

Skies of Arcadia Discovery FAQ

by Jim Irwin

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|I. Introduction and revision history|
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Welcome to my Discovery FAQ for Skies of Arcadia. I normally don't like to write (or use, for that matter) FAQs since they give away a large part of the enjoyment of games, but I make an exception in this case for a few reasons...chief among those being the insanely high encounter rate in this otherwise excellent game. I spent SO much time looking for some of this stuff that my Swashbuckler rank was at Legend less than an hour into the 2nd disc because I had so many random battles :P So, to (hopefully) stop other players of this fine game from going insane from the ridiculous amount of random battles fought while trying to fill the last ??? on your logbook I write this FAQ.

11/28/00 - version 1.0 - I don't plan on there being other versions of this FAQ since all 64 Discoveries are listed, but I have been known to make mistakes from time to time.

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|II. Things you need to know about Discoveries|
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First off, when you find something REPORT IT TO THE GUILD! You and your crew may know where a hidden grave or some rare plant is, but if you don't tell the rest of the world, it's not discovered, now is it :) Furthermore, the longer you wait to report Discoveries to the Guild, the less money you get and the higher chances are that someone else may discover it first. So, always report stuff as soon as you can. Also explore everything before you advance the storyline...if you find a new town or dungeon, chances are the story will advance if you go inside and you will lose value of the discoveries you can still make before entering. Always fill in all of the map you can before you go into new towns or dungeons...you can't find Discoveries if you're not on your ship.

As far as monetary rewards go, the earlier in the storyline you report a Discovery the more you get. If you see a hint available in the guild it usually means you've missed something and should find it ASAP if you want a decent reward for finding it. As time goes by and the storyline progresses more and more detailed (and expensive) hints will be offered, but since you're reading this guide you won't need them now will you :) I assume if you take TOO long to find something someone else will be credited with finding it, but that never happened to me. Note that there ARE some Discoveries that it's impossible to report before the hints show up so don't feel bad if that happens once or twice ;)

Last you need to know where the Guilds are to report Discoveries. You run across the first very early in the game on Sailor's Island and most of the major cities you travel to will have a Guild as well. Notable exceptions are the Blue and Green Moon areas; the Green Moon area has a ship where you can report your findings, but I have yet to find anywhere to tell of your exploits in the Blue Moon area.

Oh one last thing...in case you didn't know...your compass goes crazy when you're at a Discovery location, so pay attention to it!

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|III. Non-spoiler Discovery list|  
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In the interest of folks like myself who prefer to find stuff on their own as much as possible I have divided the meat of this FAQ into 2 parts; this part lists the hints you can buy at the Sailor's Guild and when it is POSSIBLE to get a given Discovery. I've worded these as best I can to avoid storyline spoilers, but there's only so much I can do in that regard...so don't read any farther when the brackets describe something you haven't done yet :)

I will list the Discoveries in the following format in this section:

[In the brackets I list what is necessary to find the following discoveries]

Number (note each page contains 16 Discoveries listed numerically from top to bottom)

Hint as listed in the Sailor's Guild - Some of these I have modified to avoid story spoilers..also this is the hint given after you've actually found the Discovery; I'm assuming it's the final hint you can buy. Modifications will be noted as (parenthesis) surrounding the changed text. Some of the hints practically give the location of the Discovery away so be warned...you may just want to read the brackets and try to find them on your own from there.

{In these things I will list how hard I think it is to find}

Difficulty ratings are as follows:

N/A - You have to find this to advance the storyline. Some of these may still be a little hard to find, but hints are given places other than the Sailor's guild.

Very Easy - You can SEE it, or the hint completely gives it away.

Just sail up next to it and hit A.

Easy - It's in a very obvious place or the hint almost gives it away.

Medium - Probably invisible, but in a fairly obvious place like an island; or the hint is very helpful on a more hidden Discovery.

Hard - The hint is relatively vague and the Discovery is invisible, moves around, or is in a weird place. You should still be able to find it with a small amount of searching though (10-15 battles max).

Very Hard - Given the hint, there is no way you'd be able to find this without HOURS of searching or incredible luck. The Discovery may move around, but it's probably invisible and in the middle of nowhere. These are the Discoveries that drove some of us nuts on the SoA board at gamefaqs :P

And here we go:

[Start the game and gain control of a ship]

#1 - It stands on a small island north of the Moon Stone Waterfall, in Blue Rogue territory. {Easy}

[Gain your 4th party member and his ship]

#2 - If you go north from Sailor's Island, you'll see a small island. You'll find something there. {Very Easy}

[Have a ship with the ability to fly through brown stone reefs]

#3 - From the ruins on Shrine Island, go southeast, and it's just beyond the stone reefs. {Medium}

#4 - Silver Moon Stones are found near Shrine Island. Try going through the stone reefs east of there. {Hard}

#5 - It's on the island that Maramba is on. You'll see it when you get there. {Easy}

#6 - If you go to the Nasr desert, you should be able to find it right away. {Easy}

#7 - Try looking in the narrow strip of desert in southern Nasr. {Easy}

#8 - Try looking high above Nasr. I hear it's on an island high above the desert. {Very Easy}

#9 - (You have to discover this to advance the storyline) {N/A}

[Be able to enter the South Ocean]

#10 - Somewhere in the South Ocean, there's an island that never moves in the wind. {Medium}

#11 - It lives in the South Ocean. There's all kinds of creatures out there, eh? {Hard}

#12 - (You have to discover this to advance the storyline) {N/A}

#13 - I hear that Ixa'takans usually settle on islands where these fruits grow. {Medium}

#14 - (You have to discover this to advance the storyline) {N/A}

#15 - (You have to discover this to advance the storyline) {N/A}

#16 - (You have to discover this to advance the storyline) {N/A}

#17 - You can find it on a large island north of where the Ixa'takans live. {Hard}

#18 - Look for an island to the north of the Moon Stone Mountain in Ixa'taka. {Easy}

[Be able to enter North Ocean]

#19 - Try looking right in the middle of North Ocean, between Valua and Ixa'taka. {Very Hard, at least for me. I spent a day looking}

#20 - Try looking right in the middle of North Ocean, Valua and Ixa'taka. (No this is NOT the same as hint #19) {Medium}

#21 - They say (this) is on the tip of a peninsula in the north of Ixa'taka. {Easy}

#22 - It's on an island near the middle of North Ocean. Once you get there, you'll see it. {Medium}

#23 - It's on an island facing North Ocean, on the west coast of the Valuan continent. {Easy}

#24 - There's a large valley in the middle of the Valuan continent. It's somewhere near there. {Hard}

[Have a ship with the ability to go through sky rifts]
[SPECIAL NOTE: You can find numbers 25 and 47 before this if you look]
[for them while one of your characters is...um..."stranded"]

#25 - On the tip of a peninsula on the east side of Valua, there's a strangle-looking (sic) rock... {Hard}

#26 - Try flying along the northern coast of Valua. You should be able to see it. {Hard}

#27 - It's near North Dannel Strait. You can't get there with a normal ship though. {Easy}

#28 - It's in the skies of northern Valua. A philosophizing sailor, eh? Sounds interesting... {Medium}

#29 - I never thought anyone would actually find it... Try looking in the skies above northern Valua. {Very Hard}

#30 - (You have to find this to advance the storyline) {N/A}

#31 - They live on the western snowy plains, in the Lands of Ice. {Very Hard}

#32 - Near the Land of Ice, there's floating masses of ice called

icebergs. It's in one of those. {Hard}

#33 - Go to the Lands of Ice, and I'm sure you'll have no problem finding it. {Very Easy}

#34 - You might want to try looking in the area right near the entrance of the Dark Rift. {Medium}

#35 - It's somewhere in the southern area of the Dark Rift. I guess not too many people go there. {Medium}

[Be able to enter the Dark Rift]

#36 - I've heard rumors about a strange Moon Stone floating somewhere in the Dark Rift. {Medium}

#37 - (You have to find this to advance the storyline) {N/A}

#38 - It's on an island straight south from (#37), near the Dark Rift. {Easy}

#39 - Go through the Dark Rift to (#37), and you can't miss it. {Very Easy}

#40 - They've been seen flying in the skies north of a mountain called Kazai, in (#37). {Very Hard}

#41 - I hear there's a big wall that goes around (#37). It lives on an island on that wall. {Easy}

#42 - Try looking for an island near the stone reefs far to the south of Ixa'taka. {Easy if you pay attention to the brackets above}

#43 - (This) is in the skies south of (#37), they say. They say they got pepper there, too. {Very Hard}

#44 - It's in a wide area south of (#37). Apparently it comes up a lot in (#37)'s stories. {Very Hard}

#45 - It's in an area east of the Dark Rift. I guess no one goes there too often. {Very Hard}

[Begin Disc 2]

#46 - (You have to find this to advance the storyline) {N/A}

#47 - It's really hard to get to, between a sky rift and some mountains in eastern Nasr. *see note above by #24 {Easy}

[Have a ship able to fly above (or below) and beyond normal ships]

#48 - It's just south of South Ocean. I hear it's a beautiful place... {Very Easy}

#49 - Somewhere at high altitude, they say there's a place where there's always a rainbow. {Very Easy}

#50 - Just follow the Moonstone waterfall to it's source. You should find it easily. {Very Easy}

#51 - It's high above Nasrad. I hear it's some relic from some ancient civilization...{Very Easy}

#52 - There's an island with a waterfall that feeds a lake in Ixa'taka. Look in the forest there. {Easy}

#53 - (This) is on the continent of Ixa'taka, on a plateau that rises above the clouds. {Easy}

#54 - You can find 'em near a giant crevasse low on the eastern side of the Valuan continent. {Very Easy}

#55 - It's on an island north of Yafutoma. I hear it's pretty well known among the locals. {Very Hard}

#56 - I hear it flies in a circle along the sky rifts around the Dark Rift. {Medium}

#57 - I hear they fly in the high areas of Mid Ocean. You gotta be pretty lucky to see 'em. {VERY VERY HARD - this took me forever} There is a ship above the clouds in Ixa'taka that gives another hint, but it STILL doesn't help much :P

#58 - In north Ixa'taka, find an area inside the sky rifts and stone reefs where the sky turns dark. {Hard}

#59 - Try searching in the area bounded by stone reefs and currents, north of Ixa'taka. {Hard}

#60 - It's at a low altitude, near the Vortex. Maybe it's a relic of an ancient civilization...{Easy}

#61 - It's down low, west of North Dannel Strait, where one of the Valua-Nasr battles happened. {Easy}

#62 - They live on the bottom of the Valuan continent, on the eastern side. {Hard}

#63 - Head east from Dangral Island. It looks just like it sounds, so you'll spot it easily. {Hard, in spite of what the hint says}

#64 - It's somewhere at low altitude, near the Dark Rift. You gotta keep your eyes peeled, though...{Hard}

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|IV. Detailed directions to all Discoveries|
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If you absolutely, positively can't find something, this is the section to check. As I've already warned, it is FULL of spoilers so read at your own risk.

This section is set up similar to section III, but I've added much more info including:

Discovery type - I will list which of the following applies:

Visible/Invisible, Moving/Stationary, Ground-based/Free-floating (note some things SAY they're on an island, but you can't SEE it because the island is PART of the Discovery...grrrr)

Map Coordinates in (X,Y) fashion - the Map is divided into nice squares for us, so I've given what square the Discovery is located in to help limit the search area. X is how many squares ACROSS and Y is how many squares DOWN, both starting at _1_, not 0. So for example, Sailor's Island is in the square of (7,6), and Crescent Isle is in (11,4). Also note that these are for the larger map...not the small map of the Mid Ocean at the beginning of the game. Some Discoveries are on the lines in which case I will list both squares (for example 5,7/8 indicates column 5 on the line between rows 7 and 8).

Altitude: How high or low the Discovery is at.

Below Clouds - Middle of the below clouds altitude...you can see all Discoveries below the clouds from this position.

Low - Almost to the bottom of normal ship altitude.

Medium low - Around 25% of normal ship altitude.

Medium - Around 50% of normal ship altitude.

Medium high - Around 75% of normal ship altitude.

High - Almost to the clouds.

Above clouds low - Just high enough above the clouds to see.

Above clouds mid - About halfway up the blue altimeter.

Above clouds high - Almost to the top of the blue altimeter.

N/A - The Discovery can be found at almost any height or is automatic.

Special directions (if any) will be listed after all this info. Usually the description, grid coordinates, and altitude is enough, but in some cases specific directions are helpful also.

Ok here we go!

[When you first control the Albatross]
[Obviously you have to wait until you reach Sailor's Island to report]

#1 - Pirate's Grave
Invisible/Stationary/Ground-based at (5,8) Medium
It's right in front of you when you fly for the first time in the game.

[Once you get Drachma and the Little Jack]
[Report at Sailor's Island]

#2 - Guidestones
Invisible/Stationary/Ground-based at (8,6) Medium high
They're on the only island in the area NE of Sailor's Isle

[Once you get the Harpoon Cannon]
[Report these at Sailor's Isle before you go in Maramba]

#3 - Sky Coral
Invisible/Stationary/Free-floating at (7,8/9) Medium high
It's above one of the smaller islands in this area...not difficult.

#4 - Silver Moon Pit

Invisible/Stationary/Ground-based at (7,7/8) Medium

On the northeast tip of the rock island just north of the Sky Coral.

#5 - Topple Rock

Invisible/Stationary/Ground-based at (9,7/8) Medium

On top of the rock outcropping due S of Maramba.

#6 - Wandering Lake

Visible/Moving/Free-floating at (10,7) Medium

It moves so little you can't miss it. Easy to find.

#7 - Oasis

Invisible/Stationary/Ground-based at (10,7/8) Medium low

Smack dab in the middle of the desert southeast of the Sandfalls.

#8 - Sandfalls

Invisible/Stationary/Ground-based at (10,8) N/A

Just get near the floating island and your compass should go crazy.

#9 - Temple of Pyrynn

Visible/Stationary/Ground-based at (11,6) Medium

You may have to move around a little bit to get the compass to go off.

[Beat Belezza and steal her engine]

[Report the 2 South Ocean Discoveries before you find Ixa'taka]

[Report all the Ixa'taka Discoveries before you go in Horteka]

#10 - Beak Rock

Invisible/Stationary/Ground-based at (5,10) Medium high

Find #11 first, then go to the far S of South Ocean. It's on an island near the sky rift pointing Northwest.

#11 - Sky Anemone

Invisible/Stationary/Ground-based at (7,10) Medium high

It's on one of the islands right next to the sky rift...stay south.

#12 - Ixa'taka

N/A

Automatic when you make it through South Ocean.

#13 - Garpa Fruits

Invisible/Stationary/Ground-based at (3,8) Medium

Underneath Horteka on the north part of the island.

#14 - The Great Bird

Visible/Stationary/Ground-based at (2,7) Medium

Very obvious.

#15 - Golden Man

Invisible/Stationary/Ground-based at (3,7) High

Search the plateau west of the King's Hideout (floating tree thing).

#16 - Gates of Rixis

Invisible/Stationary/Ground-based at (2,6) Medium high

Line your ship up with the Great Bird's beak and go straight that way.

You'll have to go around one pillar, then between 3 more to find it.

It's on the south face of the pillar there at the end. You MAY not be able to find this until you hear about it from the King, but I know you

can find everything else listed here beforehand.

#17 - Ixa'takan Palace

Invisible/Stationary/Ground-based at (3,7) Medium

Head due S from the Golden man and search in the middle of the 3 stones you see there. The black market ship passes over it too.

#18 - Ixa'ness Village

Invisible/Stationary/Ground-based at (2/3,9) Medium

It's in the clearing next to the forest on the island north of Moon Stone Mountain (where you see the base operating).

[Beat Grendel and have the Iron Gate open]

[Report all these before you go to the Maw of Tartas]

#19 - Mysterious Rings

Invisible/Stationary/Free-floating at (3,5/6) High

Ahh the first of the invisible island Discoveries. Find the Will o' Wisps first, then head due south. Hopefully you'll find them on your first try; if not keep trying. They're only like a second south...if you reach the Air Pirate ship you've gone too far. BTW if you found this yourself by luck I hate you forever :) It took me an entire day of searching madly with only the clue that they were in the North Sea somewhere. Grrrrr...stupid invisible islands.

#20 - Will o' Wisps

Invisible/Stationary/Ground-based at (3,5) High

They're on the island north of the Iron Gate.

#21 - Roc's Nest

Invisible/Stationary/Ground-based at (2,5) High

On the grassy part of the island W after you head out of the Iron Gate.

#22 - The Giant Throne

Invisible/Stationary/Ground-based at (5,5) Medium high

On the eastern end of the easternmost island in the North Ocean.

#23 - Lighthouse Ruins

Invisible/Stationary/Ground-based at (6,3) Medium high

On the west tip of the island on the way to Valua.

#24 - Ancient Palace

Invisible/Stationary/Ground-based at (8,4) Medium high

Hug the mountains on the right after you come out of the trench leading into Valua. Stay right where the yellow ground meets the mountains and you'll find it eventually.

[You can find and report this while piloting Gilder's ship or Aika and]

[Fina's ship after Vyse escapes Crescent Isle. ALSO note you can find]

[and report #47 Ruins of Rolana for a good chunk of change as well]

#25 - Skull Rock

Invisible/Stationary/Ground-based at (10,3) Medium high

When you see all the islands north of Crescent Isle head west towards Valua. You'll see a crevasse running between 2 huge islands...it's on a small flat part of the island on the north side of the crevasse.

Alternately, if you found Daccat's Island first head due west to find Skull Rock.

[After your base is set up and the Delphinus can go through sky rifts]

[Report all these before going to Esperanza]
[Don't forget to pick up Domingo for your crew once you have 30]
[Discoveries...he is at Gordo's Bistro in the North Ocean]

#26 - Stone City

Invisible/Stationary/Ground-based at (8,3) Medium high
Find the boulders (or where they used to be) on the north side of Valua. Head west along the edge of the continent and you'll find it in a few seconds.

#27 - Ship Graveyard

Invisible/Stationary/Free-floating at (9,5/6) N/A
It's inside the North Dannel Strait.

#28 - Philosophy Stone

Invisible/Stationary/Ground-based at (8,2) Medium
It's on an island all out by its lonesome. Easy to find.

#29 - Baloon Flower

Invisible/Stationary/Free-floating at (10,2) High
The 2nd invisible island in nowhere. This one's easy though...head due north from Skull Rock at high altitude...you'll find it in no time. Make sure you account for having to go around the continent; it is directly north of the Skull, not the continent edge.

#30 - The Lands of Ice

N/A
Automatic when you get there.

#31 - Icebird

Invisible/Stationary/Ground-based at (4/5,12) See below
This is hard to find...here's the best I can do. First off get to the area indicated by the coordinates. To the east will be the BIG ice field and then a little mountain separated from a range of small mountains. Get in the part where they are separated and head SSW at ground level (which is about medium high) and mash on the A button. This worked for me, I hope it works for you too. The Icebird is about 4 seconds away from there (from a complete stop), so keep restarting and tweaking the direction if you can't find him. If you reach the other mountain range you've gone too far.

#32 - The Frozen Giant

Invisible/Stationary/Ground-based at (5/6,11/12) Medium
Directly north of the really small mountain at those coordinates is a non-moving glacier...check the north side to find it.

#33 - Aurora

Visible/Stationary/Free-floating N/A
You can see this just about anywhere in Ice land...just hit A until you get credit for discovering it.

#34 - Blimp Wreck

Invisible/Stationary/Ground-based at (10,11) Medium
It's on a tiny island just west of the Dark Rift entrance...one of the closest islands to the Rift.

#35 - Giant Squid Nest

Invisible/Stationary/Free-floating at (11,12) Medium high
It's directly above one of the craters on the big island in that area.

[Beat Gregorio and gain access to the Dark Rift]
[Report the Black Moon Stone before you complete the Rift]
[Report all others before returning to Crescent Isle (on disc 2)]
[Don't forget to report World is Round before heading off to Ice Land]
[Also don't forget to talk to Domingo in your planning room when you]
[have 40 Discoveries...he'll give you some nifty items]

#36 - Black Moon Stone

Invisible/Stationary/Free-floating N/A

It's in the 2nd "room" in the Dark Rift...just go straight ahead in the psychedelic room and you should find it.

#37 - Yafutoma

N/A

Automatic when you get there.

#38 - Uguisu's Nest

Invisible/Stationary/Ground-based at (12,9) Medium

On the first normal-looking tiny island after coming out of the Dark Rift, but before crossing the sky rift leading to Yafutoma.

#39 - Guardian Walls

Visible/Stationary/Free-floating N/A

Possibly the most obvious of all non-continent Discoveries.

#40 - Wanderbirds

Visible/Moving/Free-floating at (13,4) High

Just north of Mt. Kenzai in the sky...they don't move that much so once you see them, sit still and they'll come back.

#41 - Dheerse

Invisible/Stationary/Ground-based at (14,5) Medium high

Check the surface of the big island in the middle of the wall around Yafutoma (east of the city)...you can't miss it.

#42 - Grieving Prince

Invisible/Stationary/Ground-based at (2,9)

It's on the southwest corner of the island there wedged between the impassible rift and the grey stone reef.

#43 - Spice Island

Invisible/Stationary/Free-floating at (12,7) Medium high

Yet another invisible island...get medium high and head due north from the Uguisu Nest (#38) and you should find it no problem.

#44 - Mystic Orchard

Invisible/Stationary/Free-floating at (1,11) Medium high

Welcome to Yafutoma, land of invisible islands...blah. The best way to find this one is get to where the impassible rift and grey stone reef intersect, then head due west. Keep trying until you find it, that's how I did it (took me 3 tries).

#45 - Inverse Isle

Invisible/Stationary/Free-floating at (13,10) Medium high

And yet another invisible island. First find the really really tiny black island (size of your ship) in this area...it should be at medium high also. Line up on top of it and head NNE, you should find the Discovery after about 2 seconds (from a complete stop). Use the tiny island as your starting point and you should find it after a few tries.

#46 - World is Round

N/A

Automatic when you return to Crescent Isle on Disc 2.

#47 - Ruins of Rolana

Invisible/Stationary/Ground-based at (11,7) Medium

This is actually really easy to find, you just have to know to look for it. Follow the impassible rift to the east of Nasr south until you reach the end of the green parts on the mountains...it's right there in a really obvious place. As I said above you can find this when your party is split up into Guilder/Vyse and Aika/Fina for a decent reward.

[Finish the quest for the Purple Moon Crystal]

[Report all these before going anywhere else, and you're done!]

[(Hopefully with a ton of cash now...mwahahahaha :)]

[Before you get all 64 but after getting 50 make sure you talk to]

[Domingo again...he'll give you a really nice item at 50 and then]

[something completely worthless at 64 :P]

#48 - Southern Cross

Visible/Stationary/Free-floating at (4,11) Below clouds

Really big and really obvious. I was annoyed I couldn't discover it before going below the clouds :P

#49 - Rainbow Island

Invisible/Stationary/Free-floating at (11,4/5) Above clouds high

At the end of the rainbow...'nuff said.

#50 - Moon Stone Lake

Visible/Stationary/Island-based at (5/6,9) Above clouds low

Very obvious, no special directions.

#51 - Iron Star

Visible/Stationary/Free-floating at (11,5) Above clouds high

You'll probably find this right when you find Rainbow Island...it's right near it.

#52 - Alupas

Invisible/Stationary/Ground-based at (2,7) Above clouds high

Right next to one of the waterfalls on the twin waterfall island above the clouds in this area.

#53 - Observatory

Invisible/Stationary/Ground-based at (1/2,7) Above clouds mid

Find the pyramid from where the Green Moon Crystal was taken and head to the first plateau to the south...it's right there.

#54 - Dancing Lights

Visible/Stationary/Free-floating at (9,4) Below clouds

Very easy to see. Basically they're there to show you where the cracks below Valua are.

#55 - The Mother Tree

Invisible/Stationary/Free-floating at (13,2) Above clouds mid

Go to Tenkou island and head due south. After a few seconds you should find it. Thank god...the last invisible island. I hate those things.

#56 - The Ghost Ship

Visible/Moving/Free-floating N/A Above clouds low

This one sounds hard to find but it's actually pretty easy. Since it

moves counterclockwise around the sky rifts near the Dark Rift, just fly clockwise on the same course and you'll find it in no time.

#57 - Flutterflies a.k.a. the most annoying Discovery EVER
Visible (barely)/Moving/Free-floating (see below) Above clouds low
Probably the hardest of all discoveries. Even with hints and knowing the path they travel it can still take a LONG time to find them. They travel between (3/4,6) and (9,6)...that's right half the map :P Just keep wandering back and forth just above the clouds and you may get lucky, which is about the best you can hope for unfortunately.

#58 - Eclipse Point
Invisible/Stationary/Free-floating at (3,2) Above clouds low
Fly around in that area until the screen gets dark then press A. Poof! Just make sure you're close to the clouds or you may not see it.

#59 - Loopers' Nest
Invisible/Stationary/Free-floating at (3,4) Medium High
It's at the northeast corner of the island where the grey and green parts meet...hard to find but that's the best I can do. I wasn't able to find this right away...I don't know if you have to get to a certain point in the story before it can be seen or if I was just unlucky.

#60 - Flying Machine
Invisible/Stationary/Island-based at (6,8) Below clouds
Very obvious, no special directions.

#61 - Valuan Wreckage
Invisible/Stationary/Ground-based at (8,5/6) Below clouds
It's the only island down there, pretty obvious.

#62 - Rabbats
Invisible/Stationary/Ground-based at (9,4) Below clouds
Found the Dancing Lights yet? Good! Now head straight north while tapping the A button and you've found Rabbats.

#63 - Bottomless Pit
Invisible/Stationary/Ground-based at (4,7) Below clouds
This may actually be visible but I didnt see it. Head WSW from Dangral Island and you should find it.

#64 - Ancient Fish
Visible/Moving/Free-floating at (10,12) See below
You can find him in the area right below the island with the Giant Squid Nest on it. Go a little to the west and stay at medium depth. When you see a single fish right near the clouds just above you, push A and you should have your last discovery! BTW - after discovering this one you can catch him like you would any other fish...they sell for a whopping 3000 each!

|V. Miscellaneous|

Contact information:

If you wish to contact me my email is lirwin1@columbus.rr.com. Please do NOT send messages asking how do I find xxx as I have described all the discovery locations to my best ability in this FAQ. Please DO send corrections/comments about this FAQ, as I am not unwilling to update it if it's necessary.

Credits:

All the guys on the SoA message boards at gamefaqs...they helped me find the damned Magic Rings and are generally a bunch of cool guys :)

Whoever runs <http://arcadia.dricas.ne.jp/hakken/hmap2.html>. Without that page I think I would've gone insane trying to find a few of these things all on my own. (also check out [hmap1.html](#) and [hmap3.html](#))

Mountain Dew for keeping me up the past 8 hours to type this thing. I had no idea it would take this long hehe.

Copyright:

I wrote this. This is my property. Don't copy it or I'll poke your eyes out and take nasty legal actions against you too. Blah blah blah. If you're from Prima and you copy this, I'll hunt you down and burn your house to the ground :P (Can anyone tell it's 5am and I'm tired?)

Ok well that's it. I hope you guys all benefitted from and enjoyed this FAQ...now it's off to sleep and then start a new game of SoA tomorrow!