

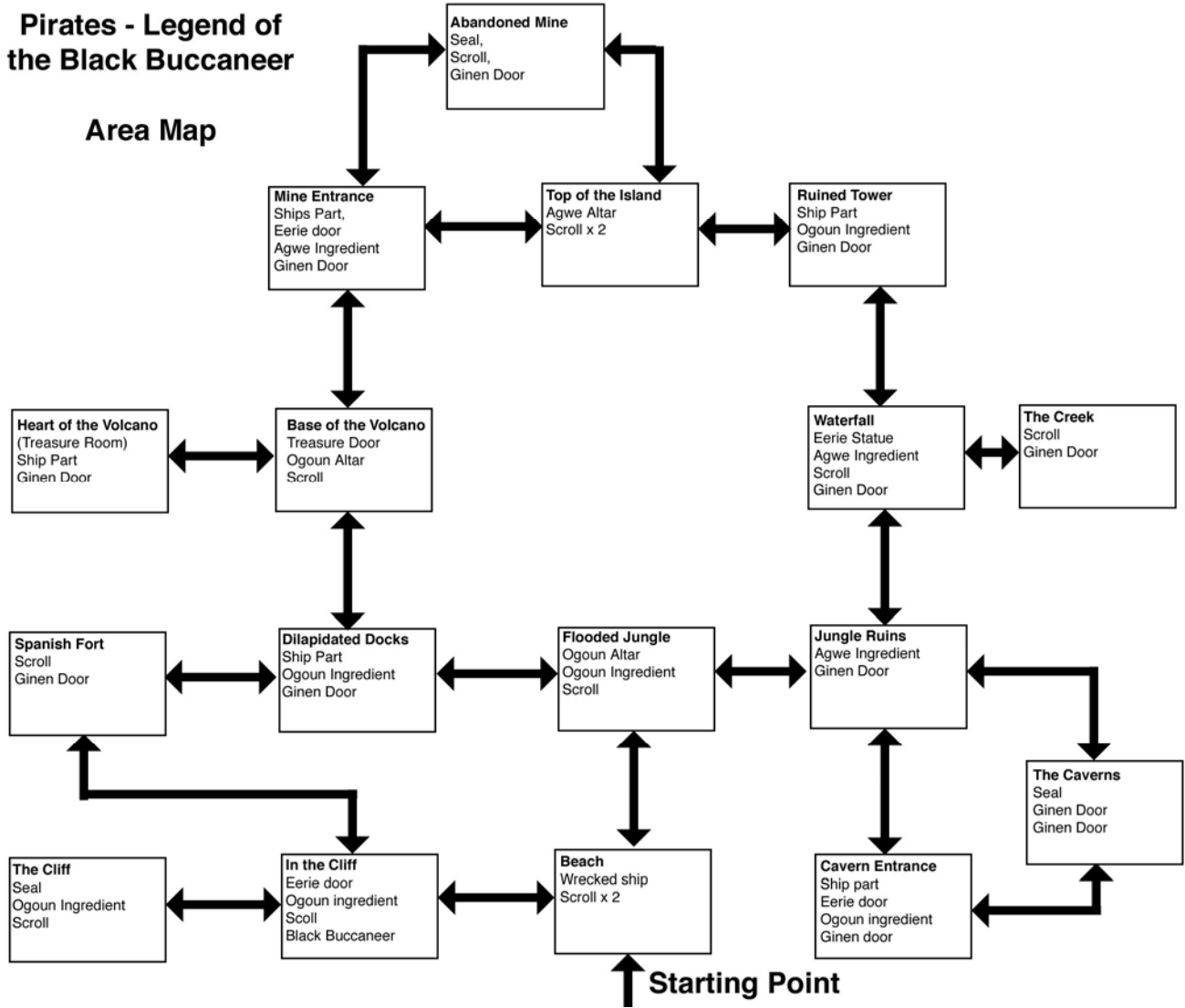
Pirates – Legend of the Black Buccaneer

Walkthrough

This walkthrough takes the player to each power up and combat scroll. These upgrades are not necessary to finish the game, but make it a lot easier.

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Area Map



1. Once the game begins, reach the top of the wall by jumping the platforms.
2. Turn left at the fork in the road. You should see a save altar. Turn left at the altar and head for the ship on the beach.
3. Take the attack scroll from the treasure chest next to the ship.
4. Use the cannon to destroy the iron gate blocking the cave entrance on the cliff, then climb up the rocks and go inside.
5. Inside the cliff, jump down the platforms and enter the passageway on the other side of the water. Keep jumping across platforms to the right and enter the next passageway on the far side of the room.
6. Enter the next room at the end of the hallway and use the platforms to climb up to a stone ledge. Climb upward until you reach a wooden platform with a lever next to it. Pull the lever, and some of the flames blocking the platforms will temporarily extinguish. Drop down and make your way across quickly before the fire reignites, then turn left and follow the passageway.
7. Jump across the platforms and proceed to the skull altar. After a brief cutscene, Francis will attain the ability to transform into the Black Buccaneer.
8. Jump along the poles protruding from the wall to the right of the altar to return to the entrance. Turn left and return to the save point. Continue on and turn left to an area with a bone altar and a pair of wooden boxes. Move the boxes into position, then jump back up to the wooden plank and from there jump across the crates up to the cliff and through the entrance to the flooded jungle.
9. Follow the trail through the water until you come to an area with four pressure plates on the ground and four crates scattered about on ledges. Push the crates off of the ledges and then onto each plate. Climb back up onto the ledge and follow the platforms towards the treasure chest for an attack scroll.
10. Drop down from the treasure chest ledge and return the way you came. Continue forward, bypassing the eastern exit and climb a ledge to reach a lever. Pull the lever, turn, and jump from the raised platform to a clutchable ledge. Shimmy around and jump across the platforms to reach the Ogoun Altar. You will need 3 ingredients to make use of it. For now, push the wooden crate to the ground below and make your way to the area's western exit (near the four pressure plates) to enter the dilapidated docks.
11. At the entrance to the docks, follow the path until you come across a vine growth stretching up a wall. Climb it and enter the entrance to the base of the volcano. Move forward until a cutscene is triggered. You will now be able to open eerie doors.

12. Climb up to the treasure door. Follow the path and jump across the ledge. Push the block out of the way to reveal a passage. Follow the passage and avoid the obstacles. You will come to a room with four blocks lining the wall. Push the third block from the left off to the side to reveal another passage. Open the chest at the other end and receive an attack scroll. Hop down from the ledge, backtrack to the volcano entrance and return to the dilapidated docks.
13. Continue back to the flooded jungle, and then take the flooded jungle's eastern exit to the jungle ruins. In a cutscene, you will see a girl up on a platform. Wind your way through the ruins until you find a lever located in a small shelter. It should be identifiable by the blue torch flame nearby. Pull the lever, and then climb the platform. Jump across the poles and reach the girl's platform to meet her. A cutscene will trigger. After the meeting with Vanilla, climb down and make your way to the northern exit next to the save point.
14. At the waterfall, jump down, and then climb up the rocks to a treasure chest containing another attack scroll. Continue upward and into a passage where a crate is blocking a pathway, push the crate out of the way. Now turn around and continue going upward until you reach a cliff. Pull the lever and proceed across the platforms to the Ginen Door.
15. In the Ginen World, fight the monkeys. When they're cleared, approach the flame in front of an altar to warp to the next area. Kill the monkeys in this area, and then open the chest to acquire the plant torching ability. You will be teleported back to the normal world once the treasure is acquired.
16. Climb down to the beach and then back up to the cave entrance. Return to the passage that had been blocked by the crate earlier and use that to quickly climb down. Return to the jungle ruins.
17. In the jungle ruins, travel to the most southern exit to the cavern entrance.
18. In the cavern entrance, Follow the path forward and around to the left until you come to a crate sitting in the water. Push it back, then jump up onto the platforms and push the blocks to open the gate. Go through the gate and jump across the platforms to reach a chest containing the jezebel root required for the Ogon Altar.
19. Go back the way you came and return to the ground. Continue following the path beyond the wooden crate in the water to a path leading up and off to the right. Follow the path and go through the tunnel to an area with a rock formation resembling a giant face. Push the crate, and then climb up the ledge and cross the platforms. Ignore the eerie door for now and drop down the hole. Hop down the platforms to the iron gate, blow up the barrels, and push the crate to open the gate. Open the chest to receive the rudder for the ship.
20. Climb back up to the eerie door, which will take you to the caverns.

21. Jump down, go left, and you will come across a pair of thorny bushes. Burn them. Now pull the lever and jump across the platforms to the right, over the ledge, and across to the second lever. Turn left and push the crate down to the floor. Now backtrack to the first lever. Pull it again, and use the crate that was pushed to access the second lever quickly. Pull it, and then continue across the platforms to the Ginen Door.
22. Jump across the platforms and fight the monkeys, and continue moving upward as new platforms become available. If you lose your direction, make sure that you're traveling in a clockwise direction. Pass through the fire at the top, and repeat the process. In the third area, there are blocks that will collapse and reform. Take out the monkeys on the left and right-hand platforms, and then proceed to the platform at the back. Defeat the monkeys and continue up to the treasure chest. Open it to acquire the ability to use handmade bombs.
23. From the Ginen Door, backtrack the way you came, and from the cavern entrance, proceed along the right-hand path this time. In the next room, push the wooden crate to the wall, and then climb up and jump the platforms. Upon reaching the top, do not press the floor plate. Instead, jump across to the lever platform and pull the lever. Now run back, step on the floor plate, and jump across all of the raised platforms.
24. Follow the path, avoiding the trap door, and you will come across a room containing one of the three seals. Push the first block forward to create a platform over the wooden gate. On the other side, push the far crate so that it lines up, creating a path. Run and jump across the crates to grab a ledge, then jump onto the higher platform and push the crate down onto the floor plate. Return to the previous two crates and rearrange them so that one of them covers the second floor plate, lowering the barrier, and make the jump to the seal. Take the seal.
25. Jump down the hole and go straight through the door to return to the jungle ruins. Jump down the hole, shoot the barrels to release the boulder. Run around to the left and climb the platforms to reach higher ground. Make your way north to the ruins. Look for a destructible wall and blow it up using a bomb. Push the crate inside, and then climb the platforms to reach the treasure chest containing the Tansy Herb. Now take the western exit to the flooded jungle.
26. Near the flooded jungle's western exit, burn the bush blocking the crate, and then push it into position. Climb up on to the crate and jump across the platforms. Burn another bush, and push the crate out of the way. Now use the cannon to destroy the barrier to the treasure chest and collect the Snake Root.
27. Take the western exit and return to the dilapidated docks. Proceed along the path to the destructible wall and blow it up. Go through the door, cross the room and pull the lever. Jump across the platforms and over the crate, then turn around and push the crate off of the ledge.. Ignore the Ginen door and drop back to the ground. Push the crate on the ground and climb on top to jump to a platform with

- a cannon. Use the cannon to clear the path to another crate. Jump to the crate, push it, and then use it to continue climbing upward to a treasure chest containing the Master Leaf.
28. Using the platforms, jump over a wall with a sealed door. Drop down and blow up the barrels to open the passage. Travel northwest, and climb the platforms along the tower at the edge of the docks. Jump across the platforms to reach the cannon. Drop down the hole into the building and pull the lever to move the crates out of the way, and then climb back up to fire the cannon at the gate to open a new path. Go through the destroyed gate, climb up and jump across the platforms to reach the treasure chest containing the ship's sail.
 29. Drop down and run back around the way you came. Go up the stairs and jump over the rocks blocking the tunnel. Proceed down the path to the Spanish fort.
 30. After Vanilla opens the gate to the fort for you, jump onto a nearby crate and cross the platforms. Swing across some poles protruding from the bell tower to cross the gap, and upon landing on the far platform, drop down the hole and use the lever to open the gate.
 31. Go through the door to the left of the lever and up the stairs, then use the platforms and poles to access the cannon on the platform up and to the left of the entrance. Destroy the gate with the cannon and Vanilla will rejoin you. Go through the gate, turn left, and go up the steps. After the cutscene, pirates will attack. Defeat them all.
 32. Go back out through the gate and use bombs to destroy part of the wall outside. Use the cannon to destroy some barrels blocking a platform, then climb up and cross the gap to reach a second cannon. Use this cannon to destroy barrels blocking the path of a crate next to the first cannon. Go back down and move the crate out of the way before using the first cannon to destroy the iron gate. Go through the gate and along the path until you come to a treasure chest containing another attack scroll. From here, drop back down and make your way back towards the entrance to the Spanish fort. Move the crate near the entrance, and then use it to jump up to a series of platforms and poles leading to a cannon.
 33. Use the cannon to destroy the iron gate below, and proceed through the Ginen Door.
 34. Proceed across the chasms and enter each flame gate to progress. Watch the pattern of the moving blocks carefully in order to proceed. In the final area, fight the enemies that appear, then progress up to the platform with the treasure chest to acquire the Possession voodoo power.
 35. Leave the Spanish fort and return to the dilapidated docks. Climb up the vine and return to the entrance to the volcano. Inside, blow up the destructible wall and proceed. Climb up and jump across the platforms, push the block out of the way,

turn right and avoid the trap door. The Ogoun-Je-Rouge Altar is located here. Use the lever to open the gate.

36. Take the northern exit from the base of the volcano. This leads to the mine entrance.
37. At the mine entrance, jump across the platform and run forward. Off to the right, there is a small chamber with a bush blocking a crate. Burn the bush, and then push the crate outward to create a platform. Jump onto the crate, and follow the series of platforms around to the left. Carefully walk the narrow beam to the cannon, and use it to destroy the gate blocking the treasure chest. Retrieve the Sage Leaf from the chest. Now turn back and run towards the eastern exit to the top of the island.
38. Upon entering the top of the island, drop down to see a cutscene displaying the Ague Altar. Push the blocks around to create a platform to reach it. Now turn around and push a crate sitting in the wall to clear a path. Follow the passageway to a cliff with three crates situated near a large rock. Adjust the crates so that one of them can serve as a step to the platforms while the others sit on the floor plates. Jump across the crates to the platforms and follow along until you reach another chest containing an attack scroll. From here, continue climbing upward and jump across the gap, then follow the platform to a series of ridges you can grab to safely drop to the ground below. From here, head back in the direction of the Ague Altar.
39. Facing the altar, turn left and head north through a passageway. Blow up a barrel to lower the drawbridge, and then head across it to the ruined tower.
40. Jump down from the ledge and run towards the save point on the map. Push the crate and use it to jump up to a series of platforms. Follow along and jump over the gated wall and down to the treasure chest below. Collect the White Herb from the chest, and open the gate using the floor plate. Blow open the nearby wall with a bomb, run inside, and push the crate out of the way. From here, use the cannon to blow up the barrier blocking your path. Run through the opening and climb the vine. Follow the path, jumping the platforms to reach the Ginen Door, which leads to a teleporter that cannot be accessed yet. Drop back down to the ground and backtrack to where you retrieved the White Herb. Run up the ramp next to the treasure chamber, follow the path, and climb the platforms. Follow the path to the cannon. Use the cannon to blow up the iron gate. Proceed through the gate. In the room made of stone, drop down, and then follow the ledges up the wall, out and around the building. Push the blocks around in order to open up the iron gate, and then proceed through it.
41. Jump across the gap to the platform with the treasure chest and acquire the ship's compass. Jump down using the ledges along the wall. After a cutscene, proceed back to the southern area exit that leads back to the waterfall.

42. Burn the bush immediately to the left of the waterfall entrance, climb up the cliff and jump across the platforms. Turn right and climb down the cliffside to the treasure chest to acquire the Holly Root. Go back to where you just burned the bushes, drop down to a ledge along the cliff and run towards the treasure chest. Scale the wall, go through the passageway and climb the ledges. Outside, follow the path to the now empty Ginen Door, and drop down to the ground below.
43. Fight off the pirates and Vanilla should appear. After she opens the gate, run inside. This will take you to an area called the creek. Save your game at the save point, and then proceed into the pirates' hideout. In the area overlooking the water with the boat at the shore, jump up onto the platforms and follow the path to a room containing some crates and floor plates. Push a crate onto the exposed floor plate to raise a platform, and then use it to access the upper passage. Blow up the destructible wall with the bombs, and then follow the path to a room with another lever. Bypass the lever and jump up to the right-hand platform. Push the crate to the floor, and then drop down and push it again. Return to the lever and pull it. Now jump across the platforms and crate to reach the other side. Go through the passage and jump across the poles to reach another Ginen Door.
44. In the Ginen World, jump across the platforms and defeat the enemies, and enter the fire portals to progress further inward. Eventually, you will reach a level where special crystals appear. To reach them, clutch the edges of the fire platforms and launch Francis from the edges. Do not try to stand on top of them. When you reach a crystal, strike it with your sword until it is destroyed. After each crystal is destroyed, the next crystal and some enemies will appear. Clear the enemies and destroy the crystal. After three crystals are destroyed, the treasure chest will appear. Defeat the last group of enemies, and then climb up to the chest to receive the ability to push medium (stone) objects.
45. Back in the real world, push the crates so that they are now sitting on two of the three floor plates. Run back to the door blocked by barrels and destroy it to let Vanilla through. She will walk in and stand on the last floor plate, allowing the gate to open.
46. This next portion of the game determines what ending you will receive. If you want the "better" of the two endings, proceed through the gate. To acquire the other ending, don't bother with this fight and leave the way you came. Voodoo shamans will summon a rock golem to fight you. The easiest way to defeat the golem is to run to the other end of the chamber and climb the platform. Fire the cannon at the golem to destroy it. The shamans will reappear to summon the golem again. When they're visible, use the cannon to fire at them. Focus on them one at a time. When the shamans disappear, attack the golem again and destroy it quickly. If the golem throws a rock at you, run away from the cannon to dodge it, then continue the attack. Repeat the process until all of the shamans and the golem are defeated. If a shaman is out of view of the cannon, run down to the floor and attack him with your sword.

47. After defeating the golem, drop down to the floor and use the passageway in the wall next to the mezzanine. Follow the path into a cafeteria area and step on the floor plate to open the gate. Now backtrack to the waterfall, and from there, proceed south, back to the jungle ruins. Head for the southeast exit on the map and enter the caverns.
48. Inside the caverns, push the stone blocks on the right side of the room, and climb up the stone on the left side to reach some platforms. Jump across them to reach the cannon. Fire the cannon at the hollow rock next to the gray stone block. Now that the block can be moved, drop back to the ground and move all three stone blocks onto the floor plates to open up the gate to the Ginen Door.
49. In the Ginen World, defeating each wave of enemies will allow you to advance. Defeat the enemies to lower the platforms, and enter each fire portal as they appear. In the final chamber, approach the crystal and it will vanish when enemies appear. Defeat the enemies and destroy the crystal when it reappears. After destroying the third and last crystal, the treasure chest will become available. Open it to receive the ability to push heavy (steel) objects.
50. After returning to the real world, leave the cavern and return to the jungle ruins. From here, proceed to the southern exit to the cavern entrance area.
51. Follow the path through the water to the stone block. Push it to the edge of the ground, climb on top of it, and then jump to the clutchable ledge along the right-hand side of the gap. Then lunge for the ledge further down to the right. Now shimmy all the way to the end. On the platform, use the ledges to climb up. Move the block onto the floor plates to reveal some platforms, and then jump across them to reach the Ginen Door.
52. In the Ginen World, defeat all of the enemies. When the fire portal appears, head to the next section and repeat the process. (Head for the fire portals that don't have the gate altars behind them.) In the final area, you will need to destroy crystals as well as defeat enemies. Defeat the wave of enemies before destroying the crystal. This will trigger the next crystal and wave of enemies to appear. Repeat as necessary until the treasure chest is unlocked. You will now have the ability to shatter the skeleton statues on the island.
53. Upon returning to the real world, leave the cavern entrance and return to the jungle ruins. Take the western exit to the flooded jungle and make your way back to the Ogoun Altar and spend offerings to boost Francis's stats. Afterwards, head south to the beach.
54. Back on the beach, turn left and head for the skeleton statue. Destroy it and step on the floor plate to open the gate. Move the crate closest to the gate so that you can reach the upper ledge, climb up, and jump to reach it. Jump across the platforms to reach the treasure chest and acquire another attack scroll. Drop down to the ground and go back to the save point. Then go back to the ship. If you

- walk up to the ship, you can equip it with any of the parts you've acquired to this point. Scale the cliffside and enter the cave entrance to return inside the cliff.
55. Drop down onto the platforms and enter the door on the other side of the water. Now jump across the series of platforms to the right and go through the doorway on the other end. Follow the pathway and push the stone block in the room on the other end, and then use a bomb to blow up the destructible wall. Use the stone block to jump to the ledge in the wall. Follow the corridor and avoid the trap door.
 56. Push one crate onto the nearby floor plate to turn off the flames, and then push the other sitting nearby onto the floor below. Pull the lever and use the crate and platforms to jump across. On the second-to-last platform, turn and jump across the gap to another lever, but don't pull it yet. Instead, jump over the crates situated on the wall next to the lever and push them down onto the ground. Now backtrack to the first lever, pull it, and use the crates and platforms to jump to the second lever, pull it, and now jump to the treasure chest to attain the Devil Leaf.
 57. Backtrack out of the room to the previous area where you blew up the wall. Run through the passage and pull the lever. Jump across to the second platform, and from there, jump over the wall. Avoid the trap door and push the crate to the floor below. Jump across the gap and backtrack to the lever. Pull it again, and this time jump across the platforms and crate to the other side. Scale the wall and jump across the platforms to a chest containing an attack scroll. Drop back down using the series of ledges along the far wall.
 58. Backtrack towards the exit, but instead of going all the way, turn right and head for the eerie door marked on the map.
 59. Run through the eerie door and enter the cliff.
 60. Step on the floor plate to raise the platforms and quickly jump across to the second platform. Jump up to the ledge along the wall and shatter the skeleton statue. Step on the floor plate and then jump across the platform that appears. Now destroy the iron cage guarding the treasure chest with the cannon.
 61. Return to the ledge with the floor plate and jump across to a pole extending from the cage's platform. Pull yourself up into the cage and open the chest for another attack scroll.
 62. Step on the floor plate to open the gate. Run past the save point and turn left. Climb the ledge, run through the room and climb up the ledge on the far right end of the room. Turn left and follow the series of platforms up to the cannon. Shimmy around the stone block sitting in the cannon's path and push it out of the way. Now use the cannon to blow up the iron gate.

63. Run through the gate and climb up the series of ledges to reach yet another cannon. Use it to destroy the nearby gate, and proceed through it to reach a treasure chest containing the Wormroot Herb.
64. Proceed back in the direction of the eerie door, but rather than return to it, bypass it and continue following the platforms along the other side of the cliff.
65. After being alerted to the presence of a seal, climb up and across the platforms to reach it. Pull the levers you see to raise platforms in order to jump across the longer gaps. After grabbing the seal, drop down to the ground using the ledges along the cliffside.
66. Backtrack all the way to the eerie door and return inside the cliffs. From here, backtrack back to the beach.
67. From the beach, run back around the save point and use the platforms to return to the entrance of the flooded jungle. Take the flooded jungle's western exit to return to the dilapidated docks.
68. From here, run north, climb up the vines, and use the northern exit to the base of the volcano. Go straight along the path to the Ogoun-Je-Rouge Altar. Spend offerings here to further upgrade Francis's stats. From here, take the northern exit to the mine entrance.
69. From the mine entrance, drop down from the ledge and push the stone block and the crate. Climb back up and now jump across the blocks to a platform along the wall. Continue climbing up the platforms and jumping across the poles to reach another Ginen Door that leads to a teleporter. Entering this door, you can push the blocks out of the way of the giant ring to cause it to move, creating a circular path. The teleporter can now be used to travel between all of the Ginen teleport doors around the island. *Enabling the teleporter is optional and you might be better off skipping it – if you do go in; make sure you leave the Ginen world at the Mine Entrance exit.*
70. Use a nearby ledge to drop back to the ground next to the area entrance. Jump across the gap and head left along the path towards the save point. Pass the save point and run to the edge of the platform. Drop down to the ground below and run forward until you come to a crate that can be pushed. Push it around the corner, and use it as a ledge to climb up to a platform with two more crates. Shove them off and to the ground below. Run through the opening you have just created and jump to the ledge with the lever. Pull the lever and jump back to the ledge where the crates were, run across and jump across the platforms to reach a treasure chest containing planks that can be used to repair the ship.
71. Drop back down to the ground, and now start climbing again, using the platforms to climb up to the eerie door.

72. Inside the eerie door, push the steel block and use it as a platform to jump over the wall in your path. Now climb up to the cannon and use it to destroy the iron gate on the other side of the room. Use the platforms to jump across to where the gate was and step on the floor plate. When the gate to the Ginen Door opens, run quickly to it before it shuts again.
73. In the Ginen World, proceed through each area by jumping across the platforms. There are spirits that you will need to avoid, as well. They cannot be hurt, so time your jumps to avoid them. In the final area, shatter each crystal to open the path to the next area. You do not need to defeat all of the enemies to proceed; the only enemies you are required to defeat appear after you have destroyed the final crystal and gain access to the treasure chest platform. When you have defeated these enemies, open the chest to receive the Black Buccaneer's fireball attack.
74. Back in the real world, head forward and turn right, avoiding the trap door. You will come to a treasure chest guarded by a series of flame pillars. Push the crate sitting next to the iron gate along the wall in order to reach a ledge leading out of the room.
75. In this area, there are some receptacles you can activate that will get rid of the spirits in the area for as long as they're lit. Light them, and then use the cannon to destroy the iron gate. Push the nearby crate through the gate and onto the far floor plate. Now push the other crate back onto the other floor plate. With the flames safely turned off, use the crates to jump across the gap to the chest and acquire another attack scroll.
76. Jump back down to the ground and run through a tunnel off to the side that is blocked by a wooden crate. Push the crate out of the way to enter a chamber containing the third seal. Climb up and jump across the platforms to a chamber. Push the blocks so that they sit on the switches and lift the platforms to open up the rest of the path to the seal.
77. After retrieving the seal, continue on through the exit to the top of the island.
78. Upon entering the top of the island, push the wooden block in your path to the ground below. Jump down and shatter the skeleton statue and step on the floor plate to lower the spear barrier. Run past it and climb up using a series of rock spikes protruding from the left-hand wall. You should come to a ledge with four crates and four floor plates. Push each crate onto a floor plate. Now jump up to the extinguished fire platform and follow the series of platforms to a small enclave. Jump up and pull yourself over a ledge to reach a chest containing an attack scroll.
79. From here, carefully drop down to the bridge. Use the map to follow the path to the Ague Altar and use it to further upgrade Francis's stats. From there, exit the top of the island to the ruined tower via the Eastern exit. Use the southern exit of the ruined tower to return to the waterfall.

80. At the waterfall, the stone skull will rise, revealing a new path. Drop down to it and run through. Pull the lever to unlock the treasure room door.
81. Turn around and climb up the series of rocks, and then continue following the series of platforms out to the open air area, towards the entrance to the creek (where you last saw Vanilla).
82. At the creek entrance, run past the save point and push the steel block, and then jump on top of it to gain access to a passageway containing a cannon. Rearrange the wooden crates to open a clean shot at the iron gate, and then use the cannon to destroy it. Go through the gate to acquire the attack scroll.
83. Backtrack out of the creek and return to the waterfall. From the waterfall, use the southern exit to the jungle ruins. Now take the western exit to the flooded jungle. Continue west to the exit to the dilapidated docks. Run to the vine and climb up to return to the entrance to the volcano.
84. Run forward and follow the path to the treasure room door. After a cutscene displaying that the door is now open, use the Ogoun-Je-Rouge Altar if you have not already maxed out Francis's abilities with this altar and continue to the treasure room door.
85. In the heart of the volcano, run forward, drop down and push a wooden crate forward, and then jump back up and use it as a step to reach a pole sticking out of the wall. Follow the path up and around to push another crate for a step, until you reach a platform where a cutscene plays. From here, keep running forward and jump across the gap and down the series of platforms leading to a ledge with a lever. Push the nearby crate, and then pull the lever. Run around the path before the flames turn back on and jump across the gap to the steel block. Push the block, return to the lever, and then run back over the block to run to the Ginen Door.
86. In the Ginen World, defeat the enemies on each platform and follow the series of blocks up to the next. In the final area, defeat enemies until the treasure chest is accessible. Open the chest to receive the ability to curse enemies as the Black Buccaneer. *This section is really long and quite difficult, but it makes the final bosses much easier as you can use the Curse ability to stay as the Black Buccaneer longer.*
87. In the real world, run forward and back around to the left to the platforms you climbed upon entering the heart of the volcano. Swing across the poles and jump across the platforms to the ledge with a small outcropping partially blocks the way. Instead of running forward, turn right, and jump to the platform sticking out of the wall. Jump across the platforms and follow the path to a room containing a wooden crate and a large gap. Push the crate, and then turn around and pull the lever on the wall. When the gate opens, turn back, jump up onto the crate, and

- from there grab the ledge, pull yourself up, and continue across to the next platform. Move quickly before the gate closes.
88. In the next room, lower yourself to the bottom by clutching the ledges and shimmying around to reach the next available ledge. At the bottom, you can jump across the gap to reach a save point. In the next room:
 89. Good news: You've found the treasure. Bad news: You have to fight La Borgne. To take her down easily, run up to her and keep attacking with your sword. When La Borgne teleports away, find her quickly and continue the assault. If Francis is getting low on health, switch to the Black Buccaneer and continue dealing damage to her to regain health. You can also try using the Black Buccaneer's curse ability to drain health from La Borgne and stay in Black Buccaneer mode longer.
 90. After you have cut down La Borgne, a cutscene will play, and you will reappear next to your ship on the beach. With all of the ship parts and supplies in hand, walk up to the ship and press circle to equip all of the items to the vessel. Now go back to the save point on the beach and save your game.
 91. Run back to the ship and press circle. Just as Francis is about to leave, there's one last problem to take care of. A giant crab.
 92. As massive as the thing is, the crab isn't that much more difficult to fight than La Borgne. Run around it to dodge its attacks, striking at it with Francis's sword and explosives. Switch to Black Buccaneer mode to regenerate health as you attack, and try using the curse ability to stay in the mode for a longer duration. If you manage to stun the crab and it falls still, run to the cannon and get some free shots in. When the crab reawakens, back away from the cannon and continue the regular assault. If the crab buries itself beneath the sand, keep running to avoid it and wait for it to surface before continuing to attack.
 93. When the crab is defeated, board the ship to end the game. If you finished all of Vanilla's quests, she'll join up with Francis as he boards. Otherwise, Francis is sailing home alone.