2	05	Null phys attcks + 100% counter% (all allies)
Pirates' Wrath	4	21	Physical damage (single)

As the main character, Vyse gets a host of great skills. Cutlass Fury is the go-to skill for much of the early game, particularly against bosses; endgame replaces that with Rain of Swords and Pirates' Wrath. Counterstrike affects only Vyse, so it may eventually be replaced with the superior Skull Shield.

This skill negates all normal/weapon/physical attacks for one turn and will have a ghost counterattack. This is a very good skill against pure physical attackers, rendering them helpless -- it's also good for accuracy's sake, particularly against Looper-type enemies with high evasion. [Counterattacks never miss in these cases, unless the related character is incapacitated by sleep, etc.] Note that counterattacks will not occur if the enemy's strike misses on its own; the skill's effect must negate it first.

AIKA'S SKILLS	M	SP	EFFECT
Alpha Storm	1	04	Magical damage (line)
Delta Shield	1	02	Negates all incoming magic (allies, 1 turn)
Lambda Burst	2	08	Magical damage (all foes)
Epsilon Mirror	2	10	Regen 10 MP, negates all damage (1 turn/self)
Omega Psyclone	4	12	Magical damage (all foes)

Aika serves as Vyse's right-hand man...err, girl for much of the game, and ends up with a role as a secondary attacker. That doesn't mean she's useless compared to her friend, though -- far from it! Alpha Storm is the first move that hits multiple foes, making it an early spam favorite.

Delta Shield will negate all magic used on allies (including their own) for one turn, and has a very low SP cost. Magic negated includes attack, status and multi-target; opponents' special moves are unaffected. This move also has an increased priority, meaning it always goes first in normal circumstances, maximizing its potential. Later on when foes spam insta-kill Eternum-type spells, players will be glad Aika has this.

Lambda Burst is another mid-game favorite, thanks again to its spam potential and lower SP cost (compared to Rain of Swords). The same goes for Omega Psychlone, basically a straight upgrade to Lambda. The downside is these (and Alpha Storm) don't deal physical damage, so enemies can walk away unscathed in plenty of circumstances -- Looper types come to mind. Epsilon Mirror is an easy way to restore MP when items are scarce, but probably won't be that useful unless one's deep in a dungeon.

DRACHMA'S SKILLS	M	SP	EFFECT
Tackle	1	10	Physical damage (single)
Spirit Charge	2	--	Guards + doubles SP gain (self)
Hand of Fate	4	25	Inflicts death (single)

Crusty ol' Drachma is a purely physical fighter, often outdamaging Vyse in many circumstances. His Tackle skill is stronger than Cutlass Fury, but costs a bit more. Spirit Charge is a combination of defending and focusing: Drachma will defend against all attacks like normal, but the SP Gauge regenerates twice would he would've gotten by focusing. It's also the only no-cost SP ability in the game, and can be very useful in a pinch. Hand of Fate kills its target, but for bosses who are immune to that effect, it deals massive damage instead -- hooray! Long story short, Drachma is

FINA'S SKILLS	M	SP	EFFECT
Lunar Blessing	1	12	Adds regeneration (all allies)
Lunar Glyph	1	03	Silver damage + Stone% (single)
Lunar Cleansing	2	06	Alleviates all status problems (all allies)
Lunar Winds	3	06	Silver damage + Removes statuses (all foes)
Lunar Light	4	18	Revives, fully heals, removes status (allies)

Polite, demure Fina plays the "priest" role many RPGs have, and focuses on keeping her allies' health and statuses in the black. Lunar Cleansing removes all negative statuses (except Unconscious), but its upgraded form, Lunar Light, revives and fully heals as well. Lunar Blessing simply grants all allies regeneration status, restoring set amounts of HP after each turn. It won't be that important generally, but can bait some bosses into using their "remove all good statuses" skill, which can buy some time. Glyph and Winds deal damage and have a secondary effect, petrifying (Stone) and removing positive statuses (like Increm), respectively. Her status removal skills'll get the most mileage since some have higher SP costs, but when items run low, she can be a lifesaver.

GILDER'S SKILLS	M	SP	EFFECT
Gunslinger	1	09	Physical damage (line)
Aura of Denial	2	03	Blocks all adverse effects (1 turn, allies)

The Claudia	4	18	Physical damage (all foes)	
_____	____	____	_____	

Gilder only gets three techs, but they're decent. His first and last techs can inflict physical damage on multiple foes, while Aura of Denial nullifies all adverse effects on the team for one turn. Unfortunately, that only means status afflictions, not damage, 0-HP death, etc. Still, he's a powerhouse and his best tech costs lower than Pirates' Wrath AND hits everyone, so he can be great for offense-oriented squads.

ENRIQUE'S SKILLS	M	SP	EFFECT	
Royal Blade	1	08	Physical damage (single)	
Justice Shield	2	04	Halves physical damage (all allies, 1 turn)	
The Judgement	4	16	Physical damage (single)	
_____	____	____	_____	

Enrique is similar to Vyse, having two powerful single-target attacks. But, it's really Justice Shield, the damage-halving technique, that qualifies him for endgame play, especially when characters like Fina can get OHKO'd by bosses' powerful strikes. The Judgement also costs less than Pirates' Wrath, making it a good secondary choice when SP's low.

SHOP LIST [SHPL]

Here's a little shop list I concocted that tells each location's stores and when they upgrade (if at all). Minor spoilers will follow, note.

- 01) Pirate Isle SH01
- 02) Sailors' Island SH02
- 03) Valuan Capital SH03
- 04) Maramba SH04
- 05) Horteka SH05
- 06) The Black Market SH06
- 07) Nasrad SH07
- 08) Esparanza SH08
- 09) Yafutoma SH09
- 10) Crescent Isle SH10

PIRATE ISLAND [SH01]

ZACK'S WEAPONS

Pirate Cutlass 220 Leather Crescent ... 180 Light Robe 130
 Valuan Uniform 170 Meditation Ring 100 Marocca's Shell 130

ERINN'S ITEMS

Sacri Crystal 20 Magic Droplet 40 Curia Crystal 30

SAILORS' ISLAND [SH02]

- ¹ - post-Valuan Capital
- ² - post-Ixa'taka
- ³ - post-Maw of Tartas

ROSCOE'S WEAPONS

Sky Cutlass 450 Hook Hand 580 Sailor Uniform 330
 Mystic Dress 310 Gemstone Ring 150 Throkryn's Scale ... 300

Scout Wing	680 ¹	Beak Hand	880 ¹	Elastamor	580 ¹
Raincoat	560 ¹	Crylhound's Claw ...	420 ¹	Thief's Aura	330 ¹
Ixa'takan Armor ...	2790 ²	Naval Uniform	2470 ²	Prophet's Sand	890 ²
Moondust Ring	1530 ²	Thryllak's Scale ..	2300 ²	Burocca's Shell ...	1920 ²
Flutter Blade	8910 ³	Mining Arm	9980 ³	Valuan Pistol	8140 ³
Vengeance Armor ...	6460 ³	Swift Dress	5670 ³	Blue Rogue Patch ..	6820 ³

BONITA'S ITEMS

Sacri Crystal	20	Magic Droplet	40	Curia Crystal	30
Sacres Crystal	60 ¹	Sacrum Crystal	600 ²	Sacrulen Crystal ...	200 ²
Magic Dew	400 ²	Risan Crystal	150 ²	Riselem Crystal	450 ²
Glyph of Might	100 ²	Glyph of Speed	100 ²	Healing Salve	50 ²
Chom	3000 ²				

LOR'S SHIP PARTS

Standard Cannon ...	1000 ¹	3" Cannon	700 ¹	Engine Cover	800 ¹
Armored Deck	1000 ¹	Bomb	100 ¹	Repair Kit	30 ¹
X Cannon	11000 ³	Pyril Cannon	13200 ³	Compound Deck	5500 ³
Apo Wax	1000 ³	Speed Wax	150 ³	Complete Kit	300 ³

MYSTERY MERCHANT

Thermo Ring	2080	Slayer Ring	1010	Crystales Box	800
Sylenis Box	600	Tuna Cutlass	44444	Swirlmerang	22222

Tuna Cutlass and Swirlmerang only appear in Mystery Merchant's inventory once they're downloaded off the SoA website. The only way to get this nowadays is through third-party methods, unfortunately.

VALUAN CAPITAL

[SH03]

ARMS DISTRIBUTOR

Valuarang	480	Hook Hand	580	Valuan Armor	480
Lover's Ring	300	Mage's Bane	480	Gem of Purity	300

ITEM DISTRIBUTOR

Sacri Crystal	20	Sacres Crystal	60	Magic Droplet	40
Curia Crystal	30				

MARAMBA

[SH04]

QUEMAL'S WEAPONS

Nasr Cutlass	1340	Nasrean Mail	920	Ceramic Armor	1040
Agile Robe	930	Nomadic Veil	640	Sand Storm Ring	770

VALA'S ITEM SHOP

Sacri Crystal	20	Sacres Crystal	60	Magic Droplet	40
Glyph of Might	100	Glyph of Speed	100	Healing Salve	50

DAK'S SHIP PARTS

Heavy Cannon	1900	3" Cannon	700	Light Torpedo	1520
Rogue Figure	800	Turbo Kit	1520	Steel Deck	1900
Big Bomb	150	Pyro Bomb	450	Repair Kit	30
Deluxe Kit	75	Apa Wax	100		

HORTEKA

[SH05]

PUCK'S WAR SHOP

Hunter's Sword	2280	Hunting Arc	1820	Miner's Overalls ...	910
Fiber Robe	1040	Golden Armor	2480	Quetya Feather	810

KISKI'S ITEMS

Sacres Crystal 60 Sacrum Crystal 600 Magic Droplet 40
 Curia Crystal 30 Risan Crystal 150

THE BLACK MARKET

[SH06]

G-Type Cannon 3000 5" Cannon 1330 Shock Torpedo 2000
 Pryn Figure 2400 Bore-up Kit 2400 Floor Heater 3000
 Concussion Bomb 200 Deluxe Kit 75 Gear Grease 500

NASRAD

[SH07]

ALAZ'S WEAPONS

Iron-cutter 3870 Nasr Pistol 3520 Nasr Uniform 2070
 Caravan Armor 1930 Holy Robe 1520 Immunity Ring 1490

KARAH'S ITEMS

Sacres Crystal 60 Sacrum Crystal 600 Magic Droplet 40
 Glyph of Might 100 Glyph of Speed 100 Healing Salve 50

RAL'S SHIP PARTS

Advanced Cannon ... 5500 10" Cannon Coil ... 3710 Valuan Torpedo 2400
 Pyrynn Figure 4400 Compound Deck 5500 Enhanced Kitchen .. 5500
 Deluxe Kit 75 Gear Grease 500 Apa Wax 100

BAZRA'S WEAPONS

Sacri Crystal 20 Magic Dew 400 Curia Crystal 30
 Chom 3000 Assassin Ring 3200 Stealth Ring 3000
 Dhabu Hide 2800

ESPARANZA

[SH08]

DESERT MERCHANT

Admiral Cutlass ... 4970 Wing of Hope 4760 Daccat's Tunic 3500
 Battleworn Armor .. 3810 Miracle Robe 2400 Vigoro's Chain 2890
 Sailor's Buckler .. 1930 Nocturnal Sight ... 1930 Sacrum Crystal 600
 Magic Droplet 40 Magic Dew 400 Curia Crystal 30
 Advanced Cannon ... 5500 10" Cannon Coil ... 3710 Valuan Torpedo 2400
 Pyrynn Figure 4400 Compound Deck 5500 Deluxe Kit 75

YAFUTOMA

[SH09]

JETAH'S WEAPONS

Suiran Blade 7500 Yin Wing 5930 Blade of Slumber .. 5690
 Scale Mail 3990 Soranchu Robe 3750 Long Robe 4110
 Jade Swirl Ring ... 2960 The Unseen Hand ... 2960

THORN'S ITEMS

Sacrum Crystal 600 Sacruken Crystal ... 200 Magic Droplet 40
 Magic Dew 400 Risan Crystal 150 Riselem Crystal 450

KAN'S SHIP PARTS

Yamato Spirit 6700 3' Cannon 4690 5' Cannon 5110
 Serpent Torpedo ... 5360 Bluheim Figure 5360 Yafutoman Alcove .. 6700
 Concussion Bomb 200 Deluxe Kit 75 Gear Grease 500
 Rudder Grease 2000

CRESCENT ISLE

[SH10]

¹ - Requires additional funds (2000G for Osman, 1000G for Ilchymis)

² - Requires additional funds (4000G for Ryu-kan)

BELLE'S STORE/KHAZIM'S STORE

Ancient Cannon 8500	Wevl Cannon 10200	Archwhale Torpedo . 6800
Goddess Figure 6800	Air Intake 6800	Chandelier 9300
Shredder Bomb 480	Complete Kit 300	Rudder Grease 2000
Machine Oil 2000		

OSMAN'S STORE

Pyri Box 400	Pyrum Box 1200 ¹	Crystales Box 800
Crystalen Box 1600 ¹	Wevles Box 800	Wevlen Box 1600 ¹
Electri Box 400	Electrum Box 1200 ¹	Sacri Box 800
Sacrulen Box 1200 ¹	Sylenis Box 600	Panika Box 1200
Driln Box 600 ¹	Slipara Box 1200	

RYU-KAN'S FORGE

Windslicer 8760	Captain's Cloak ... 4500	Blessed Robe 4980
Insulated Mail 5180	Radiant Fur 3580	Skull Cap 4300
Soul Sword 12340 ²	Moon Wing 10170 ²	Dragon Arm 11850 ²
Stoneblade 9850 ²	Gilder Special 9460 ²	Gaia Cape 5910 ²
Robe of Faith 6510 ²	Plated Armor 7430 ²	Robe of Truth 4590 ²
Crescent Amulet ... 5710 ²	Critical Vision ... 6660 ²	Shard of Purity ... 4760 ²

ILCHYMIS' LAB

Sacri Crystal 20	Sacres Crystal 60	Sacrum Crystal 200
Sacrulen Crystal ... 200	Magic Droplet 40	Magic Dew 400
Curia Crystal 30	Risan Crystal 150	Riselem Crystal 450
Glyph of Might 100	Glyph of Speed 100	Healing Salve 50
Paranta Seed 5000 ¹	Icyl Seed 5000 ¹	Zaal Seed 5000 ¹
Sylph Seed 5000 ¹	Vidal Seed 5000 ¹	Magus Seed 5000 ¹
Ilchymix (x10) 4000		

SIDEQUESTS

[SDQS]

Here's a few stray sidequests to complete. Information about Chams, the Crew and so forth can be found in separate sections.

OPTIONAL BOSSES

Begins On: Disc 1
Reward --: various

Occasionally, when entering a region, the team may encounter a large animal inhabiting the sky. These can be fought as minor boss fights and usually give a reward. Note that these aren't difficult in general, so no strategy tweaks are needed. These can be fought throughout the game, although they can only be battled once.

- ALANIA [~52,000 HP, 14290 EXP, 0 MXP, 6500G]
Region: Lands of Ice (continent)
Skills: Spiral, Shaggy
Drops : Goddess Figure, Air Purifier
Notes : Both drops require Kalifa to be active Merchant
- ROC [~45,000 HP, 13580 EXP, 0 MXP, 6900G]
Region: NW Ixa'taka (high altitude)

Skills: Grab, Blast Voice

Drops : Wooden Doll, Gold Bullion

Notes : WD requires Kalifa as merchant; GB requires Osman

- OBISPO [~60,000 HP, 11480 EXP, 0 MXP, 5600G]
Region: Frontier Lands (near Giant Squid Nest discovery)
Skills: Squid Ink
Drops : Alloy Deck, Crystal Ball
Notes : Crystal Ball requires Osman as active merchant
- GIANT LOOPER {~30,000 HP, 28580 EXP, 0 MXP, 13000G]
Region: Frontier Lands (near Loopers' Nest discovery)
Skills: Looper Ring
Drops : Thermal Grease, Hex Shell, Captain's Stripe
Notes : DLC-only

There's also one optional on-foot battle that occurs after Soltis has risen.

- ELCIAN [~10,000 HP, 30000 EXP, 20 MXP, 15000G]
Region: Dark Rift (interior, by last savepoint)
Skills: Sacres, Pyri, Slipara
Drops : Moonberry (100%), Dexus Seed, Black Map, Valuan Medallion
Notes : super-powerful ATK and Will! Use Delta Shield and Justice Shield (or Skull Shield) when possible, and use Quika for a SPD advantage. Other than that, pop Sacrum Crystals and use Increm'd s-moves. Its regular attack can inflict Sleep, also, so watch out!

THE VORLIK BLADE

Begins On: Disc 1

Reward --: Vorlik Blade

The titular blade is Vyse's best weapon, but it isn't just handed to the player -- there's a long, involved quest that starts early and ends late.

- Before doing anything, Vyse will need to boost his Swashbuckler rating to "Vyse the Daring" or better. This rating is impacted negatively by fleeing battle regularly, positively by certain plot replies. See section SWSH for a list of Swashbuckler-boosting decisions and the right choices. It's best to never flee battle for these purposes.
- After getting to "the Daring" or better, progress the plot until Yafutoman events are over -- basically, the start of Disc 2. At this time, recruit Ryu-kan from his island far north of Yafutoma, through the skyrift. He'll only join if Vyse's rating is at the appropriate level; anything less is a no-go. [Ryu will now relocate to Crescent Isle.]
- Progress the plot again until the Delphinus plumbs the Vortex for Fina's missing vehicle. During these proceedings, Vyse can dig up rare Velorium metal as well -- get 'em both. [See the Vortex walkthrough part for their locations.]
- Give Ryu-kan the metal via his middle dialogue option, then wait for him to craft the sucker. The earliest the Velorium can be given is prior to the Great Silver Shrine journey.

The Vorlik Blade can be obtained from the swordsmith before the allied armada

goes to fight Galcian's fleet. Just in time, y'old geezer...

ESPARANZA BARKEEP

Begins On: Disc 2

Reward --: Abirik Cham

This lengthy sidequest involves the Esparanza barmaid and her mother, the kabal seller in nearby Maramba. Vyse can begin the quest on Disc 2, which will have proven he survived the Dark Rift. However, it cannot be completed until the final dungeon is accessible.

- The barkeep will implore Vyse to assist in her trouble: after eloping, she left her mom alone in Maramba and would like to patch things up.
- Speak to the kabal lady -- twice, if Vyse never has before -- only to be summarily dismissed. The daughter's been disowned!
- Deliver the bad news to receive a KABAL SKEWER, proof the daughter hasn't stopped thinking about her mom all these years. [The food received is not a key item, note.]
- Unfortunately, the mother will still be less than impressed, due to the poor ingredients used to make the skewer.
- This time, when informed of her mother's stubbornness, the daughter asks Vyse to find three quality ingredients to make a proper skewer. GENTUM can be purchased from the Nasrad item merchant (500g); KHALE is obtained after locating and inspecting the Spice Island discovery; KABAL meat is acquired by speaking to Gordo's ship in Mid Ocean, post-Hydra events. Of the three, only Khale can be obtained on Disc 1 and without progressing the sidequest at all; the other two require both advancing the quest and the end dungeon being available. [Gordo will give clues to the other two ingredients, also.]
- With all the ingredients gathered, the barkeep will make 1 MOM'S SKEWER for the team. [This, too, is a normal item, not a key item.]
- This time, the mom will be won over and gives advice on making the skewer even better.

This time, Vyse can be the bearer of rad news, and the daughter is ecstatic enough to give a rare ABIRIK CHAM as payment.

SWASHBUCKLER RATING

[SWSH]

--- THIS SECTION WILL CONTAIN SPOILERS ---

Vyse dreams of being an adventurous pirate, and suitably, has a "rating" that tracks his renown in the form of a title/nickname. [This is visible in his personal menu, under his equipment. There's no numerical gauge.]

Fighting tons of battles or fleeing too many times will have positive and negative impacts, respectively. However, most rating bumps will come from particular dialogue choices. Choosing brave/righteous answers adds to Vyse's

growing legend, while wimpy/timid choices detracts from that. Sometimes it's not clear which is the "correct" answer, so this section will document those choices.

First, the walkthrough notation:

- [+] Adds to rating
- [-] Subtracts from rating
- [0] neutral answer

All choices are one-time-only, unless otherwise stated.

01: Onboard the Albatross (post-tutorial dungeon)

- [+] "That's a great name."
- [-] "That's a strange name."
- [0] "So, where are you from, exactly?"

02: Pirate Isle (dad's office, on first arrival)

- [0] Defend Fina.
- [+] Sit quietly and listen.

03: Pirate Isle (Talking with Alan, the li'l kid)

- [+] Sure you can be a sailor!
- [0] Sorry, Alan...

04: Pirate Isle (harbor office, post-Shrine Isle)

- [+] Try and save everyone!
- [-] There's nothing you can do.

05: Pirate Isle (Lyndsi, before heading to Valua)

- [+] Sure, I promise.
- [0] Sorry...I can't promise anything.

06: Mid Ocean (leaving region for the first time)

- [0] Attack it!
- [+] Retreat!
- [-] ...I don't know!

07: Sailors' Island (mandatory Drachma bar scene)

- [0] Come right out and say it.
- [+] Beat around the bush.

08: Sailors' Island (mandatory scene w/ merchant)

- [+] We accept your offer!
- [0] No thanks, we'll find something else...

09: Valuan Capital, Lower City (staying at hotel)

- [0] Let's try and save everyone right now!
- [+] Let's sneak into the Coliseum!
- [-] Hm... I... I don't know.

10: Valuan Capital Catacombs (speaking with Dyne)

- [+] We have to save Fina!
- [0] Let's lay low for a little while...

11: Valuan Capital (train car, after Fina rescue)

- [+] Never!
- [-] ...Sounds fair...

12: Pirate Isle (Fina explaining about her quest)

- [+] Leave everything to us!
- [0] I need to think about this...

13: Maramba (after Aika's condemnation at tavern)

- [+] Hehe... Okay, I'll stop staring.
- [0] I have no idea what you're talking about...

14: Maramba (after meeting Bellena at the harbor)

- [+] We'll do it!
- [0] Hm...what should we do?

15: Little Jack (following fight against Recumen)

- [?] You mean, attack Belleza's ship?
- [-] You mean, ram into the Gigas?

16: King's Hideout (after crushing the Chameleon)

- [+] Let's break into Moon Stone Mines!
- [0] We'll try and find Rixis by ourselves!

17: Maw of Tartas (after defeating the Enforcers)

- [+] We understand. We'll go with you...
- [-] It's too dangerous...

18: Nasrad (as Vyse, trying to help the Nasultan)

- [+] We have important information.
- [0] You'd better let us through, or else!

19: Nasrad (post-Dacat's Isle, Ramirez' meeting)

- [+] Surrender.
- [0] Fight...even though you know it's futile.

20: Grand Fortress (after defeating Dralkor Tank)

- [+] Let's take our chances and hop on.
- [0] This could be a trap...

21: Grand Fortress (after boarding the Delphinus)

- [+] Of course you can come with us.
- [-] Sorry, but you can't expect us to trust you.

22: The Delphinus (after escaping Grand Fortress)

- [+] I'll do it!
- [O] I don't know if I'm up to it...

23: Crescent Isle (after learning Ramirez's past)

- [+] Instill her with confidence.
- [+] Try to cheer her up

24: Yafutoman Airspace (after spellship's defeat)

- [+] Fight
- [-] Surrender

25: Yafutoma (post-Mt. Kazai, Armada dock scenes)

- [O] Stop them by force!
- [+] Wait and see what happens.

26: Yafutoma (after dock scene, at guests' house)

- [O] Save Lord Mikado now!
- [+] Run and hide.

27: Exile Island (after meeting prince at temple)

- [+] Of course!
- [O] I don't know about helping the Tenkou.

28: The Delphinus (post-Bluheim, after returning)

- [O] Let's go back through the Dark Rift.
- [+] Let's try heading east.

29: Ruins of Ice (crystal questionnaire decision)

Note that getting too many wrong may lower the rating. The 'reputation down' SFX happened for me on the fifth incorrect answer.

- [O] The power of Fire (left path)
- [+] The power of Ice (correct answer)
- [O] The power of Lightning (right path)

- [+] Maybe two? (correct answer)
- [O] Maybe four? (straight ahead)
- [O] Maybe six? (left path)

- [O] Power and courage. (straight ahead)
- [+] Will and spirit. (correct answer)
- [O] Life and healing. (right path)

30: Ruins of Ice (post-dungeon, as Drachma exits)

- [+] Yeah. We should just let him go.
- [O] We should stop him!

31: Sailors' Island (Enrique departing for Valua)

- [+] Be careful!

[0] Can't you think this over?
[+] Don't get airsick, okay?

32: Crescent Isle (Ramirez asks for the Crystals)

[+] You'll have to kill us!
[0] I will trade them for the lives of my crew.

33: Crescent Isle (morning after Armada's attack)

[+] I will not give up!
[+] We'll steal the Crystals back!

34: Crescent Isle (morning after Armada's attack)

[+] I understand...
[0] Everyone's worried about you.

35: Crescent Isle (morning after Armada's attack)

[+] Of course we will!
[+] We'll go anywhere with you, Fina!

36: Great Silver Shrine (after elder's flashback)

[+] Who do you think you are?!
[-] Let me think about it...

37: Crescent Isle (after Soltis has been revived)

[+] We can't let Galcian get away with this!
[+] Let's show Galcian what we're made of!

38: Crescent Isle (Fina; eve before Armada fight)

[+] Say comforting words.
[+] Say nothing and just put your arm around her.

39: Crescent Isle (Aika; eve before Armada fight)

[+] Hey, I'm scared, too.
[+] Yeah, it isn't like you at all...

40: Crescent Isle (departing to fight the Armada)

[+] Let's Make History!
[+] Onward to Victory!

VII. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - How do I learn s-moves?

[A] - Select any character in the main menu and use the "S-Move" tab. Here, any available techs can be learned, supposing one has the Moonberries to learn 'em.

[Q] - Why did the logo on my VMU change?

[A] - Later on in the game, when you choose the Delphinus' flag design, that affects the memory card display.

[Q] - Where's my Magic Cannon?

[A] - This is a symbolic prize -- it doesn't exist as an equippable item nor does it appear in the inventory like key items. However, it does allow the Little Jack to fire offensive magic in-battle, so it exists in that sense.

[Q] - Where can I get into generic airship battles?

[A] - There's several places

- Grand Fortress area
- Temple of Pyrynn area
- South Ocean (south of Moon Stone Mountain)
- North Sea area (near Ixa'taka, east of Iron Gate)
- Valuan Continent's northern area

[Q] - Where did the Mystery Merchant go to?

[A] - He can appear in the Sailors' Island inn and Maramba guild, but will eventually settle in Nasrad's vacant artist house (near castle gates).

[Q] - Why can't I access the homepage on the main title?

[A] - This option used to automatically visit the Skies of Arcadia homepage, provided the Dreamcast was internet-capable and (I believe) registered by Sega in some manner. Unfortunately, this page no longer exists, so it's a waste of time. Additionally, the option isn't available when playing on Disc 2.

[Q] - How do I get the Blue Rogues/Prophecy attack?

[A] - Each requires having full SP in normal battle, plus another condition. Blue Rogues requires having a full 4-person party in good health (all alive, no one asleep, etc.), while Prophecy requires a full 11-person airship crew. Both inflicts massive damage, although Prophecy can heal the allies as well. How much is healed depends on the current lineup. For instance, cooks will always heal, gunners will always attack; which role the subordinate fits into will be very obvious during the sequence.

VIII. UPDATES & CONTRIBUTORS

[UPDT]

12-27-12 -----+ Started walkthrough
04-22-13 -----+ Finished walkthrough

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- Sailor/Ceej, for always hosting my crap
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- C. Allen, for Nasrad/Abarik Cham, Tropica & Delphinus Moonberry correction
- Jose Baez, for Osman clerical correction in section WK19

NOTES TO SELF

- Little Jack Captain's Stripe HP boosts carry over to Delphinus?
- In Aika/Fina-only segments: fleeing bring down Vyse's Swashbuckler rating?
- Domingo: does he still look for discoveries even after being invited?
- Ruins of Ice: too many wrong crystal answers = Swashbuckler rating down?
- add Pinta Quest items

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1320 NORTH COLUMBUS
WAS THE ADDRESS I HAD
WRITTEN ON MY SLEEVE

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