Skies of Arcadia Hydra Tactics FAQ

by Bennettman   Updated to v1.02 on May 9, 2001

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Skies of Arcadia
Hydra Battle Tactics V1.02
By Bennettman AKA Ian Bennett >B-)

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CONTENTS
========
* contents
* so far
* do i have the most recent version?
* introduction
* official faq websites
* hydra tactics guide
>> MOVES
>> ENEMY TACTICS
>> SO WHAT DOES IT ALL MEAN THEN?
>> MOVES TO MAKE
* thanks & contacts
* copyright information
* extra information
* epilogue

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SO FAR:
=======
V1.01 (8/5/2001) - "Hydra Moves"; "Enemy Tactics" to Round 6. Preliminary
                   version.

V1.02 (9/5/2001) - "Enemy Tactics" to Round 11; "What Does It All Mean
                   Then?"; "Moves To Make" to Round 6. First published
                   version.

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DO I HAVE THE MOST RECENT VERSION?
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If you got this FAQ off my website at http://sonicsecretsuk.cjb.net, then
you should have the latest version, unless of course I've finished one and
not posted it yet :) If you got it off GameFAQs at www.gamefaqs.com, it'll
be about 4-5 hours behind. Neoseeker at www.neoseeker.com will be a couple
of days behind. Any other sites, official or no, I have no idea, though I
usually send them the latest version at the same time as I send it to
GameFAQs and post it on my own site.

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INTRODUCTION
============

Of all the battles in Skies of Arcadia, the Ship Battle against Galcian's Hydra
has to be one of the toughest. It can last for ages, especially if you haven't
used any Captain's Stripes (like me :D). Took me half an hour the first time I
did it, after blowing it a load of times :). And while doing it I started
looking at what it did, wasted a couple of hours jotting stuff down, and then
used that information to beat it. This guide will show the most likely moves
the Hydra will make during the battle (there are variants, but it mainly does
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the same things), and also advise you on what to do during the battle. It'll
be pretty basic though, as most ship setups are different, crew members,
cannons and the like. I hope you have Urala though, or it'll take a while to
power up the 'ole spirit! Hopefully this FAQ will eventually have listings for
most of the Ship Battles in the game. This will _not_ explain the basics to
Ship Battles, it is for people that are fairly well versed in them. Anyway,
I'll leave that to the Ship Battle FAQ :)

The first section will list the moves the Hydra can perform and describe what
they do. In the second section, the tactics the Hydra should employ are listed
round by round, as well as the order that you and the Hydra should fight
(unless
you use POW) and the colour coding you'll see on the screen. This will be G for
Green, Y for Yellow, R for Red, C for Chance and SC for S-CANNON. The third
section will give you an idea of what you should be doing move by move.

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OFFICIAL FAQ WEBSITES
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These are the only sites that have been approved to display this FAQ, so er...
BOYCOTT THE OTHERS!!! Nah just kidding!

>> http://sonicsecretsuk.cjb.net
>> www.gamefaqs.com
>> www.neoseeker.com

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HYDRA TACTICS GUIDE
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I won't list what all of the crew members do, just get them off another FAQ
(they're on enough anyway!). I recommend using MPureka's Ship Battle guide on
GameFAQs as it says who's Passive and Active. Try to have as many Passive
crew members as possible, and make sure you _definitely_ have URALA to max out
your SPIRIT. MARCO should be there to give you double SPIRIT (or ROBINSON if
you're really planning on attacking for a round). Have PINTA as a delegate
for a bad round, as MOEGI is pretty much useless because the Hydra almost
never uses magic against you.

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HYDRA'S MOVES
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EVASIVE ACTION - This works just like the GUARD move in normal battles. It
                  reduces the damage done by any attack by about half. No
attack
                  power, purely defensive.

FOCUS   - This does exactly the same as it would to you, creates more
                  SPIRIT for the Hydra, though you can't see how much it has
                  anyway! No attack, no defence. However, I have a feeling it
can
                  increase the attack power of a HYDRA SUBCANNON or HYDRA RAY,
as
                  it seems to be a little more powerful then.

HYDRA SUBCANNON - This is the equivalent of, say a 10" or 12" CANNON. It's
attack
                  power is substandard, but it can fire at the same time as

other
                moves as long as it is straight after the initial shot or a
                shot in that situation. So be careful if you see it, as it
can
                fire again with a FOCUS, EVASIVE ACTION or another Cannon.

HYDRA RAY   - This is a single Cannon shot that does more damage than the
                HYDRA SUBCANNON. It can also be used more than once in a
round,
                like the HYDRA SUBCANNON.

HYDRA LAUNCHER - This is a single Cannon shot that does more damage than the
                HYDRA RAY. It can't be used more than once a round.

HYDRA CANNON   - This is a highly powerful S-CANNON attack which can be
compared
                to the MOONSTONE CANNON on board the Delphinus. If unblocked
it
                can do as much as 25,000 HP damage. However, like all
S-CANNON
                attacks, the HYDRA SUBCANNON or HYDRA RAY cannot be used at
the
                same time as it will be LOST.

SACRES   - Occasionally the Hydra will use SACRES magic, to recover
8,000
                HP, which can be annoying if you've done little damage in
that
                round. However, this is the equivalent of using Sacri in a
                normal battle for 500 HP when you need around 3,000, so
                don't worry about it, the only effective spell is Sacrulen :)
                It can be used at the same time as the HYDRA SUBCANNON and
HYDRA
                RAY.
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=============
ENEMY TACTICS
=============

ROUND 1
=======

 _____
|SCG| C | Y | Y | Colour Code
|___|___|___|___|

1 - Enemy: EVASIVE ACTION
2 - Player
3 - Enemy: HYDRA SUBCANNON
4 - Player
5 - Enemy: FOCUS + HYDRA SUBCANNON
6 - Player
7 - Player
8 - Enemy: HYDRA RAY

ROUND 2
=======

 _____
|SCY| C | Y | Y | Colour Code
|___|___|___|___|

```
1 - Player
2 - Enemy: EVASIVE ACTION
3 - Enemy: FOCUS
4 - Player
5 - Enemy: HYDRA RAY
6 - Player
7 - Player
8 - Enemy: FOCUS + HYDRA RAY
```

ROUND 3
=======

```
 _____
| R | C | G | R | Colour Code
|___|___|___|___|
```

```
1 - Player
2 - Enemy: HYDRA LAUNCHER
3 - Player
4 - Enemy: HYDRA RAY
5 - Enemy: EVASIVE ACTION + HYDRA RAY
6 - Player
7 - Enemy: EVASIVE ACTION
8 - Player
```

```
===========================
CHOICE - UPPER PART or HULL
===========================
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ROUND 4
=======

```
 _____
| Y | C | Y | Y | Colour Code
|___|___|___|___|
```

```
1 - Enemy: HYDRA SUBCANNON
2 - Player
3 - Enemy: FOCUS + HYDRA SUBCANNON
4 - Player
5 - Enemy: SACRES (Upper Part) or EVASIVE ACTION (Hull)
6 - Player
7 - Player
8 - Enemy: EVASIVE ACTION (Upper Part) or HYDRA LAUNCHER (Hull)
```

ROUND 5
=======

```
 _____
|SCY| Y | Y | R | Colour Code
|___|___|___|___|
```

```
1 - Player
2 - Enemy: EVASIVE ACTION
3 - Enemy: HYDRA LAUNCHER
4 - Player
5 - Player
6 - Enemy: FOCUS
7 - Player
8 - Enemy: HYDRA CANNON
```

ROUND 6

```
=======

 _____
| Y | Y | Y | R | Colour Code
|___|___|___|___|

1 - Enemy: HYDRA SUBCANNON
2 - Player
3 - Player
4 - Enemy: EVASIVE ACTION + HYDRA SUBCANNON
5 - Player
6 - Enemy: FOCUS
7 - Enemy: HYDRA LAUNCHER
8 - Player


==========================
CHOICE - HULL or UPPER PART
==========================


ROUND 7 - Hull
=======

 _____
|SCR| G | Y | Y | Colour Code
|___|___|___|___|

1 - Enemy: HYDRA CANNON
2 - Player
3 - Enemy: HYDRA RAY
4 - Player
5 - Player
6 - Enemy: FOCUS + HYDRA RAY
7 - Enemy: HYDRA SUBCANNON


ROUND 8
=======

 _____
| R | C | G | R | Colour Code
|___|___|___|___|

1 - Player
2 - Enemy: HYDRA LAUNCHER
3 - Player
4 - Player
5 - Enemy: FOCUS
6 - Enemy: HYDRA CANNON
7 - Enemy: -dunno, i'll find out later ok? :)-
8 - Player


==============

ROUND 7 - Upper Part
=======

 _____
|SCY| C | Y | Y | Colour Code
|___|___|___|___|

1 - Player
2 - Enemy: HYDRA SUBCANNON
3 - Enemy: FOCUS + HYDRA SUBCANNON
4 - Player
5 - Enemy: HYDRA RAY
```

```
6 - Player
7 - Enemy: FOCUS + HYDRA RAY
8 - Player


ROUND 8
=======

 _____
| R | C | G | R | Colour Code
|___|___|___|___|

1 - Player
2 - Enemy: HYDRA LAUNCHER
3 - Enemy: HYDRA RAY
4 - Player
5 - Enemy: FOCUS + HYDRA RAY
6 - Player
7 - Enemy: HYDRA CANNON
8 - Player


===========================
CHOICE - UPPER PART or HULL
===========================

ROUND 9 - Upper Part
=======

 _____
| Y | C | Y | Y | Colour Code
|___|___|___|___|

1 - Enemy: HYDRA SUBCANNON
2 - Player
3 - Enemy: FOCUS + HYDRA SUBCANNON
4 - Player
5 - Enemy: SACRES
6 - Player
7 - Player
8 - Enemy: EVASIVE ACTION


ROUND 10
========

 _____
|SCY| Y | Y | R | Colour Code
|___|___|___|___|

1 - Player
2 - Enemy: EVASIVE ACTION
3 - Enemy: HYDRA SUBCANNON
4 - Player
5 - Player
6 - Enemy: FOCUS + HYDRA SUBCANNON
7 - Player
8 - Enemy: HYDRA CANNON


ROUND 11
========

 _____
| Y | Y | Y | R | Colour Code
|___|___|___|___|

1 - Player
```

```
2 - Enemy: HYDRA SUBCANNON
3 - Enemy: EVASIVE ACTION + HYDRA SUBCANNON
4 - Player
5 - Player
6 - Enemy: HYDRA RAY
7 - Enemy: HYDRA RAY + HYDRA LAUNCHER
8 - Player
```

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ROUND 9 - Hull
=======

```
 _____
| Y | C | G | R | Colour Code
|___|___|___|___|
```

```
1 - Player
2 - Enemy: HYDRA SUBCANNON
3 - Enemy: FOCUS + HYDRA SUBCANNON
4 - Player
5 - Enemy: EVASIVE ACTION
6 - Player
7 - Player
8 - Enemy: SACRES
```

ROUND 10
========

```
 _____
|SCY| Y | Y | R | Colour Code
|___|___|___|___|
```

```
1 - Player
2 - Enemy: EVASIVE ACTION
3 - Enemy: HYDRA SUBCANNON
4 - Player
5 - Player
6 - Enemy: FOCUS + HYDRA SUBCANNON
7 - Player
8 - Enemy: HYDRA CANNON
```

ROUND 11
========

```
 _____
| Y | Y | Y | R | Colour Code
|___|___|___|___|
```

```
1 - Player
2 - Enemy: HYDRA SUBCANNON
3 - Enemy: EVASIVE ACTION + HYDRA SUBCANNON
4 - Player
5 - Player
6 - Enemy: HYDRA RAY
7 - Player
8 - Enemy: HYDRA RAY + HYDRA LAUNCHER
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=============================
SO WHAT DOES IT ALL MEAN THEN?
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Obviously, 1 to 8 are the order that things happen in a round, so in the
case of the above Round 11; after the player takes a go, the Hydra will
have 2 shots. You can use these orders to ascertain the ideal move to take.
As the S-CANNON is unavailable, the best move would be either to block
or to use a strong cannon if you have enough HP to stand the two HYDRA
SUBCANNON shots. If you're playing and spot a HYDRA SUBCANNON, there's a
fair chance it will follow in the next move. In the next section, 1 to 4
are your 4 moves, and the ideal move to take in different situations. I
consider the HYDRA SUBCANNON to be of low attack power, so I'll let you
choose whether to attack or GUARD. If you need to heal, I recommend doing
it during an attacking period, and always use either a COMPLETE KIT or the
SACRULEN magic (KIRALA does the same, but you should have ISMAEL as your
builder to maximise MOONSTONE CANNON DAMAGE. You should also cast INCREM
or INCREMUS (lasts twice as long, costs 4x as much), or use RYU-KAN; and
FOCUS whenever you feel you won't do much damage, as the extra SPIRIT
could be useful in this big battle. Remember that you can set different
characters' moves at different times, so if you can get more SPIRIT or
STANDARD CANNON attack power out of one character, or different magic, then
use it!

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MOVES TO MAKE
=============

ROUND 1
=======
1 - If you don't mind a HYDRA SUBCANNON shot then attack, otherwise GUARD.
2 - I would GUARD this round. Sometimes the Hydra fires both the HYDRA
    SUBCANNON and the HYDRA RAY.
3 - Lay into the Hydra, as you have 2 shots in a row.
4 - A HYDRA RAY follows, so GUARD.

ROUND 2
=======
1 - Attack, as the Hydra will respond with two defensive moves. If possible
    use the MOONSTONE CANNON.
2 - GUARD the HYDRA RAY coming up.
3 - Attack the Hydra.
4 - GUARD the HYDRA RAY.

ROUND 3
=======
1 - GUARD the HYDRA LAUNCHER.
2 - GUARD the HYDRA RAY.
3 - Attack.
4 - Attack, or GUARD the HYDRA SUBCANNON.

======
CHOICE: There's only two differences - The Upper Part has SACRES and EVASIVE
====== ACTION in the Upper Part, and EVASIVE ACTION and HYDRA LAUNCHER in
        the Hull (in Round 4). Choose either.

ROUND 4 (This is a good round to use ROBINSON if you have him active)
=======
1 - Attack, or GUARD the HYDRA SUBCANNON.
2 - Attack as only EVASIVE ACTION or SACRES is used.
3 - Attack.
4 - Attack, or in the case of the Hull, GUARD the HYDRA LAUNCHER.

```
ROUND 5
=======
1 - You can attack before the EVASIVE ACTION, but I would recommend GUARDing
    against the HYDRA LAUNCHER coming up.
2 - Attack.
3 - Attack.
4 - GUARD against the HYDRA CANNON.

ROUND 6
=======
1 - Attack.
2 - Attack, or GUARD the HYDRA SUBCANNON.
3 - GUARD the HYDRA LAUNCHER.
4 - Attack.
```

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THANKS AND CONTACTS
===================

Thanks to me for raising the money to buy Skies Of Arcadia, playing the
game for 60 hours in the first week, and researching and making this FAQ.

Thanks to CJayC at GameFAQs for hosting this and my other FAQs.

Thanks to everyone at Sega and Overworks for bringing us such a bangin'
console and game.

And finally, thanks to Pinta for all those items he got me on the VMU, and
those cute little animals that currently run around Crescent Isle :)

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COPYRIGHT INFORMATION
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EXTRA INFORMATION
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No extra info at the moment. If anyone can help me with some more Hydra info
then email me and I'll be sure to put thank you personally on the FAQ if

it's relevant.

Also, don't really expect an update for a while. 60 hours of SOA in a week's
enough for me. I'm back on Phantasy Star Online now, up to level 76 :)
I'll update when A: I finish my PSO FAQ B: I get to Level 100 or
C: I get bored again >:D. That is of course once I get back to that part of
the game - God, can't they add anything to it? I mean, a 2 player 'vs' Mode
would have been great, or maybe keep the game going so you can build up your
character, or play levels and battles again, or get different ships... hmm!

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    |      |    /EPILOGUE/
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    o  |  o
      o o
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I'm tellin' ya, get Skies of Arcadia, its brilliant. Finish it even just to
see Fina's Air Pirate clothes :) hehe. But most of all, have fun doing it.

OK that's it! KEEP IT COOKIN'! And keep playing on yo Dreamcast! HAHAHAHA!!!
>:)

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Bennettman - It's all about the >B-) shades.

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http://sonicsecretsuk.cjb.net

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        Sega of America and Overworks.
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Dreamcast and VMU are TM and (c) Sega Enterprises

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