

SKIES of ARCADIA

LEGENDS



TM



INSTRUCTION BOOKLET

SEGA®



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1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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TEEN
Mild Violence
Suggestive Themes

LICENSED BY

Nintendo

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Thank you for purchasing Skies of Arcadia™ Legends. Please note that this software is designed only for use with the Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing.

SKIES OF ARCADIA

LEGENDS™

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PROLOGUE

*The skies that extend beyond limit,
People live on floating islands,
and fly their ships to the skies they have yet to see.
In this world, the "sky" is everything.
In the sky is where they live, trade, and battle.*

*The sounds of cannons roar in the sky,
and the emblem of the skull flutters.
Air Pirates — A band of armed folks
that display their belief in that flag,
search for uncharted worlds and stronger enemies,
and fly freely in the sky.*

*Young Air Pirate Vyse, together with his partner Aika,
attacks a battleship of the Valuan Empire.
The two meet a captive, a girl by the name of Fina.
Though she was rescued, she would not give anything
but her name...*

*Later, the Valuan Empire, the strongest military nation
in the world, sends a fleet to the Pirate Isle,
where young Vyse lives.
After a raid in midday, the Air Pirates are captured,
and Fina also was taken by the Empire.*

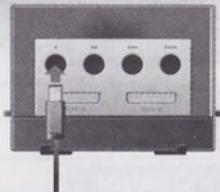
*Vyse and Aika, who escaped the raid,
vow to rescue their friends,
and head for the Valuan Empire.*

There is an endless sky ahead of the two...

SETTING UP

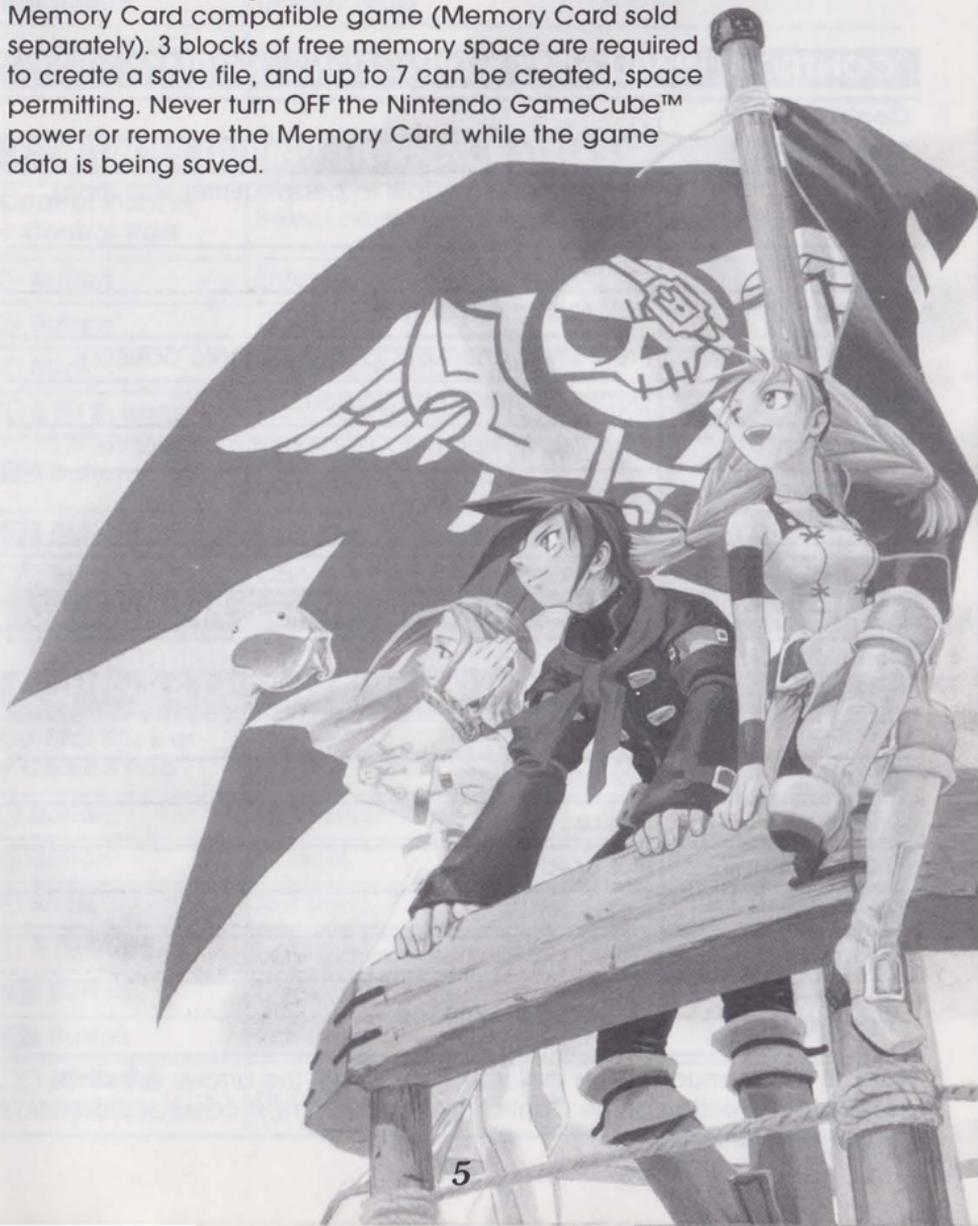
HARDWARE SETUP

Skies of Arcadia Legends is a one player game. Connect the Nintendo GameCube™ Controller to Controller Socket 1.



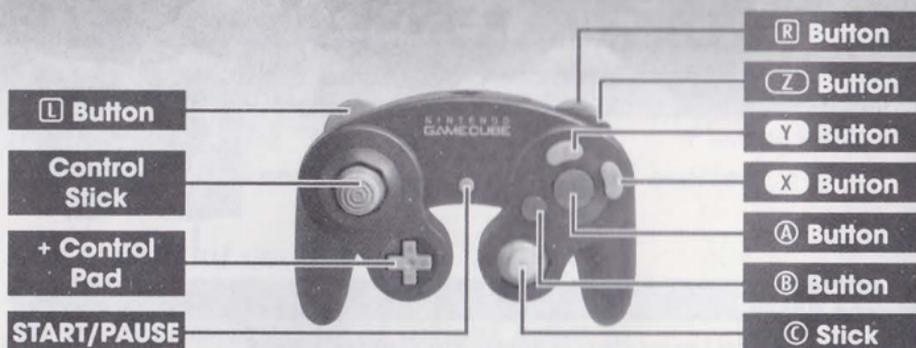
SAVE FILES

Skies of Arcadia Legends is a Nintendo GameCube™ Memory Card compatible game (Memory Card sold separately). 3 blocks of free memory space are required to create a save file, and up to 7 can be created, space permitting. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved.





CONTROLS



CONTROLS IN VILLAGES & DUNGEONS (NORMAL VIEW)

Control Stick or + Control Pad	Move the player character.
A Button	Inspect for items/Talk to people/Enter selection/Read next line of text.
B Button	Cancel.
C Stick	Rotate camera angle.
L & R Buttons	Press simultaneously to reset camera position.
X Button	Display Status Menu Screen.
Y Button	Change viewpoint to 1st person perspective.
Z Button or START/PAUSE	Show/hide Mini Map.

CONTROLS IN VILLAGES & DUNGEONS (1ST P. PERSPECTIVE)

Control Stick or + Control Pad	Change view angle.
A Button	Catch Moon Fish.
B Button	Not used.
C Stick	Not used.
L & R Buttons	Not used.
X Button	Not used.
Y Button	Revert viewpoint to Normal View.
Z Button or START/PAUSE	Show/hide Mini Map.

Note: In this manual, unless indicated otherwise, the arrows  denote the direction of the Control Stick (and in most cases, + Control Pad as well) pressed.

CONTROLS IN THE AIR (MOVEMENT BY THE SHIP)

Control Stick	Move player's ship.
+ Control Pad	Change camera angle.
(A) Button	Inspect for items/Talk to other ship/Enter villages or dungeons/Enter selection/Read next line of text.
(B) Button	Cancel.
(L) Button or (C) Stick ▼	Descend.
(R) Button or (C) Stick ▲	Ascend.
(X) Button	Display Status Menu Screen.
(Y) Button	Display map.
(Z) Button or START/PAUSE	Display Menu.

CONTROLS DURING NORMAL BATTLES

Control Stick or + Control Pad	Select command/Move cursor/Select target.
(A) Button	Enter selection.
(B) Button	Cancel.
(C) Stick	Rotate camera angle.
(L) & (R) Buttons	Press simultaneously to reset camera position.
(X) Button	Open Status Screen of the party members/ Display descriptions of items and magic.
(Y) Button	Change Color Attribute of the weapon (p.24).
(Z) Button or START/PAUSE	Cancel animation of player's Super Move (only when pressed within the first few seconds).

CONTROLS DURING SHIP BATTLES

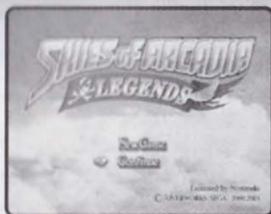
Control Stick or + Control Pad	Select command/Move cursor/Select target.
(A) Button	Enter selection.
(B) Button	Cancel.
(C) Stick	Not used.
(L) & (R) Buttons	Not used
(X) Button	Display descriptions of items, magic, and crews.
(Y) Button	Not used.
(Z) Button or START/PAUSE	Not used.



GAME STRUCTURE

STARTING THE GAME

When the game is started, an opening demo will play. After the demo, the Title Screen will be displayed. Press START/PAUSE, and the Main Menu will appear. Use ▲▼ to select the menu item, and press the (A) Button to enter your selection.



New Game

Start the game from the beginning. You will also be asked whether to enable the Rumble Feature of the Controller. Use ▲▼ to select **Enable Rumble** or **Disable Rumble**, and press the (A) Button. Afterwards, you may modify this settings in the Options Menu (p.35).

Continue

Continue the game from previously saved location. You may select this if you have a Memory Card with saved data inserted in either of the Memory Card Slots.

RELATIONSHIP BETWEEN EACH MODE

Skies of Arcadia Legends is a game with skies and floating islands as its main stage. Vyse, the main character, soars the skies with his aerial ship, explores the villages and dungeons on foot, and engages in battle.

VILLAGES & DUNGEONS

In villages, buildings, and dungeons, Vyse walks around on foot to explore and talk with other characters (p.13).



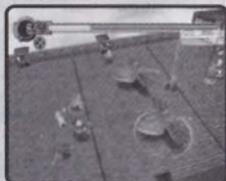
SKIES

This is where Vyse travels aboard the ship. Depending on the size of the ship and the performance of the engine, the area Vyse can explore widens (p.10).



BATTLE MODES

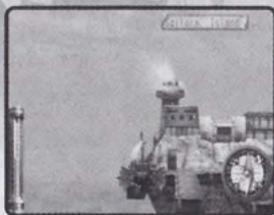
While exploring the dungeons or traveling aboard the ship, if Vyse encounters enemies, a battle begins. There are two types of battles: Normal Battles (p.20) and Ship



TRANSFERRING BETWEEN VILLAGES/DUNGEONS AND SKY

From the Sky to the Villages/Dungeons

Approach the island (village) or building with your ship, and its name will be displayed. Press the **(A)** Button. If it is an island you can land on, you will be transferred to the field within.



From the Villages/Dungeons to the Sky

If you are transferring from the village or dungeon to the sky, approach the ship you will be boarding (or exit from the village) and press the **(A)** Button. A message appears to confirm that you wish to return to your ship. Use **▲▼** to select, and press the **(A)** Button to enter.



SAVING THE GAME

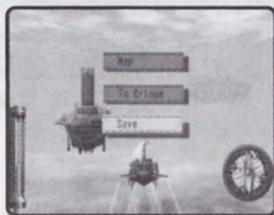
In the villages/dungeons and the dungeons for the ship, you may save your progress only at the save points. Approach the save point, and press the **(A)** Button to switch to the Save Screen. During normal travel in the sky, you may save anywhere. Press **START/PAUSE** to display the Menu, and select **Save** to switch to the Save Screen.



Save Point in the Village/Dungeon



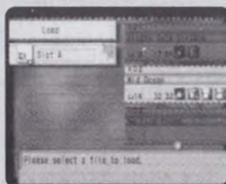
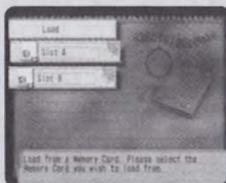
Save Point in the Sky



While traveling by Ship

HOW TO SAVE/LOAD

First, use **▲▼** to select the Memory Card, and press the **(A)** Button. You may not, however, be able to select if you only have one Memory Card inserted in either of the Memory Card Slots. Next, use **▲▼** to select the file to save/load. When saving, you will be asked to confirm whether to save on this file, or to overwrite if the previous data is present (the previous data will be erased if overwritten). Select **YES/NO**, and press the **(A)** Button to enter.



GAME OVER

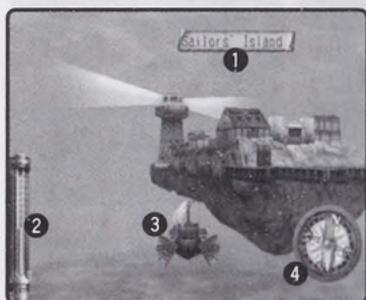
The game is over when the HPs of all characters in the party or the HP of the ship drop to zero, and returns to the Title Screen. On battles against bosses, however, you will be asked whether to continue the game or not. Select either **I never give up** or **I quit**, and press the **(A)** Button.



SKIES (TRAVELING BY SHIP)

Aboard the ship, you will travel and explore the skies. The areas you can travel to are limited with your first ship, but depending on the scale of the ship, and with modifications, you can gradually increase the areas in which you can travel. See p.7 for the controls of the ship.

DISPLAY



1 NAME OF ISLAND/VILLAGE/BUILDING

If you approach an island, village, or building you already know, its name will be displayed. Press the (A) Button when the name is displayed to land.

2 ALTIMETER

Displays the current altitude you are flying at.

3 YOUR SHIP

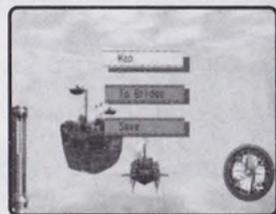
The ship you are currently aboard. Your ship changes as the story progresses.

4 COMPASS

Displays the direction you are flying.

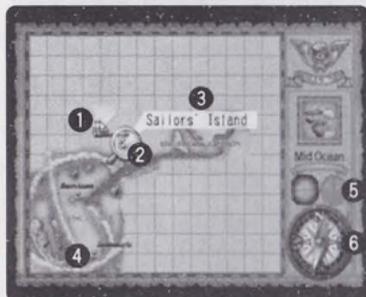
MENU SCREEN

Aboard the ship, press START/PAUSE to display the Menu. Use ▲▼ to select the menu item, and press the (A) Button to enter.



MAP

You can verify your location and the direction that you are flying. The map shows only the areas you have already explored.



1 SHIP

Your current location on the map.

2 MAGNIFYING LENS

Use the Control Stick/+ Control Pad to move the magnifying lens to locate and verify the places you have visited.

3 NAME OF ISLAND/VILLAGE/BUILDING

Displays the name of the island/village or the place the magnifying lens is showing.

4 ISLAND/VILLAGE/BUILDING

The islands, villages, and buildings you have already visited will be indicated with red pins.

5 ALTIMETER

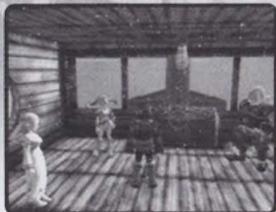
Indicates the altitude you are flying at.

6 COMPASS

Indicates the direction your ship is facing.

To Bridge

You can move inside the ship and talk to your crew. (On some ships, you may not be able to select this.) The conversation may contain important hints, so use this as a reference. The method of movements and conversing is the same as in "VILLAGES AND DUNGEONS" (p.13). Also, press the **X** Button to display the Status Menu. To return to the skies, examine the helm at the bridge. You will be asked whether to depart or not.



Save

You can save the progress of the game up to this point. Please see "SAVING THE GAME" (p.9) on how to save. Note, however, that in certain areas, you can only save at Save Points.

CONVERSATIONS WITH OTHER SHIPS

Up in the skies, there are several ships other than the Air Pirates. With private and commercial ships, approach and press the **A** Button to talk to them. With the ships belonging to the Imperial Armada or opposing pirates, however, you may get into a battle.

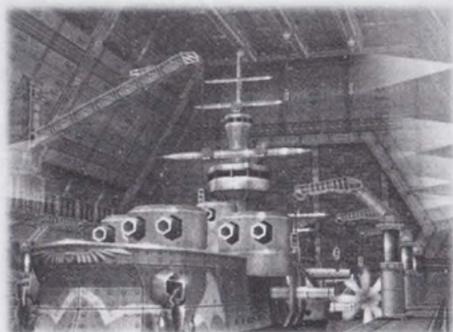


ENCOUNTERING ENEMIES

If you encounter an enemy that dwells in the area, the game enters the Battle Mode. The battle occurs on the deck of the ship Vyse is aboard, fighting in the same manner as the normal battles inside the dungeons. Please see p.20 for how to do battle.



When you encounter the ships belonging to the Imperial Armada or opposing pirates, you will engage in ship battle. There will be a warning mark "!!" displayed on your compass when an enemy ship is close by. Please see p.25 for how to do battle.



DISCOVERIES

In this long adventure, Vyse and friends travel to various places in the world, including uncharted skies and islands no one in this world has ever explored before. You could discover legendary ruins or new species of creatures. Guide your ship to new areas, and examine places. If there is a Discovery, it will be displayed. As the discoverer, Vyse and friends will leave their names in the history of this world.

How to Make a Discovery

It is extremely difficult to make Discoveries if you simply wander around in the vast skies. Follow the basic steps below and try to complete all Discoveries.

Step 1 Gather Information

To gather information on potential Discoveries, go to Sailors' Guild (p.15) at villages. Pay a certain amount of money, and you can buy information. There are also cases where you can earn information from villagers and other sailors. Try talking to various people.

Step 2 Search and Discover

Based on information you gathered, search the area. When there is potential Discovery, the compass starts to turn rapidly. Press the (A) Button, and the Discovery will be revealed.

Step 3 Sell Information

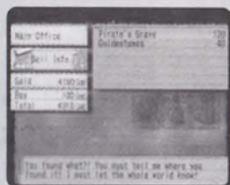
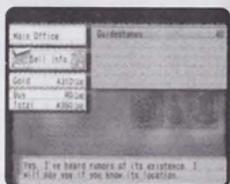
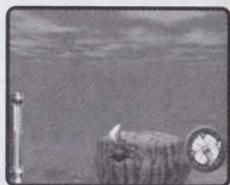
If you make a Discovery, go to the Sailors' Guild and sell information. Note that Vyse and friends are not the only ones making Discoveries. If a rival explorer sells the information before you do, your information will be bought at a cheaper price.

View Discoveries in Your Journal

If you make a Discovery, it will be added to your list of Discoveries in the Status Menu. You can check this at any time. Please see p.34 for more on the Journal.

MAKING DISCOVERIES TO EARN MONEY

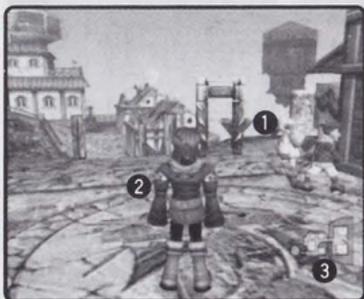
When you sell information on your Discovery, you will be paid according to its worth as well as on quickness. It takes a lot of money to equip yourself as well as to modify your ship/base. Use this as your precious source to earn money.



VILLAGES & DUNGEONS

Walk around in the village to collect information and shop for items, or explore the dungeons. See p.6 for the controls in villages and dungeons.

DISPLAY



1 PEOPLE IN THE VILLAGE

These are villagers and/or other sailors. You can gather information from them.

2 VYSE

The player character you are controlling.

3 MINI MAP

The map of the field you are currently in. The red ▲ indicates the current location and direction you are facing.

ASCENDING/DESCENDING ON LADDERS AND POLES

Press the **A** Button in front of a ladder or a pole to grab onto it. In this state, use ▲▼ to ascend or descend. If you approach either end of the ladder or the pole, Vyse dismounts from it automatically.



EXAMINING

Press the **A** Button: in front of shop/room door to open it and enter; in front of strange device to activate it; or at such places as in front of bookshelves, signs or other objects to examine that area.



TALKING TO PEOPLE

In front of the characters you can talk to, press the **A** Button to start conversations. There are cases where, by talking, the character may join you as a party member or as a crew member. Also, there are cases where you may have to select your replies.



OBTAINING ITEMS

In front of a treasure chest, press the **A** Button to open it and obtain the item inside. However, if the number of that item exceeds the maximum number (99) you can hold, you will not be able to obtain it.



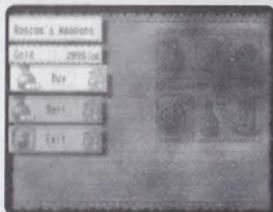
SHOPPING

Go into the shops in the village, and you can buy and sell weapons and items. In front of the merchant, press the (A) Button to talk to him/her. Use \blacktriangle \blacktriangledown to select the menu item, and press the (A) Button to enter.



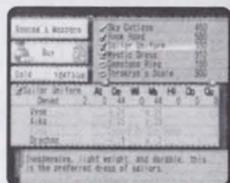
Buy and sell weapons/items/ship parts

You can buy and sell weapons, items, and ship parts. Use \blacktriangle \blacktriangledown to select from **Buy**, **Sell**, and **Exit**, and press the (A) Button to enter. Follow the steps below to buy or sell items. In each step (except 3), press the (B) Button to return to the previous step/menu.



Step 1 Select Item

Use \blacktriangle \blacktriangledown \blacktriangleleft \blacktriangleright to select the item to buy/sell, and press the (A) Button to enter. If there are more items than what are listed, use \blacktriangleleft \blacktriangleright to change list. When purchasing weapons or armors, a reference to who can equip that item, and the amount of changes in parameters when that item is equipped will be displayed. (Value of increase will be displayed in green, decrease in red. Press the (X) Button to switch between the displays of the value differences, the potential amount when it is equipped, and the data of items currently equipped.) Use this as a guide to your purchase. Note also that, as the story progresses, the list of available items may change.

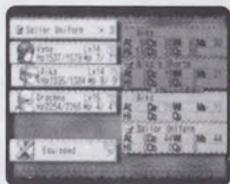


Step 2 Select Amount

Select the number of items you wish to buy or sell. Use \blacktriangle \blacktriangledown to increase/decrease the number by one, \blacktriangleleft \blacktriangleright to increase/decrease by ten, and press the (A) Button to buy/sell.

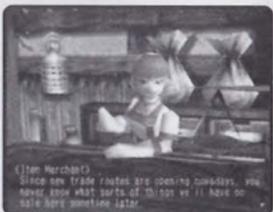
Step 3 Equip Item

After the purchase, you can immediately equip weapons, armors, accessories, or ship parts. With change in parameters as reference, use \blacktriangle \blacktriangledown to select the character you wish to equip that item with (in case of weapon, use \blacktriangleleft \blacktriangleright to select its color attribute), and press the (A) Button to enter. The items that character was previously equipped with will not be lost.



Talk about various things

You can talk to the merchant. You can get advice regarding the items or information that can be useful in your adventure. There are also cases where, by talking, you might be able to obtain items that are not on the normal list.



Leave

Leave the shop.

TAKING A REST

At an inn, you can rest yourself. There is a Save Point located inside the inn, so you can save your progress there. To take a rest, approach the innkeeper, and press the (A) Button to talk. Use \blacktriangle / \blacktriangledown to select **Stay the night/Leave**, and press the (A) Button to enter. By resting, the characters' HP, MP, and the ship's HP will be fully restored.



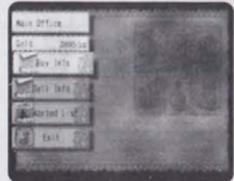
SAILORS' GUILD

At Sailors' Guilds, located in several villages in the world, you can buy and sell information regarding the Discoveries. To buy or sell information, approach the Guildmaster and press the (A) Button to talk to him. Use \blacktriangle / \blacktriangledown to select **Buy and sell Discovery information/Talk about various things/Leave** and press the (A) Button to enter.



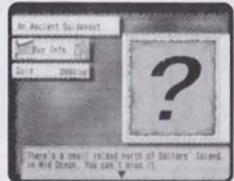
Buy and sell Discovery information

When this is selected, you will have the option to select **Buy Info.**, **Sell Info.**, **Wanted List** and **Exit**. Use \blacktriangle / \blacktriangledown to select menu item and press the (A) Button to enter.



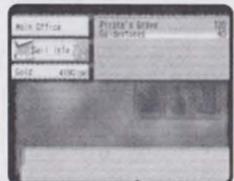
● Buy Info.

You can buy information regarding possible Discoveries. Use \blacktriangle / \blacktriangledown to select information you wish to buy, and press the (A) Button to enter. If there is more information than what is listed on the screen, use \blacktriangleleft / \blacktriangleright to change the list. The detailed information is expensive, but the rumors are cheap.



● Sell Info.

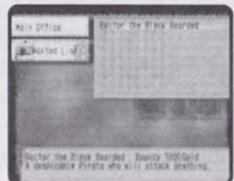
Use \blacktriangle / \blacktriangledown to select the information you wish to sell, and press the (A) Button to enter. If there is more information than what is listed on the screen, use \blacktriangleleft / \blacktriangleright to change the list. Note that the value of information will drop if you were very late in discovering, or wasted a long time before selling information.



● Wanted List

You can view a list of Black Pirates that have bounties put out. Use \blacktriangle / \blacktriangledown to select the Black Pirate, and press the (A) Button to view his information. While the information is displayed, use \blacktriangleleft / \blacktriangleright to display previous/next.

Note: To collect bounty, defeat the Black Pirate on the list, and simply report it back to the Sailors' Guild.



Talk about various things

You can talk to the Guildmaster for information regarding the Guild. You may at times gain information that can help you in your adventure.

Leave

Leave the Guild.

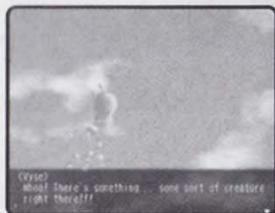
ABOUT MOONFISH

During the course of your adventure, you will be requested to catch mysterious creatures called "Moonfish." Moonfish can only be caught in a peculiar way. Also, by feeding these moonfish to a mysterious bird (see next page), you can obtain various items.



What are Moonfish?

Moonfish are invisible fish that live all over the world. With Moon Lens you receive from "Doc," you will be able to see them. It is said that the moonfish hide in such places as behind buildings and under bridges, rather than somewhere easily seen.



● People Involved with Moonfish



"Doc"



Maria

How to Catch Moonfish

Step 1 Listen to the Signal

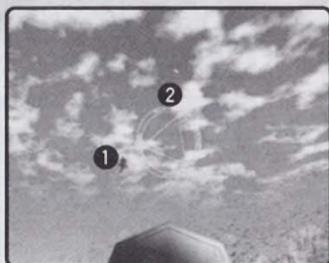
When the moonfish is nearby, the Moon Lens will sound a signal. As the interval of sounds become shorter, you are getting closer to the moonfish. Listen carefully, and walk towards the area with shorter intervals.

Step 2 Find Moonfish in First Person View

When the tone of sounds change, press the **Y** Button to switch to the first person view, and use **▲▼◀▶** to look around and find moonfish.

Step 3 Move Sight

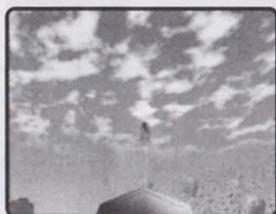
When you find moonfish, a sight will appear at the center of the screen. Use **▲▼◀▶** to move the sight to where the moonfish is. When you catch moonfish inside the sight, the sight will lock onto it. Note, however, that if the moonfish is too far, the sight will not be displayed.



- 1 MOONFISH
- 2 SIGHT TO CATCH MOONFISH

Step 4 Catch Moonfish

When the sight is locked onto the moonfish, press the **A** Button to catch. You can verify the number of moonfish caught in the Status Screen.



Mysterious Bird Maria is Breeding

The strange looking bird Maria is holding preciously is a mysterious creature that only feeds on moonfish. By eating moonfish the bird grows, and as you feed it you will receive various items.

● Feeding the Bird

Whenever you visit Doc, if you have a moonfish, you will be asked whether to feed the bird or not. Give moonfish, and the bird grows gradually. When it grows to a certain point, its appearance changes until its adult form.



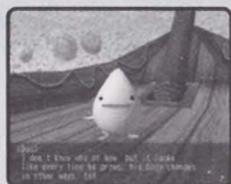
● Receive an Item

Each moonfish you feed the bird will earn you one item.



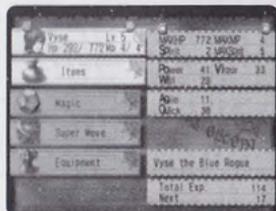
WHEN THE BIRD GROWS...

At first, the bird is only a chick, therefore all items you receive are inexpensive. But as the bird grows to become an adult, the items you receive will be more valuable. Find the moonfish, and raise the bird.



SWASHBUCKLER RATING

Depending on the events and selection of your replies in conversations, the value of Vyse's Swashbuckler rating changes. If you make the correct decisions and perform brave actions, the value rises, and people's attitudes towards Vyse will change. If you have a high Swashbuckler rating, people will trust you, and they will be easier to deal with. When there is a change in the Swashbuckler rating, a chime will ring to indicate whether it has risen or fallen. You can get an idea as to how high your Swashbuckler rating is by going to the Character Status screen of the Status Menu (p.31) and finding out what Vyse's title is.



GROWTH OF CUPIL, AND CHAMS

Cupil is a mysterious creature that can change itself into various forms, acting as Fina's weapon during the Normal Battle.



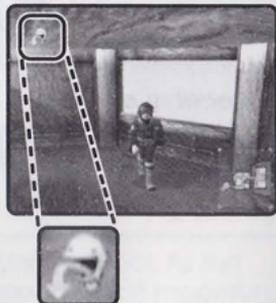
How to grow Cupil

Cupil grows by eating a special food (item) called "Cham." When it grows, it can change itself into various weapon form.



How to Find Chams

Chams can be found anywhere in the world, but they are so small that they cannot be found as easily as other treasures. But when you approach the location where Cham is, Cupil reacts to let you know. Along with the sound (and the rumble of the Controller, if enabled), a Cupil icon will be displayed at the top left corner of the screen. Press the **A** Button when Cupil reacts to Cham to examine the nearby area.





BATTLE MODES

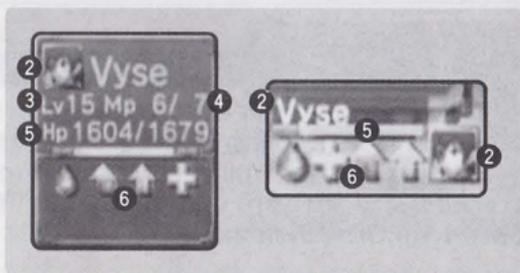
There are two different battle modes: Normal Battle, where party members and enemies battle on one field; and a Ship Battle, where your ship battles against the enemy ship. See p.7 for the controls in each battle mode.

NORMAL BATTLE

While exploring the dungeon or sailing in the skies, if you encounter an enemy, the game enters the Normal Battle.



Normal Battle Display



① SPIRIT POINTS GAUGE (SP)

The value of actions your party can take as a whole. It will be consumed when magic and Super Moves are used. It is displayed as current value/maximum value. The green gauge indicates the amount you can spend, and the red indicates the amount you have already assigned. After each turn, the amount increases according to the number of characters that can take action. Also, on command selection, select **FOCUS** to increase this amount. After each battle, the value returns to the amount at the beginning of the battle. Note also that when the battle action is selected, its icon will be displayed here.

② CHARACTER'S FACE AND NAME

The color of the rim displaying the character's face indicates the current color of weapon equipped.

③ LEVEL (Lv)

Indicates the current level of that character.

④ MAGIC POINTS (Mp)

Indicates the amount of magic points the character can use. The values indicate the current/maximum value. If you use magic, the value decreases by one.

⑤ HIT POINTS (Hp)

Indicates the physical strength of the character. The values indicate the current/maximum value. When the value drops to zero, that character becomes unconscious and will not be able to fight (he/she will be revived after the battle with Hp at one).

⑥ CHARACTER STATUS

If there is a temporary change in status (such as a rise/fall in player's parameter, or adverse effects like Poison, etc.), icon(s) will be displayed here.

⑦ BATTLE COMMANDS

See next page.

Battle Commands

On each turn, you will select each character's action, starting with Vyse. Use **▲▼◀▶** to select a command, and press the **(A)** Button to enter (some commands may not be selectable depending on conditions). Press the **(B)** Button to cancel. You can also change the color of the weapon by pressing the **(Y)** Button (p.24). Press the **(X)** Button while making a command selection to show/hide status of the party, and while making item/magic selection to show/hide its description.



● Run



Escape from the battle. Only Vyse (or the first character on the turn) can select. Note that selecting this will not enable you to escape 100% of the time. Against the bosses, however, you cannot escape.



● Item



Use an item. First, use **◀▶** to select the type of item, and **▼** (or Press the **(A)** Button) to move the cursor to the list of selected type of items. Next, use **▲▼** to select the item (**◀▶** to change list, if any), and press the **(A)** Button to enter. Finally, use **▲▼** to select the target character to use item on, and press the **(A)** Button (unless the item affects everyone). You can also change equipment and change weapon color.



● Guard



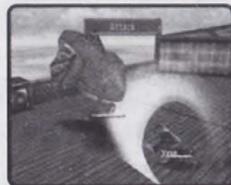
Guard oneself to reduce the damage taken from enemy attacks. When guarding, the name on Simplified Status will be indicated with magenta. Guarding only lasts for one turn.



● Attack



Attack with equipped weapon. When selected, a cursor will appear over the enemy to attack. Use **▲▼** to select the enemy, and press the **(A)** Button to enter. There are close-range attacks and long-range attacks, and each character will decide automatically depending on situations. Also, depending on the color (attribute) of the weapon, the damages to the enemy may differ (p.24).



● S-Move



By spending a certain amount of Spirit Points (SP), the character can use the Super Move he/she has learned. Use \blacktriangle / \blacktriangledown to select the Super Move and press the A Button. Press the X Button while selecting to display its description. You may not select this if the character has not learned any Super Moves. Note also that during the first few seconds of the Super Move animation, press either START/PAUSE or the Z Button to skip the animation.



● Magic



Use the magic the character has learned. In addition to a given amount of SP, 1 Mp (Magic Point) is spent for each use. Use \blacktriangle / \blacktriangledown / \blacktriangleleft / \blacktriangleright to select the magic, and press the A Button. Press the X Button while selecting to display its description.



● Focus



Increases the amount of Spirit Points. The amount depends on the Spirit rating of the character using this command.



Spirit System

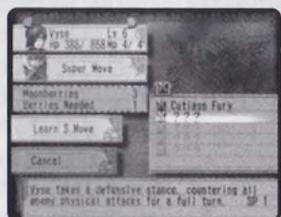
Spirit Point, or SP, is the value of actions your party can take as a whole, and is displayed as a green gauge at the top of the Battle screens. During Normal Battles, it will be consumed when using Magic or Super Moves. During Ship Battles, it will be consumed on all commands except **Run**, **Guard**, **Focus**, and **Item**. The stronger the Magic or the Super Move, the more SP the action will consume. You will regain a given amount of SP on every turn, but you can gain additional SP with the **Focus** command.

Since this value is shared among the party, it is possible to make one of your party gain SP while the others use the Magic/Super Move to consume it.



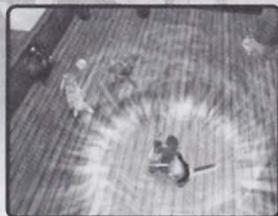
Learning Super Moves

The characters learn new Super Moves by consuming items called "Moonberries." To learn a new Super Move, select **Super Move** command on Character Status screen of the Status Menu (p.32). The order of Super Moves the characters can learn is fixed. Also, the amount of Moonberries needed depends on each Super Move.



Change in Character Status

During the battle, the status of the character, friend or enemy, may be changed in various ways from an effect of Magic or special attacks.



● Character State

During the battle, if the color of the name of friend/enemy on Status Display changes, it indicates that the state of the character has been altered.



Magenta	Guarding.
Light Green	Nullify Attack is in effect.
Yellow	Nullify Attack from Magic.
Blue	Nullify Abnormality in Status.
Mg+LG+Y+Bl	Nullify all attack from the enemy.

● Abnormality in Status

When the character, friend or enemy, has abnormality in status due to poison, etc., icon(s) will be displayed inside the Character Status Box or on Status Display.



Poison

Lose HP at the end of turn.



Unconscious

When HP drops to zero.



Stone

Cannot fight for given turns.



Sleep

Cannot fight until he/she wakes up.



Strengthen

Raise attack and defense abilities.



Regenerate

Regain HP at the end of turn.



Confusion

Attacks anyone, friend or foe.



Silence

Cannot cast magic.



Fatigue

Cannot regain SP.



Weak

Lower all abilities.



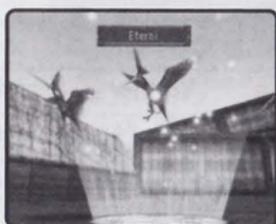
Quickened

Raise quickness.

* **Strengthen** is displayed in red; **Quickened** in blue.

Changing Color (Attribute) of Weapon

There are 6 colors of Moon Stones: green, red, purple, blue, yellow, and silver. And each has different attributes. According to the colors of Moon Stones you have, you can change the color of weapon. By changing colors, the attributes change accordingly. To change color, press the **Y** Button while selecting your action on battle. The color changes with each press. You can also change the color from the **Item** command. Select the **Item** command, and use **◀ ▶** to select **Weapons**. Next, use **▲ ▼** to select the weapon, and press the **A** Button to open the Moon Stone window. Use **◀ ▶** to select color, and press the **A** Button to enter.



● Enemies' Attributes

The enemies also have attributes, and attack by using their attributes. Also, if you attack with the color of attribute that stands against the enemy's, you can give greater damage to the enemy (see chart on p.45 as reference).

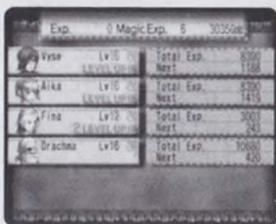


End of the Battle

When you win the battle, End of Battle Screen will be displayed. The Experience Points, Magic Experience Points, and Gold the characters earned in the battle will be accumulated. Also, if there are any items dropped by the enemies, they will be displayed at the bottom of the screen. To exit End of Battle Screen, press the **A** Button.

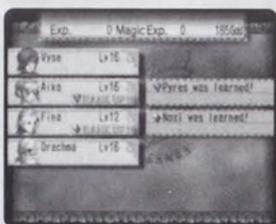
● Experience Points & Increase in Character Level

If the character's Experience Points reach the given amount, the character's level will be raised. There will be an increase in his/her parameters. Note, however, that the amount increased varies between the characters. You can verify the amount of Experience Points needed to raise the character level in the Status Screen.



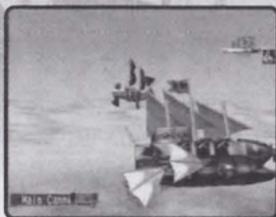
● Magic Experience Points & Learning Magic

Magic Experience Points are earned for each attribute (color) of the weapon the party used. When the Magic Experience Points of the weapons' attributes reach the given amount, the Attribute Rank increases. The character learns a new spell. Please see the lists of magic the characters can learn on p.48.

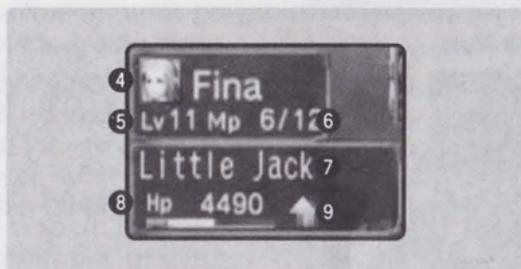
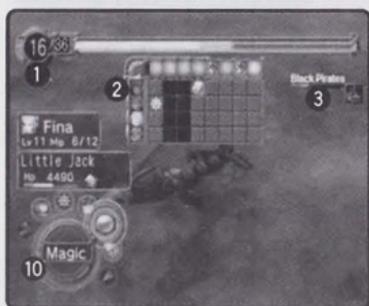


SHIP BATTLE

Ship Battle is the battle Vyse and friends fight with the ship they are aboard against enemy ships. Apart from the battles that occur as part of fixed events, when you encounter an enemy ship such as one of Black Pirates' or Valuan fleet, you will enter ship battle.



Ship Battle Display



1 SPIRIT POINTS GAUGE (SP)

The value of actions your party can take as a whole. It will be consumed when **Magic**, **Attack**, **Super Cannon**, and **Crew** commands are used. Green gauge indicates the current SP, and the red indicates the amount to be consumed in the turn. At the end of each turn, some SP, according to the number of characters in the party that can take actions, is regained. Also, by selecting the **Focus** command, you can regain a given amount.

2 BATTLE GRID

See p.27.

3 NAME OF ENEMY SHIP/HP

Underneath the name of the enemy you are battling against, the enemy's Hp gauge is displayed. Icon(s) will also be displayed to indicate any change in its status.

4 CHARACTER'S FACE AND NAME

Indicates which character's turn it is to take action.

5 CHARACTER'S LEVEL (Lv)

Indicates his/her current character level.

6 CHARACTER'S MAGIC POINTS (Mp)

Indicates the amount of magic points the character can use. The values indicate the current/maximum value. If you use magic, the value decreases by one.

7 SHIP'S NAME

The name of ship Vyse is currently aboard.

8 SHIP'S HIT POINTS (Hp)

Indicates the Hp of the ship. The values indicate the current/maximum value. When the value drops to zero, the ship will be sunk, and the game will be over.

9 SHIP STATUS

If there is a temporary change in status (such as a rise/fall in ship's parameter or adverse effects to it), icon(s) will be displayed here.

10 BATTLE COMMANDS

See next page.

Battle Commands

On each turn, you will select each character's action, starting with Vyse. Use **▲▼◀▶** to select a command, and press the **A** Button to enter (some commands may not be selectable depending on conditions). Press the **B** Button to cancel. Press the **X** Button while making command selection to show/hide status of the party, and while making item/magic selection to show/hide its description.



● Run



Escape from the battle. Only Vyse can select (or the first character on the turn). Note that selecting this will not enable you to escape 100% of the time. Against the bosses, however, you cannot escape at all.



● Items



Use an item. The method of selection is the same as **Item** command in the Normal Battle. However, the usable items are limited to such that include ship items (Repair Kit, etc.).



● Guard



Take an evasive maneuver to make the ship hard to hit during the selected period of turn. It is most effective if you use it when the degree of danger is high (p.28).



● Attack



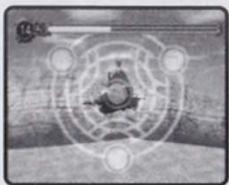
Fire cannons. After selecting **Attack**, use **▲▼** to select cannon the ship is equipped with, and press the **A** Button to enter. There are three types of weapons, and their features vary (p.28). Also, unlike in Normal Battle, a certain amount of SP is needed to attack.



● Magic



Use magic. 1 Mp and the necessary amount of SP are spent with each use. The method of selection is the same as in Normal Battle. Also, the magically-charged cannonballs the character fires against the enemy are treated the same as normal cannon fire, as you may at times miss. Note that you will need to obtain the "Magic Cannon" in order to be able to fire magic.



● Focus



Increases the amount of Spirit Points. The amount depends on the Spirit rating of the character using this command.



● S-Cannon



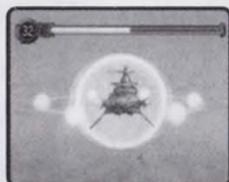
Some of the ships may be equipped with Special Cannon. You can only use these in areas indicated with special icon. A great amount of SP will be consumed, but the cannon will fire a shot with enormous power. By using this, the flow of the battle may change. Note also that the icon differs according to the type of equipped S-Cannon.



● Crew



When Vyse owns his ship, he will be able to give orders to the crew aboard his ship. Use \blacktriangle \blacktriangledown to select the crew member, and press the A Button to enter. The amount of SP used varies with different crews.



Battle Grid

During each turn of Ship Battle, each member of your party can take a single action. Each turn is broken up into a number of rounds; i.e. with four members in the party, there will be four rounds. Upon selecting an action for each character, an icon designating that action will appear at the top of the screen on the "Battle Grid."

① CHARACTERS

The characters that can take actions. Select in order, starting with Vyse. Look at the Degree of Chance/Danger to decide which action to take.

② DEGREE OF CHANCE/DANGER

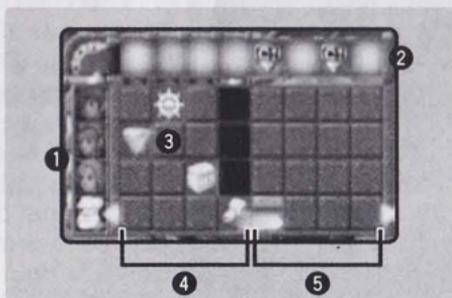
Indicates the chance for Vyse to attack, or danger of being attacked (see next page). Upon selecting actions, verify this to bring the battle to your advantage.

③ SELECTED ACTIONS IN THE ROUND

Basically, one action per character in a round, but some attacks may take place in multiple rounds.

● How to Assign Actions on Battle Grid

For each turn, you will select one of the Battle Commands for each character, and assign it on the Battle Grid. However, only one character can take action on a single round. Use \blacktriangle \blacktriangledown \blacktriangleleft \blacktriangleright to select a command, and press the A Button to display a command icon over the Battle Grid. Next, use \blacktriangleleft \blacktriangleright to select the round in a turn to take the action, and press the A Button to enter. Press the B Button to cancel selection.

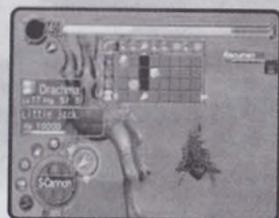


④ CURRENT TURN

⑤ NEXT TURN

● How to See Degree of Chance/Danger

The degree of danger in each round with colors green, yellow, and red. In rounds with red, being most dangerous, you can predict fierce bombardments. You can also verify rounds where you have a better chance to attack, as well as for the rounds you can fire S-Cannons.



Indicates the round(s) where your attack stands a greater chance of hitting.



Indicates the round(s) where you can fire S-Cannon.

● Action Rounds for Attack

There are three types of artilleries you can use to **Attack** by ship, and their features are different. With proper assignments, you can concentrate fire when the chance arrives. With main and secondary cannons, however, if your position against the enemy ship is not correct, you may not be able to have the enemy in the correct angle to fire, losing your shot in this case. Also, depending on the accuracy rating of the cannon, you may miss, even if the enemy is in the angle of your fire.



Main Cannon

Fires and hits on same round. Has power, but consumes more SP.



Secondary Cannon

With additional consumption of SP, you can fire in successive rounds.

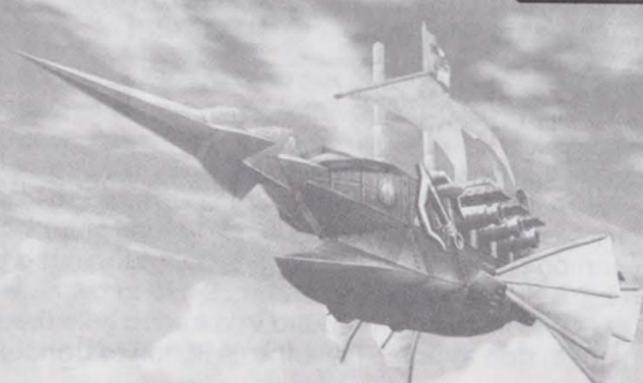
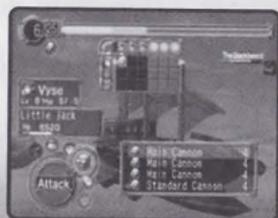
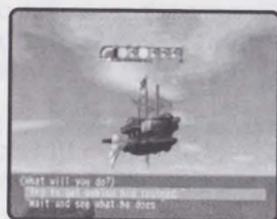


Torpedo

You may designate the round to fire and the round to hit.

Branching of Route with Message Event

During the course of the Ship Battle, there are times when you must choose a strategic decision from a menu of choices. Use ▲▼ to select the strategy, and press the Ⓐ Button to enter. Depending on your choice, the flow of battle changes, and the timing of chances and dangers will also change. The flow also changes according to how you act in your turn. When the gauges for the next turn are spinning, it indicates that there may be a branch after the next turn. To bring battle to your advantage, act with caution.



STATUS MENU

In Status Menu, you can verify character information, and make such preparations for adventures as changing equipments.

STATUS MENU SCREEN

Except during the Battle Modes, press the **X** Button while you are in the skies, the villages, or the dungeons to display the Status Menu. Use **▲/▼** to select menu item (each character/ship), and press the **A** Button to enter. Select **Next Page** (or by pressing the **L/R** Buttons) to switch to next page. Use **◀/▶** to switch the Character Status on the right half of the screen. Press the **B** Button to return to the previous screen.



1 CHARACTER WINDOW

Displays the current/maximum value of Hp and Mp, and his/her current level (only Hp for the ship).

2 CHARACTER STATUS

Displays the status of each character (and ship). Use **◀/▶** to switch between different status information. See also next page.

3 GOLD/TIME/PARTY SPIRIT

Displays the amount of money (Gold) you currently have, the elapsed time of play, and the Party Spirit (current maximum SP the party can save).



4 JOURNAL

Read the journal to verify what has happened, and what has been discovered. See also p.34.

5 CHANGE CREW

Change your active crew members. See also p.35.

6 WANTED LIST

You can verify information of the Black Pirates who gathered from the Sailors' Guild. See also p.35.

7 OPTIONS

Change various option settings.

■ Characters' Parameters

HP/MAXHP : Current/maximum values of Hit Points.

MP/MAXMP : Current/maximum values of Magic Points.

Attack : Attacking ability on normal attack.

Defense : Defense ability against normal attack.

Power : Force power that affects on normal attack.

Will : Will power that affects on magic attack.

Vigor : Power that affects on defense abilities.

MagDef : Defense ability against magic.

Hit% : Chance of hitting the enemy on normal attack.

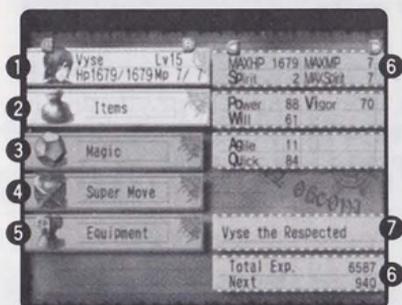
Dodge% : Chance of dodging enemy's normal attack.

Agile : Affects chance of dodging and landing a critical hit.

Quick : Affects quickness of his/her action.

CHARACTER/SHIP STATUS SCREEN

If you select either the character of the ship, his/her Status screen will be displayed. Use ◀ ▶ to switch between the lists of parameters. Also, you can use items or magic to restore status, equip character with weapon, armor, and accessory, or use "Moonberries" to learn new Super Moves. Use ▲ ▼ to select menu item, and press the (A) Button to enter. Press the (L)/(R) Button to switch between the characters. Press the (B) Button to return to Status Menu Screen.



1 CHARACTER WINDOW

Displays the current/maximum value of Hp and Mp, and his/her current level.

2 ITEMS

Use items. See also next page.

3 MAGIC

Use magic. See also next page.

4 SUPER MOVE

Learn new Super Moves. See also next page.

5 EQUIPMENT

Equip the character with weapon, armor, and accessory.

See also p.33.

6 CHARACTER STATUS

Displays the detailed status of the characters. Use ◀ ▶ to switch between the lists of parameters.



7 CURRENT TITLE

Vyse's title based on his Swashbuckler rating. This is displayed only when Vyse is selected.

8 SHIP WINDOW

Displays the ship's name and its current/maximum Hp.

9 EQUIPMENT

Change the weapons and other equipments of the ship. See also p.34.

10 SHIP'S STATUS

Displays the detailed status of the ship. Use ◀ ▶ to switch between the lists of parameters.

11 DESCRIPTION OF SHIP PARTS

A detailed description of the selected ship parts will be displayed.

Total Exp. : Total experience points earned so far.

Next : Experience points necessary for next level.

Rank : Current rank of magic on respective colors.

Next : Magic Experience points necessary for the next rank.

■ Ship's Parameters:

Value : How much your ship is worth.

HP/MAXHP : Current/maximum Hit Points of your ship.

MP/MAXMP : Current/maximum Magic Points.

Defense : Defense ability against normal attack.

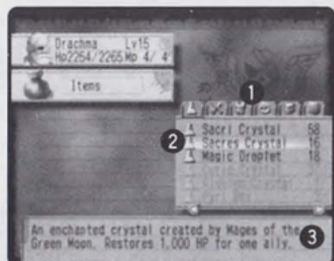
MagDef : Defense ability against magic.

Dodge% : Chance of dodging enemy's normal attack.

Quick : Affects quickness of the ship's action.

Items

Use the items. Use ◀ ▶ to select the type of item, and ▼ (or Press the (A) Button) to move the cursor to the list of selected type of items. Next, use ▲ ▼ to select the item (◀ ▶ to change list, if any), and press the (A) Button to enter. Finally, use ▲ ▼ to select the character to use the item on, and press the (A) Button. Also, press the (Y) Button to sort the list (with each press, the sorting order alternates between alphabetical and type of items). Press the (B) Button to return to the previous screen.



1 TYPE OF ITEMS

The type of items is indicated by icons.

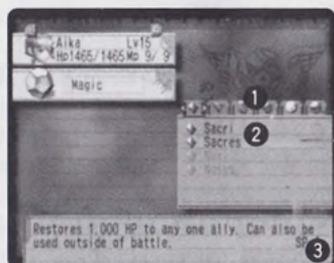
2 ITEMS IN POSSESSION

List of items, with number in possession is displayed. You can hold up to 99 of each.

3 DESCRIPTION OF THE ITEM

Magic

Verify magic the character has learned. You can also use healing magic (attacking magic cannot be used in the Character Status Screen). Using one magic consumes 1 Mp. To use magic, first use ◀ ▶ to select the type of magic, and ▼ (or Press the (A) Button) to move the cursor to the list of selected type of magic. Next, use ▲ ▼ to select the magic, and press the (A) Button to enter. Finally, use ▲ ▼ to select the character to use magic on, and press the (A) Button. Press the (B) Button to return to the previous screen.



1 TYPE OF MAGIC

The type of magic is indicated by icons.

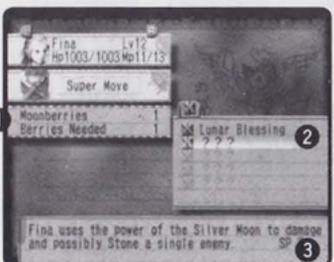
2 LIST OF MAGIC

List of magic that has been learned.

3 DESCRIPTION OF THE MAGIC

Super Move

The characters can learn new Super Moves. To learn, you will need items called "Moonberries." Moonberries can be obtained either when the enemies drop them after the battle, or when you find them inside a treasure chest. Use ▲ ▼ to select the Super Move to learn, and press the (A) Button. You may, however, select only the moves displayed as ??? in black letters. A description will be displayed, so use this as a reference to which character's Super Move is to be learned next. Some moves require more than one Moonberry. Press the (B) Button to return to previous screen.



1 NO. OF MOONBERRIES IN POSSESSION/ AMOUNT REQUIRED TO LEARN

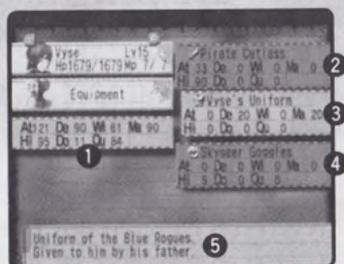
2 LIST OF SUPER MOVES

Moves in dim letters cannot be selected.

3 DESCRIPTION OF SUPER MOVE

Equipment (For Characters)

Equip the character with weapons, armor, and accessories.



- 1 CURRENT STATUS
- 2 CURRENTLY EQUIPPED WEAPON
- 3 CURRENTLY EQUIPPED ARMOR
- 4 CURRENTLY EQUIPPED ACCESSORY
- 5 DESCRIPTION OF THE EQUIPMENT

How to Change Equipments

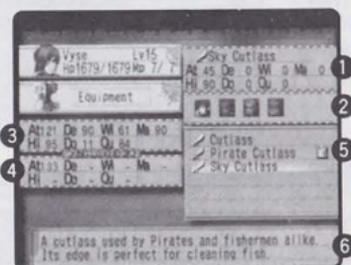
Step 1 Select Equipment Type to Change

First, use ▲▼ to select the type of equipment (weapon, armor, or accessory) to change, and press the (A) Button.



Step 2 Select Equipment to Equip

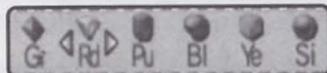
Next, use ▲▼ to select the item (weapon, armor, or accessory) to equip. Potential changes in parameters after changing the equipment will be displayed, so use this as a reference. Press the (A) Button to make the change.



- 1 ITEM IN SELECTION
- 2 CHARACTERS IN THE PARTY
The party member that can equip is displayed in bright icon.
- 3 CURRENT STATUS
- 4 POTENTIAL STATUS AFTER THE CHANGE
Parameters in rise are indicated by green figures, fall with red.
- 5 LIST OF ITEMS
- 6 DESCRIPTION OF THE ITEM

Step 3 Select Attribute (Weapons Only)

Use ◀▶ to select the Moon Stones in possession, and press the (A) Button to enter. Press the (B) Button to return to the previous screen.



Equipment (For Ship)

Equip the ship with weapons, armored deck, and other ship parts.

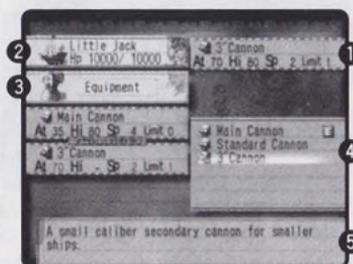
● How to Change Ship Parts

Step 1 Select Ship Parts to Change

First, use ▲▼◀▶ to select the Ship Parts to change.

Step 2 Select Ship Parts to Equip

Next, use ▲▼ to select the item (weapon, armored deck, etc.) to equip. Potential changes in parameters after changing the equipment will be displayed, so use this as a reference. Press the (A) Button to make the change.



- 1 ITEM IN SELECTION
- 2 CURRENT STATUS
- 3 POTENTIAL STATUS AFTER THE CHANGE
Parameters in rise are indicated by green figures, fall with red.
- 4 LIST OF SHIP PARTS
- 5 DESCRIPTION OF THE ITEM

JOURNAL

You can read the Journal and see the list of discoveries. Use ▲▼ to select either Read Journal or Discoveries, and press the (A) Button. Press the (B) Button to return to the previous screen.



Read Journal

A book of impressions that Vyse and his friends have about the adventures, written in the form of a diary. As the story progresses, the entry increases automatically. Use ◀▶ to switch between the pages (1/2), ▲▼◀▶ to select the entry, and press the (A) Button to read. While reading the Journal, press the (L)/(R) Buttons to read previous/next entry. Press the (B) Button to return to the previous screen.



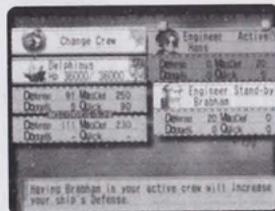
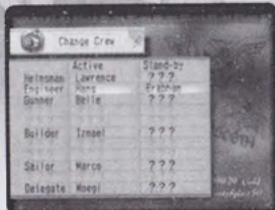
Discoveries

You can view the list of Discoveries you have made. When one is made, it will automatically be added to the list. Use ◀▶ to switch between the pages, ▲▼◀▶ to select the Discovery, and press the (A) Button to view its description. While viewing the description, press the (L)/(R) Buttons to read previous/next entry. Press the (B) Button to return to the previous screen.



CHANGE CREW

When Vyse owns his ship, a menu item **Change Crew** will be added. You can scout for crew members and invite them aboard. There is, however, a maximum capacity to the ship, and you can only have one active member for each occupation (if there is only one crew member for a particular occupation, he/she will be aboard automatically). Use **▲▼** to select the type of occupation, and press the **(A)** Button. Next, use **▲▼** to select the crew you wish to have aboard, and press the **(A)** Button. The remaining crew will stand ready at the base. You may change the crew any time. Press the **(B)** Button to return to the previous screen.



CREWS' HAVE PARAMETERS TOO

Even with same occupation, crews act differently. Take "Gunner" for example, one may be skilled at firing main cannon, and the other at secondary cannon. Ship's performance could change as well. Think wisely when making crew selection.



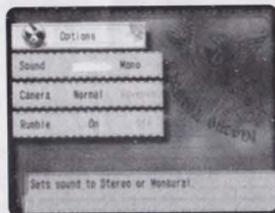
WANTED LIST

You can verify information on Black Pirates with bounty you gathered from the Sailors' Guild. While the information is displayed, press the **(L)/(R)** Button to view previous/next in the list. Note that, if the Black Pirate has already been defeated, his/her full figure can be viewed. Otherwise, only the silhouette can be seen.



OPTIONS

You can change the option settings. Use **▲▼** to select the option item, **◀▶** to change settings, and press the **(A)** Button to enter. Press the **(B)** Button to return to the previous screen.



Sound

Sets the sound to **Stereo** or **Mono** (Monaural).

Camera

Changes the direction of control (Control Stick/Control Pad) when using the 1st person point of view to **Normal** or **Reverse** (**▲▼** direction only).

Rumble

Enables/disables the Rumble Feature (**On/Off**).

CHARACTERS

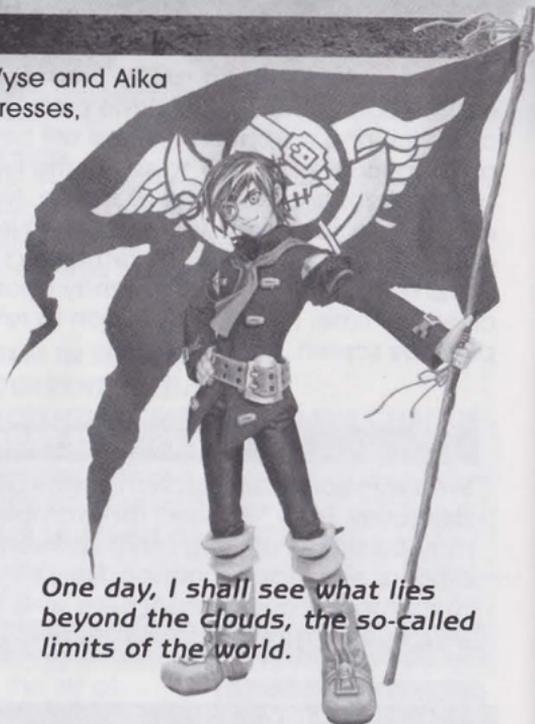
VYSE & FRIENDS

In the beginning, there are only Vyse and Aika in the party, but as the story progresses, the party members will increase.

Vyse

Young Pirate who dreams of grasping the limits of the sky.

The main character of Skies of Arcadia Legends. A young boy of the Blue Rogue. Handles two cutlasses with both hands. Full of curiosity, and very fearless.



One day, I shall see what lies beyond the clouds, the so-called limits of the world.



Friends and treasures, which shall I take? Why both, of course!

Aika

A bright, ever-cheerful girl, who trusts and takes actions with Vyse at any time.

A childhood friend of Vyse who rides on the same Pirate ship. Straightforward and frank, she will clearly say what she likes and what she doesn't like. Even the pirate friends admire her agility and skill with her boomerang.

Cupil

A mysterious creature who is always with Fina.

A mysterious creature that can change its shape at will. It appears to be a friend of Fina from her childhood. Normally it is in the shape of bracelet. But during a battle, it changes its shape to a weapon, such as a sword, to attack the enemies and to protect Fina.



I'm sorry... But I just cannot tell that to anyone.

Fina

A girl from the foreign world. Quiet but with a strong will and kind heart.

A girl who, with certain events, takes action with Vyse. Very quiet, but the smile she shows at times makes you feel her kind heart. She wears clothes of a foreign world, but no one, not even Vyse, knows where she is from.

Drachma

An old, lonesome sailor with a vendetta.

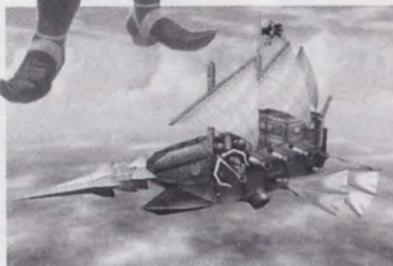
An old sailor Vyse meets in his adventure. Long ago he lost his eye and arm to a huge arcwhale called Rhaknam, and ever since he has made capturing Rhaknam his only purpose in his life. His experience as a sailor is excellent and is very skilled. But with blunt attitude, he continues to sail alone on his ship "Little Jack."

My sole purpose is to capture Rhaknam.



Little Jack

The middle size ship which Captain Drachma has sailed with for a long time. The ship itself is an old model, but the armor and cannons have been strengthened to be able to battle against the large battleships.



Gilder

Easy-going Pirate in chase of "Excitement."

Captain of the Pirate ship "Claudia," with free life as his motto. He wanders the skies in search of vast treasures, beautiful women, and "excitement." One can easily see him as light-spirited man, cracking jokes at any occasion. But in reality, even the other Pirates and Valuan Forces recognize his skills.

Only four of us against 100 of them, huh... Sounds fun. Count me in!

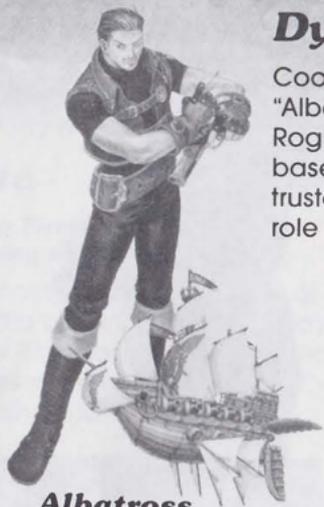


Claudia

Speedy sailboat of Gilder. By unfurling sails on the gunnel of both sides, it is able to sail faster than a normal sailboat.

PEOPLE SURROUNDING VYSE

These are only a few of many characters that appear in the game; some appear to aid Vyse, others as his rivals.



Albatross

Dyne

Cool and self-possessed captain of the "Albatross." He is also the head of the Blue Rogues, who makes the Pirate Isle as his base, and is also Vyse's father. He is trusted by his crew, as he also takes the role as the mayor of the island.



Baltor

Evil and atrocious Black Pirate. Aboard "Blackbeard," he attacks merchant vessels with no mercy. He is the first foe Vyse meets for the ship battle.

Blackbeard



Crew

When Vyse owns his base, people he scouts become the crew members to support his voyage. There are various occupations for the crew members, such as "Helmsman," "Engineer," and "Gunner."



Piastol

A.k.a, the Angel of Death. With a gigantic scythe, she is feared by Air Pirates as a bounty hunter who "finishes them off." Very quiet and cold-hearted.

VALUAN EMPIRE

With Empress Teodora at the top, the military Valuan Empire plans to conquer the world with overwhelming strength.

Teodora

Self-righteous Empress who wishes for the World to kneel before Valua.

The Empress of the Valuan Empire. With a strong lust for conquest and exclusive possession, she has the ambition to conquer the entire world. Very self-righteous and hysteric, she cannot stand anything that goes against her wishes.

All the countries shall kneel before me!

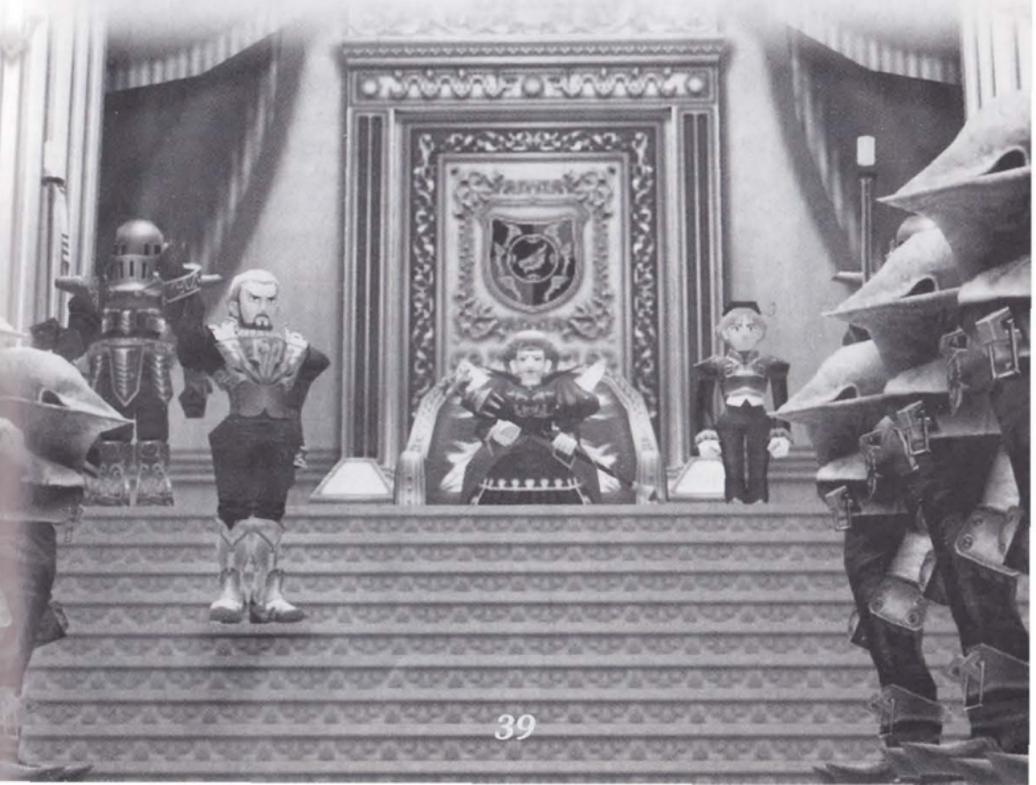


Enrique

The Prince of the Empire, with a strong sense of justice.

The son of Empress Teodora, and the Prince of the Valuan Empire. In the military country of Valua, he insists on making friendly relationships with other countries. He has a very strong sense of justice, but is also rather fainthearted.

Mother, the course of this country is wrong!



VALUAN IMPERIAL ARMADA

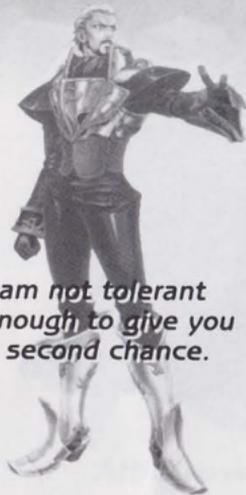
The Armada consists of five fleets, and each is commanded by 5 Admirals. Under the command of Lord Galcian, Valua continues the war and invasion of nearby nations.

Galcian

Self-possessed, merciless, and invincible Lord of the Empire.

The Lord of the Empire who holds the right to command the entire Armada. Always self-possessed, he has excellent ability to command. With an Armada and Admirals full of personality under command, he is simply invincible. So merciless as to crush any enemy that resists, he is feared not only by the pirates but by nearby nations as well.

I am not tolerant enough to give you a second chance.

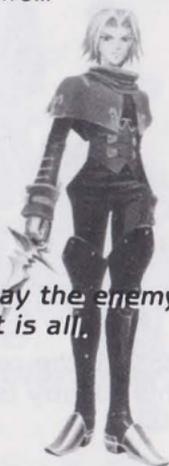


Ramirez

A taciturn swordsman with the quickness of light.

As Vice Captain, he has sworn absolute loyalty to Lord Galcian. Very taciturn man, who rarely shows emotion. Very skilled on both sword and magic, as his lightning quick swordhandling is powerful enough to defeat an enemy in one strike.

...Slay the enemy. That is all.



Alfonso

Arrogant young Admiral with noble blood.

The Admiral of the First Fleet of the Armada. Within the privileged classes of the Valuan Empire, he is from a distinguished aristocratic family. He is still young among the members of Armada, but he considers anyone who is not of noble class less than human.

Consider yourself honored to be able to meet me.

Gregorio

Loyal Old Admiral with an iron defense.

The Admiral of the Second Fleet of the Armada. Oldest among the five. He has served the Valuan Empire from the time of the previous Emperor, as his loyalty to the Empire is very high.

I, Gregorio, shall not let you through!





Should I fire my big cannon, baby?

Vigoro

Whether in battle or to win a woman's heart, he attacks until the end.

The Admiral of the Third Fleet of the Armada. A man of very large stature, nearing 7 feet tall. His motto is "offense is the best defense," as he takes pride in greatest fire power among the Armada. Also, he is too fond of women, as he cannot stand but to employ every means to win the heart of a beautiful woman whenever he sees one.

Belleza

Beautiful Admiral who prefers cleverness over force.

The Admiral of the Fourth Fleet of the Armada. The only female Admiral in the Armada, as she is skilled in magic. On the other hand, she despises the battle that relies only on force, as her way is to make use of information to work out a plan and to win without fighting.



You're already playing my game, handsome.

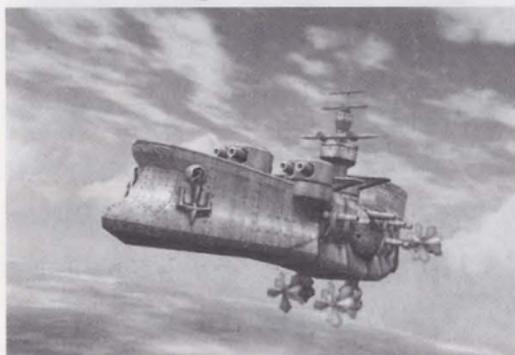


Hee hee...I'll kill you with my ship!

De Loco

Mechanical Freak who would retaliate for damage to his machinery.

The Admiral of the Fifth Fleet of the Armada. A mechanical freak who develops multiple weapons. He rides on his flagship with numerous anomalous cannons, as he has absolute confidence in the machinery he has developed. Therefore, if anyone tries to damage his machinery, he would chase him to the end of the world to torture him to death.



Valuan Battleship

Standard class of battleship in the Armada.



THE WORLD

THE AGE OF GREAT VOYAGES IN THE SKY

In this world, the sky is everything. People live on "islands (continents)" that float in the sky, and fly ships to make a living. The sky is the place to live, trade, and to battle. It is truly "the Age of Great Voyages" in the skies. People build sophisticated ships to travel beyond the known sky.

THE WORLD UNDER SIX MOONS

In this world, there are six moons, with colors in green, red, purple, blue, yellow, and silver. Each moon floats separately in a permanent location in the sky. Each moon has its own attribute: life, fire, ice, wind, thunder, and void, and each island (continent) under the moon receives its effect to develop distinctive culture. From the Ocean where Vyse and co. live, to the desert continent of Nasr which is under the effect of red moon, and to Valuan Empire which receives the effect of yellow moon to build a highly civilized culture of electricity, you will meet various cultures through your voyage. The rumor has it that there is a continent of greens, or legendary continent, somewhere in the world. It's Vyse's dream to discover them.

AIR PIRATES

The "Air Pirates" are a group of people that live somewhere in the sky, and appear everywhere in the world. The pirates own their distinct pirate ship, display their belief in the flag of skull, and fly freely in the sky. By characteristics, there are two types of Air Pirates: the Black Pirates and the Blue Rogues. The Black Pirates hoist a black-skulled flag, and attack indiscriminately to kill and steal treasures. On the other hand, the Blue Rogues hoist a blue-skulled flag. They do not attack unarmed ships such as merchant vessels. They attack ships that are larger than theirs, such as battleships, and they take pride in their actions. One can call them a kind of chivalrous robbers. Vyse, the main character of the story is a member of Blue Rogues called "Dyne Family."

The Six Codes of Blue Rogues

- 1. Always Be Audacious!***
 - 2. Make Decisions Swiftly!***
 - 3. Take Treasures and Be Thankful!***
 - 4. Do Not Tolerate Cowardly Acts!***
 - 5. Always Challenge He Who is Stronger than You!***
 - 6. Never Give Up!***
- 

VALUAN EMPIRE

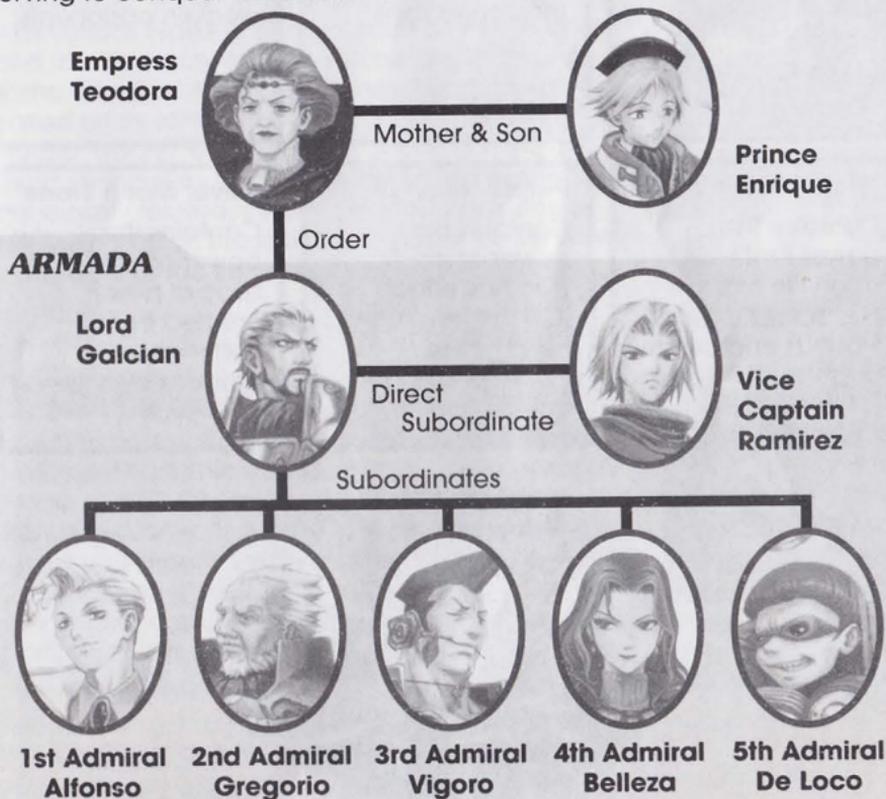
To the north of Pirate Isle, where Dyne Family lives, lies the continent of Valua. And the country that prospers on the continent is the military country of Valuan Empire. The continent of Valua is covered by thick, dark clouds throughout the year, therefore it is a very dark land. The Valuan Empire is also a very industrial country, thanks to the "Yellow Moon Stones" which are filled with electrical power. In Valua, Empress Teodora holds the absolute power, and people of the noble class enjoy the luxurious, modern life. On the other hand, the people in the lower class live in poverty. Although the disparity in wealth is great, the power of the country is great compared to neighboring nations. The Imperial Capital is built at the cliff of the inflexed landscape. On one side lies the Upper City, where the noble class lives; on the other side lies the Lower City, which consists of industrial sections and slums. On the island at the center of bay soars the Imperial Palace of Empress Teodora.

Valuan Imperial Force

Unlike other ships such as Dyne Family's Albatross, Valuan Empire owns steel battleships that do not rely on winds, thanks to high technology made possible by the effects of the Yellow Moon. The Imperial Fleets, which they call Armada, take pride in their overwhelming mobility and power, as they present threat to the Air Pirates and others.

Organization of Valuan Empire

Valuan Empire is a military country with Empress Teodora at the top. Under Empress Teodora, there is an invincible Armada with 5 fleets, serving to conquer the world.



MOON STONES

The rocks that fall from the Moons, they are called "Moon Stones." The Moon Stones contain a great amount of energy, as they are used as fuels for everyday living and for floating ships. It is no exaggeration to say that the Moon Stones support this world. They are traded for a high price. The energy of Moon Stones reflect on their color. For example, Moon Stones that fell from the Green Moon, which presides over "life," have power that affects on life, as they can heal wounds as well as produce poisons. The Moon Stones from the Red Moon, which presides over "fire," can create flames on one end, while they can affect on people to raise their attacking and defending powers. Likewise, the purple Moon Stones have the power of "ice," the yellow Moon Stones — "lightning," the blue Moon Stones — "wave," and the silver Moon Stones — "void." The weapons of this world are all created from the Moon Stones, as by changing their colors the corresponding attributes can be given. For example, with red swords, you can give the burning damage to the enemies.

The Energy That Dwells Within the Moon Stones

Moon Stones can not only give attributes to the weapons for attacking, but also are related closely to the magic in this world. It is very important to understand the power of each Moon Stone.

Red Moon Stone

Contains the power of flame to burn all. It also has power to raise abilities.

Blue Moon Stone

Contains the power of wind. It also has power to alter conditions

Yellow Moon Stone

Contains the power of lightning. It also has power to weaken opponents.

Green Moon Stone

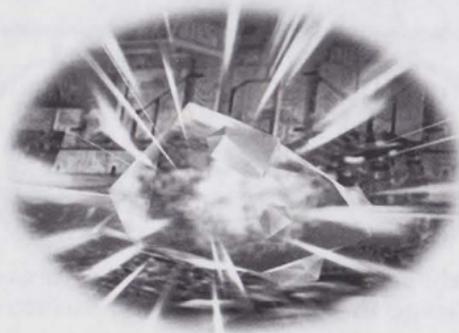
Contains the power that works upon life force. It has power to heal wounds and create poison.

Purple Moon Stone

Contains the power of ice. It also has effects that influences the mind of the opponents.

Silver Moon Stone

Contains the power of void. With special power created from nothingness, it presides over life and death.



Effects of Attributes on Each Other

Each attribute affects one another in certain ways, and you will be able to give greater damages by attacking with the attribute which the enemy is more vulnerable with. The effects differ according to the combination of attributes. The chart below indicates the effects of attacking with attributes. The "O"s indicate that there is a greater effect, while the "X"s indicate less.

		ENEMY'S ATTRIBUTE					
		Green	Red	Purple	Blue	Yellow	Silver
YOUR WEAPON/ MAGIC ATTRIBUTE	Green		X	O	X		
	Red	O	X	O	O	X	
	Purple	X	O	X	X		
	Blue	X	O	X		O	
	Yellow	O			O	X	O
	Silver					O	

MAGIC

In this world, there exists a kind of magic. When you cast magic, you can give damage to the enemies with various types of energy, such as fire, thunder, and ice. There are six types in all, and have the same effect as the Moon Stones. Each magic is called by its attributing color, such as "Red Magic," "Purple Magic," etc. Naturally, skilled casters can wield stronger magics. The magic and Moon Stones are closely related, as by using the weapons of attributing color, the user receives the power to wield the magic of the same color.



WHICH MAGIC TO LEARN FIRST

Of the six magic types that exist, Green Magic is probably the one you would like your character to learn first. Governing the power of life, it enables you to learn healing spells which will help you greatly in the course of long and harsh adventures. If you become unsure of which magic to learn, it may be a good idea to give priority to Green Magic.





ITEMS, MAGICS & SUPER MOVES

ITEMS

Here are introductions to the items (weapons, protective equipments, accessories and other tools that appear in the early stages of the game.

Weapons

Item	User	Descriptions
Cutlass	Vyse	Pair of swords Vyse received from his father as a gift.
Pirate Cutlass	Vyse	The favorite swords among Air Pirates in the Mid Ocean Area.
Sky Cutlass	Vyse	A cutlass used by Pirates and fishermen alike.
Boomerang	Aika	Aika's favorite boomerang.
Sky Wing	Aika	A boomerang shaped like a flying bird.
Scout Wing	Aika	A weapon carried by crews of scouting parties.

Armors/Protective Equipments

Item	Descriptions
Vyse's Uniform	Uniform of the Blue Rogues.
Aika's Shorts	Aika's favorite pair of shorts.
Fina's Robe	A traditional Silvite Dress.
Drachma's Shirt	An extra large shirt that's been well worn.
Light Robe	A lightweight robe crafted from magically resistant fabric.
Valuan Uniform	A uniform stolen from a low-ranking Valuan navigator.
Sailor Uniform	Inexpensive, light weight, and durable, this is the preferred dress of sailors.

Accessories

Item	Descriptions
Gemstone Ring	A finely crafted ring engraved with runes that protect the wearer against magic.
Meditation Ring	A ring crafted from weaving the springs of magic trees. Increases the wearer's Will .
Lover's ring	A finely crafted ring that depicts two lovers embracing. Increases Magic Defense and Will .
Throkryn's Scale	A weapon modification made from a Throkryn. Raises Attack Power .
Marocca's Ring	The shell of a large primitive crustacean. Improves Defense .
Crylhound's Claw	A weapon modification used by Valuan Soldiers. Improves Hit% and Attack Power .

Tool Items

Item	Descriptions
Moonberry	An edible fruit fertilized by Moon Stones. Eating it will enable you to learn a Super Move.
Cham	Cupil gets excited when Chams are in the area. Feeding them to Cupil will enable him to evolve.
Sacri Crystal	An enchanted crystal created by Mages of the Green Moon. Restores 500 HP for one ally.
Sacres Crystal	An enchanted crystal created by Mages of the Green Moon. Restores 1,000 HP for one ally.
Sacrum Crystal	An enchanted crystal created by Mages of the Green Moon. Restores 1,000 HP for all allies.
Sacruen Crystal	An enchanted crystal created by Mages of the Green Moon. Restores all Hp for one ally.
Magic Droplet	Created from the dew that forms on a magical tree. Restores 1 MP for one ally.
Magic Dew	A more concentrated form of the Magic Droplet. Restores 10 MP for one ally.
Curia Crystal	An ensorcelled crystal that cures all adverse effects on one ally, except for Unconscious .
Risan Crystal	An ensorcelled crystal that has 50% chance of reviving one ally, with 50% of their maximum HP.
Reselen Crystal	An ensorcelled crystal that will revive an ally to Max HP.
Glyph of Might	Developed by De Loco's Researchers. Increases the Power of one ally during the battle.
Glyph of Speed	Developed by De Loco's Researchers. Increases the Quick of the entire party during the battle.
Healing Salve	Developed by De Loco's Researchers. Allows one ally to regenerate health during the battle.
Paranta Seed	The seed of a Paranta Tree, which blossoms under a full Red Moon. Increases Power by 3.
Icyl Seed	The seed of an Icyl Tree, which blossoms under a full Purple Moon. Increases Will by 3.
Zaal Seed	The seed of a Zaal Tree, which blossoms under a full Yellow Moon. Increases Vigor by 3.
Pyri Box	A mage of the Red Moon has enchanted a box with the spell Pyri. It can be used more than once.
Crystales Box	A mage of the Purple Moon has enchanted a box with the spell Crystales. 7 or 8 charges.
Wevles Box	A mage of the Blue Moon has enchanted a box with the spell Wevles. 7 or 8 charges.
Electri Box	A mage of the Yellow Moon has enchanted a box with the spell Electri. It has several charges.
Sacri Box	A mage of the Green Moon has enchanted a box with the spell Sacri. It has several charges.

MAGIC

There are six types of magic, each relating closely to one of the six moons.

Green Magic

Spells	SP	Descriptions
<i>Sacri</i>	2	Restores 500 HP to any one ally.
<i>Sacres</i>	4	Restores 1,000 HP to any one ally.
<i>Sacrum</i>	8	Restores 1,000 HP to entire party.
<i>Sacruken</i>	6	Completely restores HP of any one ally.
Noxi	3	Damages and poisons any one enemy.
Noxus	6	Damages and poisons all enemies.

※ The healing spells of the Green Magic (those in italics) can be cast outside of battle.

Red Magic

Spells	SP	Descriptions
Pyri	2	Summons a burst of flames, damaging all enemies on the screen.
Pyres	4	Summons a great explosion and damages all enemies on the screen.
Pyrum	6	Summons fireballs from the sky and damages all enemies on the screen.
Pyruken	10	Sets the air aflame and engulfs all enemies on the screen in a firestorm.
Increm	4	Increases both Attack Power and Defense of the target by 25%.
Incremus	16	Increases both Attack Power and Defense of the entire party by 25%.

Purple Magic

Spells	SP	Descriptions
Crystali	1	Encases a single enemy in ice.
Crystales	2	Summons an icicle at the foot of a single enemy and impales it.
Crystalum	3	Traps a single enemy in a column of ice.
Crystalen	4	Huge pillars of ice rain from the sky to impale one enemy.
Sylenis	2	Prevents target from casting any spells by silencing them.
Panika	3	Confuses one target into attacking nearest target.

Blue Magic

Spells	SP	Descriptions
Wevli	2	Damages one enemy with a whirlwind of air and water. Also, harms nearby enemies.
Wevles	4	Creates a large tornado around one enemy and damages all enemies nearby.
Wevlum	6	Summons a field of fierce winds and stinging rain to damage enemies in a large area.
Wevlen	8	Creates a cluster of tornados around one enemy and damages nearly all enemies on the screen.
Quika	6	Doubles the Speed of all allies. Also, it makes it easier to run from battles.
Slipara	6	Has a chance to put all enemies on the screen to sleep.

Yellow Magic

Spells	SP	Descriptions
Electri	2	Shoots a bolt of electricity at a target, also damaging any enemies in the way.
Electres	4	Sends a lightning bolt through a line of enemies, causing major damage.
Electrum	6	A massive bolt of electricity is shot out and hits all enemies in a straight line.
Electrulen	8	The ultimate attack spell, causing major damage on all enemies in a straight line.
Driln	3	Weakens one enemy target. Lowers all attributes by 25%.
Drilnos	6	Weakens all enemies on the screen. Lowers all attributes by 25%.

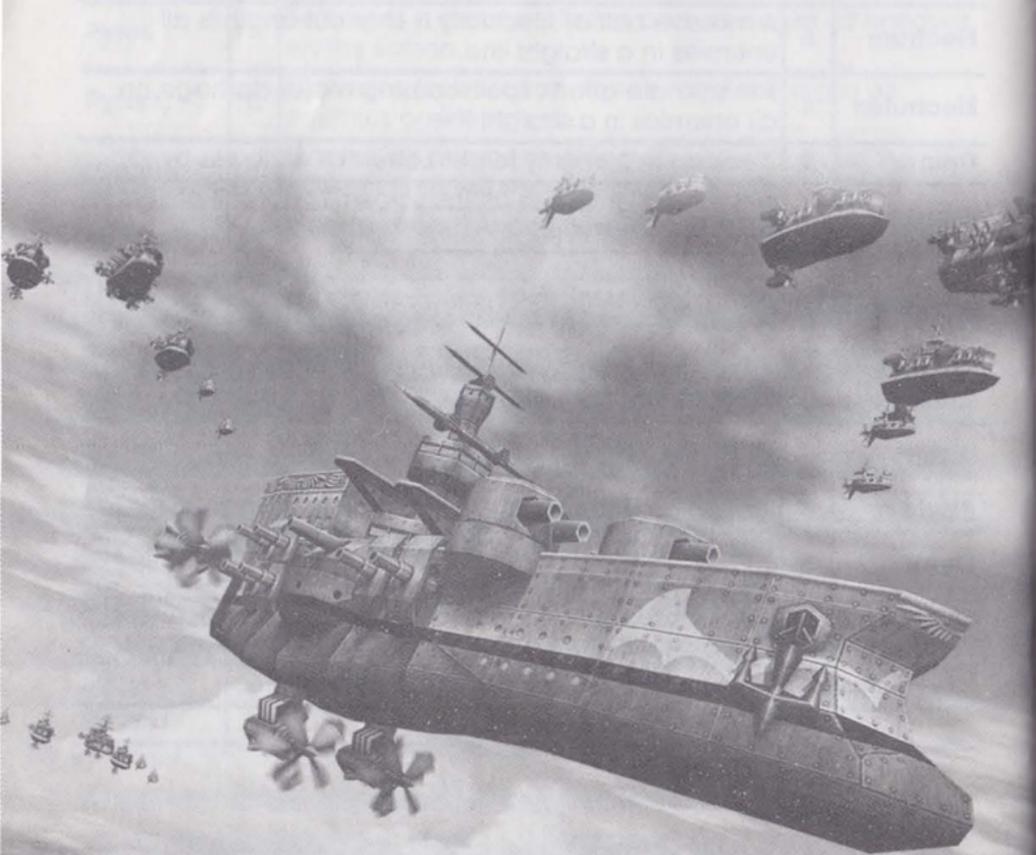
Silver Magic

Spells	SP	Descriptions
Curia	2	Cures one ally of all adverse effects except Unconscious .
Risan	4	Has a 50% chance of reviving an Unconscious ally, along with 50% of their HP.
Riselem	8	Revives an Unconscious ally and restores their HP to full.
Eterni	5	Can instantly kill any one enemy. May not work on some powerful monsters or bosses.
Eternes	10	Can cause instant death to all enemies on the screen.
Eternum	15	Causes instant death to one enemy. If target is immune, then it will cause damage.

SUPER MOVES

Here are some of the Super Moves the characters will learn at the early stages of the game.

Super Move	User	SP	Descriptions
Cutlass Fury	Vyse	7	Vyse unleashes his fury on a single enemy, causing major damage.
Counterstrike	Vyse	1	Vyse takes a defensive stance, countering all enemy physical attacks for a full turn.
Alpha Storm	Aika	4	Aika spins her boomerang, summoning a vortex of flames to strike all enemies in a line.
Delta Shield	Aika	2	Creates an anti-magic shell around all allies for 1 turn. (Blocks allies' magic too.)
Lunar Blessing	Fina	12	Fina calls upon the Silver Moon and blesses each party member with Regeneration .
Lunar Glyph	Fina	3	Fina uses the power of the Silver Moon to damage and possibly Stone a single enemy.
Tackle	Drachma	10	Drachma concentrates all of his energy into his metal arm and charges one enemy.
Spirit Charge	Drachma	0	Drachma focuses inward, doubling his Spirit points and defending against attacks.





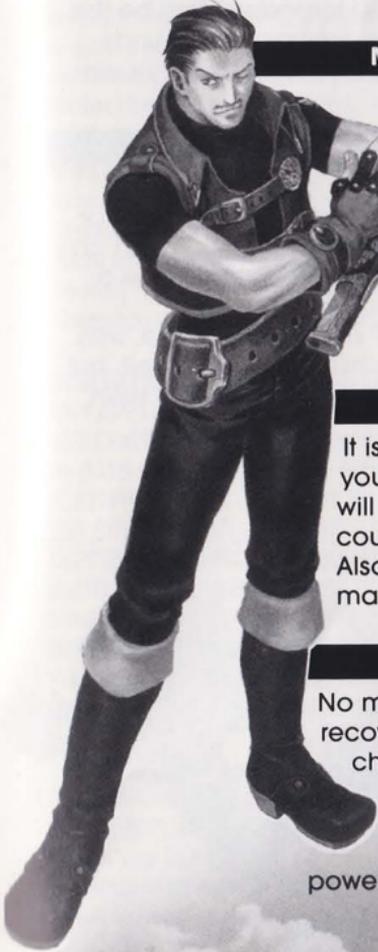
KNOWLEDGE FOR THE AIR PIRATES

I am Dyne of the Blue Rogues. I have some things I must tell to the greenhorn on his first adventure, like you. It's all things that you must keep in mind in order to become a full-grown Air Pirate. Listen carefully.

How Not to Miss Chams and Moonfish

Chams are scattered all over the world. Keep aware of the sound Cupil makes and the signal on the screen. Also, moonfish tend to inhabit places that are hard to see. Keep aware of the sounds the Moon Lens makes, and walk around every corner of the field.

Make Good Use of the Sailors' Guild



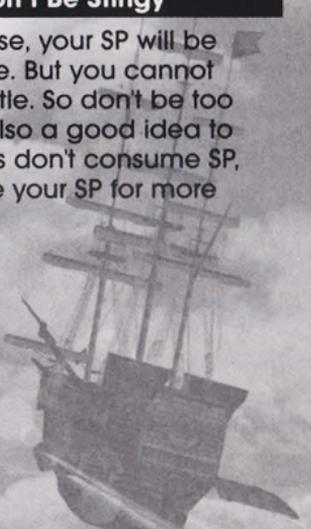
If you plan on making discoveries, attend Sailor's Guild frequently. The Guild at large towns collects information constantly. Also, sell information on your discoveries quickly for higher price. It's important to keep ahead of your rivals. Your information will be bought cheaply if others sell it first.

Make Sure to Check Your Equipment

It is your duty to check everyone's equipment. If you go to battle without proper equipment, you will expose your member to danger, which could ultimately endanger the whole party. Also, make sure to check for any Moonstone he may have.

Utilize SP Well. Don't Be Stingy

No matter how much you use, your SP will be recovered by the next battle. But you cannot charge it for the next battle. So don't be too stingy, and use it. It's also a good idea to utilize your items. Items don't consume SP, therefore you can save your SP for more powerful Super Moves.



Grasp the Color of Your Weapon

If you find yourself having difficulty in giving damage, try changing the color. Depending on the color, you may be able to give great damage. Look at the chart on p.45 and attack with the color which is the enemy's weakness. You will be able to give big damage.

Utilize Main Cannons and Magic Cannons Well

Let the member with high physical strength shoot the main cannon. You will have more power. Likewise, let the member with high spiritual strength shoot the magic cannon. Master use of these two, and you can bring the Ship Battle to your advantage.

Utilize Secondary Cannons and Torpedoes

On Ship Battles, use of secondary cannons and torpedoes can be the key to your victory. If you can concentrate your firepower on rounds with **C!** marks, you can give greater damage. It's also possible for you to guard and give damage at the same time.

Top Secret Information

In this world, there exists a special Cham that can make your Cupil grow with only one piece. The world is vast. Whether you can find it or not is up to you. Also, there exists a truly special Super Move, which only the captain of large vessel can learn and use. When you become a captain of your own ship, that move may be revealed. Finally, as written in the "6 Codes of Air Pirates," never give up. But, with your decision, the situation can change. Think not only for yourself, but also for your friends. If you have that attitude, your path can be seen.



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