Skies of Arcadia Legends Swashbuckler Rating FAQ

by kippy33

Updated to v2.0 on Jun 28, 2007

This walkthrough was originally written for Skies of Arcadia Legends on the GC, but the walkthrough is still applicable to the DC version of the game.

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~5.07 Maramba ~5.08 Temple of Pyrynn ~5.09 Horteka ~5.10 Maw of Tartas ~5.11 Nasrad ~5.12 Valua ~5.13 Aboard the Delphinus ~5.14 Crescent Isle ~5.15 Yafutoma ~5.16 Exile Island ~5.17 Aboard the Delphinus ~5.18 Ruins of Ice ~5.19 Glacia ~5.20 Sailors' Island ~5.21 Crescent Isle ~5.22 Great Silver Shrine ~5.23 Crescent Isle -6.0 BONUS SWASHBUCKLER CHOICES -7.0 MAP OF ARCADIA -8.0 LEGALITY FORMALITIES _____ _____ 2.0 WHAT THIS IS AND ISN'T _____ WHAT THIS IS: -A simple guide to making all the correct swashbuckler choices, which means it will not cover places with no choices. -A walkthrough for those who can formulate their own strategies, but want help with these Swashbuckler choices. WHAT THIS ISN'T: -A step-by-step walkthrough of the game. -A guide with boss tips and spoilers. _____ 3.0 INTRODUCTION _____ Hello, my name is kippy33, and I am still somewhat new to writing FAQs. This

is and the Fire Emblem:TSS Armory FAQ the only FAQs on gameFAQs, my only other is a Fire Emblem FAQ/Walkthrough on neoseeker. This FAQ is basically as small of a walkthrough as you can get. Even the best RPGers would have a hard time getting the correct squashbuckler choices for this game, unless they would be willing to miss a few (which you shouldn't). So if you don't want something as in-depth as a walkthrough, but want some help with the choices in this game, then this is the FAQ for you.

1.0 - First version, with basic FAQ and choices.

1.1 - Added Map.

1.6 - Added some more detail into the walkthrough.

1.7 - Some special ranking updates.

1.8 - Added a section for secret swashbuckler choices.

1.9 - Added a question found on the board, written by TankPresea

2.0F - Finalized the FAQ, adding the last secret Swashbuckling boost as well as correcting the final boosts on Crescent Isle. Thanks to BLKCrystilMage for helping me with these updates.

~~ 4.0 FAQ ~~
4.01 What is a Swashbuckler Rating?
A Swashbuckler Rating is a rating that will determine how good of a Blue
Rogue/Swashbuckler you are.
4.02 How do I increase my Swashbuckler Rating?
If you make bold, brave decisions without being too reckless, then your
rating will increase. It can also mean not to lose your cool under pressure
and be creative. You will hear a noise after making a choice, indicating
that you made the correct one.
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4.03 How does my rating decrease? Basically, do the opposite of the answer to the question above. Also,
running away from battles will decrease your rating.
4.04 What are the different Swashbuckler Ratings?
From lowest to highest they are:
Vyse the Cowardly Vyse the Unimpressive
Vyse the Blue Rogue
Vyse the Competent
Vyse the Determined
Vyse the Respected
Vyse the Admirable
Vyse the Bold
Vyse the Valiant
Vyse the Daring Vyse the Dashing
Vyse the Fearless
Vyse the Hero
Vyse, King of Rogues
Also, when you meet certain requirements, you will be given a Special Rating.
4.05 Huh? Special Ratings?
Yes, once you reach that certain point, you will be given a Special Rating. They are:
iney are.
Vyse the Charismatic - All 22 crew members
Vyse the Battle Lord - Kill a total of 2500 enemies
Vyse the Sky Battle King - Kill the 4 "monster" ships, and 12 out of story
ships
Vyse the Extravagant - 1,000,000 Gold + the following items:
-Intercom -Enhanced Kitchen
-Floor Heater
-Air Purifier
-Yafutoman Alcove
-Soundproofing
-Expensive Wheel
-Chandelier
-Wooden Doll
Vyse the Exploration King - All discoveries, 90% treasure chests Vyse the Bounty King - Complete all wanted battles
Vyse the Bounty King - Complete all Wanted battles Vyse the Fisher King - Catch 1000 fish
Vyse the Fisher King Catch 1000 Hish Vyse the Legend - All discoveries, treasure chests, bounties, and Piastol

battles.

>>**THANKS TO MOUNTAINDUDO FOR THE SPECIAL RATINGS**<<

-----4.06 Once I recieve a special rating, can I go back to a regular rating?-----

No. Once you recieve the special rating, you cannot go back to a regular one, i.e. Vyse, King of Rogues.

-----4.07 What happened to my Rating? Why am I a fallen pirate?-----After you return from Yafutoma, if you had a rating of Vyse the Daring or higher, your rating will fall to Vyse the Fallen Pirate. Basically, there are these jerky people who are imitating you. To get back your rating, you will have to beat them. First, visit a Sailors' Guild to check the Wanted List. You will see that you are on that list. Next, head to Nasrad to find the imposter. He is on the right of the wrecked palace. He looks just like you, only he is red. Talk to him, and after some small talk, you will be in a battle. After you beat him and get the money for the bounty, you will return to your original rating.

~~	4.0	SWASHBUCKLER	CHOICES	~~

----5.01 Aboard the Albatross-----

While you are talking with Fina on the ship, choose, "That's a nice name."

----5.02 Underground Pirate Isle----

When you are summoned up to go see Captain Dyne, you should choose, "Sit Quietly and listen." Then, after returning from Shrine Island you will talk with your mother. You should choose, "Try and Save Everyone!"

-----5.03 Mid-Ocean-----

After it gets foggy and you are being attacked, choose, "Retreat!"

-----5.04 Sailors' Island-----

After learning information about the Harpoon cannon, choose, "Beat around the bush." Shortly after this, you will meet a Nasr Merchant, and say, "We accept your offer."

-----5.05 Valua-----

In the Inn (pardon the pun), you will be talking with Drachma and Aika. Choose, "Let's Sneak into the Colosseum!" After returning from the Colossuem, tell your dad, "We have to go save Fina!" Then, when Galacian askes you to surrender, reply by saying, "Never!"

-----5.06 Pirate Isle-----

After a spoilerful talk with Fina, say, "Leave everything to us!"

----5.07 Maramba-----

After some talk with Bellena in the Tavern, say, "That sounds like a great idea!" During the dance, say, "He he. Okay, I'll stop staring," to Aika. Lastly, when Bellena gives you the offer, say, "We'll do it!" ----5.08 Temple of Pyrynn-----After the prompt to retreat, say, "You mean, attack Belleza's ship, right?" -----5.09 Horteka-----After the Ship battle, choose, "Let's break into the Moon Stone Mines!" ----5.10 Maw of Tartas----In a talk with Drachma, choose, "We understand, we'll go with you." -----5.11 Nasrad----Talk to the guard to the palace, and tell him, "We have important information!" Then, when returning to Nasrad after a visit to Daccat's Island, choose "Surrender." -----5.12 Valua-----When in a talk with Enrique, choose, "Let's take our chances and hop on." Then when you are aboard your new ship, say, "Of course you can come with us." ----5.13 Aboard the Delphinus----When you are deciding who should be captain, say, "I'll do it!" ----5.14 Crescent Isle-----After another spoilerific talk with Fina, you should, "Try and cheer her up." ----5.15 Yafutoma-----After exiting the Rift, you will be attacked. When given the choice, "Fight." After the invasion of Yafutoma, make the choice of, "Wait and see what happens," and, "Run and Hide." ----5.16 Exile Island-----After a talk at the end of the path, say, "Of course!" ----5.17 Aboard the Delphinus----When making a plan for the next course of action, say, "Let's try heading east." -----5.18 Ruins of Ice-----The next three choices will all be made from the doo-hickies in the center of the room. The answers in order are, "The power of ice," "Maybe two," and, "Will and spirit." -----5.19 Glacia-----

At the end of the grueling dungeon, choose, "Yeah, we should just let him go."

-----5.20 Sailors' Island-----

When you say goodbyes at Sailors' Island, tell him, "Be careful!"

-----5.21 Crescent Isle-----

After you return to Crescent Isle, you will have an avalanch of decisions. Tell Ramirez that, "You'll have to kill us!" Then, after the battle, the next choice will not matter. However, you should say, "I will not give up!" at the next choice. Go to the meeting room, and make the choices, "I understand ..." and, "Of course we will." when talking to Fina.

-----5.22 Great Silver Shrine-----

At the end of the awkward path, tell the people in the shrine, "Who do you think you are?"

-----5.23 Crescent Isle**-----

After another return to Crescent Isle, choose, "We can't let Galcian get away with this!" Then go to the flagpole on the island to talk with Fina. Simply, "Say nothing and just put your arm around her," then say, "Hey, I'm scared too." After that, go see Aika and say, "Lets make history!" After this choice, you won't have to make any more for the rest of the game.

**BLKCrystilMage has informed me that any of the choices on Crescent Isle in this situation will boost your Swashbuckler rating.

~~ 6.0 BONUS SWASHBUCKLER CHOICES ~~

While you are showing Fina Pirate Island for the first time, talk to Alan and say, "Of course you can be a sailor!"

When you are about to leave for Valua to save your dad, talk to Lindsi right near the ship. Say, "Sure, I promise."

~~ 7.0 MAP OF ARCADIA ~~

If you have any trouble finding something in the game, you can use this map. The grid lines here match up with those in the game, so you can approximate the location using this map.

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<pre>0 - Ruins of Ice 1 - Exile/Tenkou Island 2 - Ilchymis' Hut 3 - Maw of Tartas 4 - Daccat's Island 5 - Valuan Capital 6 - Crescent Isle 7 - Mount Kazai 8 - Gordo's Bistro 9 - Grand Fortress A - Nasrad B - Yafutoma C - Rixis D - Sailors' Island E - Temple of Pyrynn F - King's Hideout G - Dangral Island H - Maramba I - Horteka J - Shrine Island K - Pirate Isle L - Esparanza M - Moon Stone Mountain N - The Dark Rift P - Hamachou Island Q - Ryu-Kan's Island</pre>		
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