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# [UWO UPDATE] Lost Memories CH.3

Available on Maris (11th/March/2020/PDT)

## How to Defeat CETUS (Link: <https://bit.ly/38DOv8P>)

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**[Plz Be Sure]** This Info is mostly based on two players' studying about Cetus 3.0. One player (IGN: **Zeratul** a Korean player on the JPN server) has defeated the Monster, and the other player(IGN: **Chakan\_I** on this Maris) seems to study based on many materials. So this info can be wrong partially. Plz understand :)

### 1. "Seas of Wonders"(SOW3) Requirements

There are no pre-quests if you finished SOW1 discovery(Alexandria Lighthouse) already. You can meet Cetus at SOW1. When you go into the waters, you can find **the decayed Lion statues** on your sailing map like the Leviathan map.

You have to search and "hover over" the lion statue and click it. There are 5 statues, which you should click IN ORDER and it is the same so far. The different thing comparing with the Leviathan map is that **you are able to see Green arrow icon randomly**. If the green icon appears after disappearing all 5 lion statues on your map, You have to touch this icon and then all 5 lion statues will revive again. (**Eye mark: decrease attack by NPC enemy ships. Ship mark: Ship speed up, Hourglass: 5min extended, Yellow dome building: increase chances to enter Green waters**)

**CHECKED AND CONFIRMED INFO!** If you notice this green arrow icon, remove 5 lions>Touch green icon>lions revive>remove again!!! On the Japanserver, this way is regarded as formular. 99% Cetus teams use this way. Though I don't know the exact %increase, this way works!! Furthermore, the icon doesn't always show up, so if you see it, be sure to click it!!!!!!!



You and your fleet members should click these statues in order again and can increase the chances of meeting Cetus. (more time consuming, isn't it?)

One player(JPN server) emphasized that the required ship skills should be **"Gunboat Refit", "Cooperation Enhancement", "Monster Battle Arm."** I won't tell Ship type, Ship skills and required player skills anymore in this paper. (But added 3 ship images on the JPN server, plz check them **at the last page of this doc.**)

### 2. Phases of Battle (3 phases)

**1st Phase:** full exp bar **6660**. If you decrease the exp close to 3330, you can go into 2nd phase, the exp bar of Cetus becomes full. **It is needed to be verified whether players can defeat Cetus quickly by full attacks before entering 2nd phase.**  
**(It seems to be impossible on the JPN server! and what would it be like to this Maris?)**

**2nd Phase:** full exp bar **8181**. The body color of the monster changes to Black. When you decrease the exp close to 4440, you can't help entering the 3rd phase. The exp of Cetus won't be cured.

**3rd Phase:** In this stage, you can meet Lightnings and Spirals sometimes which can damage your fleet. Long term battle is so difficult in this phase.

### 3. Types of Cetus Attacks

Types of Cetus attacks are similar to those of Leviathan attacks. **Bottom Wave Attacks (Colored Concentric Attacks)**. Depending on the power of attacks,

**Green** < **Yellow** < **Red** < **Blue**

It is very important to recognize these Color!!

**Green and Yellow Attacks:** Not too Strong. If you avoid the attack of right center, 300~400 dura and 50~60 sailors losses would be enough damage to you. But once you are attacked, you can't use repair skill, experience deep flooding, broken sails and broken rudder in a very short time like Leviathan attacks(Panic Mode). Your ship would stop as if you were attacked by "Moored Mine". To avoid continuous attacks of Cetus, use **Spare sail/rudder and pails**(work well when you are under panic mode) and plz activate Rowing skill to recover your ship speed!!

**Blue Attack:** Movements of Cetus. Dura damage 200~300 not to be fatal. Sailors 100 more Losses(fatal damage).

1st Phase: Cetus doesn't attack RED bottom waves(Red Pattern)

2nd Phase: Cetus attacks One Red Bottom Waves after 7 Yellow Bottom Waves.

(Wide Range Attack. You can experience Sudden Death if you are attacked by direct direction. 1000 more damages though you are attacked by side direction.)

**Blind Spot(Safe zone?):** The triangle shaped blind spot exists back side of Cetus in which Bottom Wave attacks can't affect. There are pretty much time consuming while Cetus is prepare to use Red Bottom Wave, this break time is your chance to besiege Cetus!!



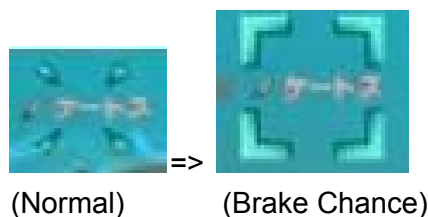
You can attack Cetus by “Critical” damage only when he is under “**Brake**” Status or “**Brake Chance**”.

#### 4. What is “Brake Chance” and “Break” Status?

There exist two time intervals while you have battle with a Cetus.

First is a short time when a Cetus is ready to squirt waters, which is **yellow triangle shape** in front of the whale monster. Second time appears when the whale is **preparing for a Red pattern attack, which is long term**. These Two intervals are good to attack a Cetus!! Let’s call it “**Brake Chance**”.

When you and your fleet members meet these “Brake Chance”, targeting sign changes from normal to square shape. Like below!!





When you are under this “Brake chance”, it is highly recommended that your team members have to rush to a Cetus and fire cannons **WITHOUT** considering angles!!  
 (This info needs to be tested.)  
 You can damage a Cetus by “Critical”

If you succeed “Critical” damages 3 times at One “Brake Chance”(When it comes to Combo , you can add these combos to the number of criticals),  
 “Brake” Status appears!!

The Cetus will pass out for 20 seconds and stop his pattern

attacks!! (“Mental Disorder” effect, yellow star sign will show up above the whale’s head.)



When you succeed in making a Cetus “Brake” Status, rush to him and attack him mercilessly without considering cannon angles. You can damage him by “Critical”. It is the important point using these “Brake” Status!!



## 5. The ideal Strategy to defeat Cetus

**1st Phase:** Defense of Cetus is low comparatively. You can damage him deeply though you can't besiege him by "critical". Attack power of Cetus is not enough strong so you can proceed the battle safely even though you don't try to seduce "Brake Status".

**2nd Phase:** **Count the number of the Yellow attack patterns from Cetus** at this stage. And Share the number with your fleet members. It is recommended that an admiral keeps the distance from the whale and play safely. He has to count the number of yellow attacks and position properly(not too far from the monster) until the counting is 6.

Please Focus on keeping the proper distance from Cetus despite being attacked by 7th Yellow Pattern. Do not run away from RED pattern, approach to the monster, attack him by "Critical" damage, seduce "Brake Status"

(It is a good choice using "Reloading" skill. If you use "Blind Spot" properly located in the back side of Cetus, it will keep you safe.)

**1st Brake Status:** plz leave exp close to 5000. If you decrease less 5000 exp, you and your fleet members have to enter 3rd phase which is so dangerous!!

**2nd Brake Status:** After finishing 1st Brake Status, count again the number of yellow patterns, draw forth 2nd Brake Status. When you decrease the extra exp all, you can get Victory, or you have to meet the monster in the 3rd stage haha.  
(The Exp of Cetus won't be cured full in this stage.)

**3rd Phase: Focus on Surviving using “Mine laying” skill.** If you lay mines widely in the battle field, Cetus will strike them. This way makes you safe and decreases the exp of Cetus. If you and your fleet members are strong enough not to avoid another battle at this stage, the counting yellow and watching red is also good but DO NOT OVERWORK!!

PLZ NOTE: It is pretty much difficult to tell Yellow from Green color. You have to be used to this in the battlefield.



[Green Color Attack]



[Yellow Color Attack]

## 6. Attack Patterns of Cetus

(The Pattern names can be different due to translation issue.)

### 1) Fire Water Cannon



Range: Short~Mid distance/ In front of the monster

Damage: can withstand. Sail damage

Tactics: Fleet members near the Cetus had better go to backside of the monster and fire their cannons once or twice. Decrease the exp. (Be sure not to do overwork.)

## 2) Cetus Swing



Range: Short~Mid range/near the monster

Damage: can withstand. Sail damage

Tactics: difficult to attack a little bit. In most cases, you had better avoid this attack

### 3) Tail Attack



Range: Short~Mid distance/ Backside of the monster

Damage: can withstand. Sail damage

Tactics: close to head part of Cetus, fire cannons and decrease exps. Do not overwork!!

#### 4) Cetus Submerging



Range: Short distance/ In front of the Cetus

Damage: Serious/Deep Flooding/Sail Damage/Mental Disorder

Tactics: Be sure to avoid!! You can be sunk very easily if you are attacked by this pattern.

However, The way of avoiding is easier.

## 5) Cetus Bite



Range: Short Distance (appears suddenly near one player among fleet members)

Damage: can withstand/Mental Disorder

Tactics: You will be attacked by this pattern unless your ship speed is fast enough,

Be attacked once and run away as fast as you can.



If you are targeted by the Phantom Monster, Green aura will surround you like a left Screen shot!

“suspicious movement” you can see your monitor.

## 6) Cetus Pop-up



Range: Short distance

Damage: can withstand~serious (need to be tested)

Tactics: after finishing submerging, popping up pattern. You can avoid easily cause you can watch this attack.

## 7-1) Going into the 2nd phase



Cetus's Gesture when entering the 2nd phase! (The color changes to black.)

## 7-2) Lightning Map in the 2nd phase



Map: Lightning Map(2nd Phase)

Description: The Exp limit of Cetus increases. Lightnings are floating on this waters. Lightning can decrease the Dura of your ship, cause sailors losses, and break out great fire!!

## 8) Cetus Thunder



Range: Long distance

Damage: can withstand/Sail Damage/Fire Outbreak

Tactics: This pattern often appears when you are far from the Cetus. You can also damage the monster in this pattern, but can also be attacked when you fail to keep the proper distance from the monster.

## 9) Cetus Swimming



Range: Short~Long distance

Damage: **need to be tested**

Tactics: Have not been attacked yet. However, you can avoid this pattern easily.

Had better avoid!!

## 10) Entering 3rd Phase!



- Feature: (1) Lightning Field + Tornado + Acid Rain(provably).  
(2) Feel difficult to turn your ship  
(3) The 3 things mentioned above(lightning, tornado, rain) will damage your ship continuously.

## 7. How to Defeat Cetus in 2nd Phase

On the Korean server, there are no clues due to update issue (The Korean server has not announced their update schedule yet.). In the case of JPN server, they used to defeat Cetus in the 2nd phase owing to Cannon pp. The strategy of defeating the monster below is from JPN server.



Range: Short~Long distance(Backside of Cetus)

Damage: So serious!!/Sail damage/Great Fire Outbreak/

Tactics: Attack by critical backside of Cetus, Seduce Brake Status, Fire your cannons mercilessly. When you go into 2nd phase, you can be attacked by several patterns of Cetus mentioned above.

**Focus on counting Yellow pattern 7 times and watching Red pattern** as I noted before. All fleet members had better go near the monster when the number of countings is 7. When the Cetus use Red pattern attack, all fleet members have to go backside of the monster, make Brake status, attack him like gif file above. Can you see RED Inverted Triangle in the gif file? **This Safe Zone is "Blind Spot". You are able to attack the monster safely. Try to position there!**

It is better to defeat in the 2nd phase before entering the 3rd phase. The requirement of going into the

3rd phase is to decrease the exp of Cetus less 4300. When you became used to the battle with the Cetus, 3rd phase is not bad to defeat. But It is better to decrease the exp 4600~5000 for the first time of Break Status, and defeat him at last for the 2nd time of Break Status. You can avoid the 3rd phase battle.

## 8. How to Defeat Cetus in the 3rd Phase



Skill Name: Fire the Razor

Range: Super Long distance.

Damage: Dangerous extremely/Sail Damage/Great Fire Outbreak

Tactics: There are no tactics of this attack. Plz Give Up!!

You had better remember the number of Yellow Wave Attack like 2nd phase. After 7 times, You and your fleet members go to front side of Cetus(not Backside) and fire cannons toward his head, cause Break Status. After making Break Status, attack many times.

## 9. Some tips helpful to know

While you are under 1st and 2nd phases, your fleet members can retreat the battle field and go into it again. So if your fleet members can't avoid the serious attack, they can retreat the line.

When fleet members go out of the retreat line with sailors losses, they can't cure their losses.

Be sure that your fleet members are not able to go out of the retreat line after entering the 3rd phase!!

Cetus can cure his exp without decreasing exp anymore for a long time(for about 20 attacks?).

- **Miscellaneous Info with regard to Chapter 3.0**

- Level Cap 87 =>90
- The color of Agent will change from **Pink to Green**

- **Cetus Equipment:** Zeratul <http://www.inven.co.kr/board/dho/495/187184>

Especially, Boots among those equipments seems to be chapter 3.5 item.

- **Scale Panel: 7 Nation Panels, Holy Rome, Swedish + Scale Panel**

(You can make them using Cetus Relics!)

**Effect: Accel Speed Up/ Turn Speed Up(in SOW)**

Port(3rd img: MG Portugal Scale Panel) <http://www.inven.co.kr/board/dho/495/187209>

Zeratul(Vene Military Scale Panel) <http://www.inven.co.kr/board/dho/495/182530>

Zeratul(Portugal Military Scale Panel) <http://www.inven.co.kr/board/dho/495/181616>

Zeratul(Real Performance of Scale Panel) <http://www.inven.co.kr/board/dho/495/182386>

- **Cetus Memorial**

Zeratul: <http://www.inven.co.kr/board/dho/495/187008>

(need to check whether all are obtainable in chapter 3.0)

Molars of Seawater(Deco): Zeratul <http://www.inven.co.kr/board/dho/495/182951>

- **Culture Investment:**

Port <http://www.inven.co.kr/board/dho/495/188201>

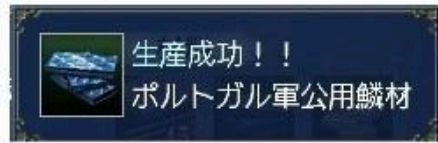
JPN server source <http://www.gamecity.ne.jp/dol/topics/cms/event/14635.html>

## • References

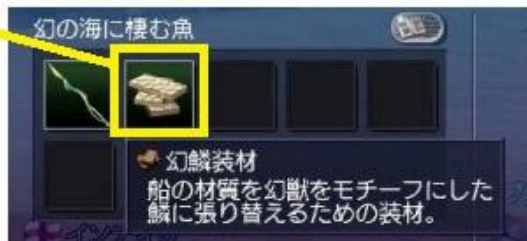
- 1) Chakan\_I(IGN on this Maris server): <http://www.inven.co.kr/board/dho/498/18225>
- 2) Zeratul (IGN on the JPN server): <http://www.inven.co.kr/board/dho/498/18145>
- 3) Zeratul(IGN on the JPN server): VIDEO  
<https://www.youtube.com/watch?v=oFBQaHx-wDQ&feature=youtu.be>  
(04:50~15:00 Go into SOW3 15:00~28:00 Battle with Cetus)
- 4) JPN server homepage : [http://www.gamecity.ne.jp/dol/topics cms/update/12738.html](http://www.gamecity.ne.jp/dol/topics/cms/update/12738.html)
- 5) Chakan\_I Team Video(First Try, Failure Case, edited by Napda):  
<https://www.youtube.com/watch?v=8DRNAIZcn0c&feature=youtu.be>



## How to make Scale Panel



## Scale Panel



## How to make Portugal mili Scale panel

### Maltese Galley(JPN)



マルタ騎士団ガレー (大型)  
Grade 5 (戦闘艦)

基本性能			耐久力	
444	345	127	675/1461	
36	36	127		

19/ 5

船倉情報		
315/315	90/ 90	90/ 132

船員詳細		
0	62	100

225/ 225

基本性能	船室強化
耐久力 1156 ( +305)	船室容量 285 ( +30)
縦帆性能 302 ( +142)	砲室容量 72 ( +18)
横帆性能 203 ( +142)	倉庫容量 168 ( -36)
漕力 100 ( +27)	
旋回性能 10 ( +26)	特殊強化
対波性能 10 ( +26)	儀典用鱗材
装甲値 100 ( +27)	Cere. Phantom Panel
	225/ 225

# Maltese Galley(JPN)



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マルタ騎士団ガレー (大型)  
Grade 5 (戦闘艦)

**基本性能**

386	305	127
33	36	121

**耐久力** 1461/1461

16/ 5

**船倉情報**

291/291	90/104	56/ 140
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**船員詳細**

1	78	22
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## 基本性能

耐久力	1156 (+305)
縦帆性能	244 (+142)
横帆性能	163 (+142)
漕力	100 (+27)
旋回性能	10 (+23)
対波性能	10 (+26)
装甲値	94 (+27)

## 船室強化

船室容量	285 (+6)
砲室容量	52 (+52)
倉庫容量	188 (-48)

## 特殊強化

- オスマントルコ軍公用
- オスマントルコ軍公用  
オスマントルコ軍御用  
通常の鉄板より高性能

Otto Military Panel

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Ship Lights in Foggy Waters wasn't added to these all 3 Ships.  
 JPN server players seem to think that Ship Lights is not a required skill.

Edited by Beomi  
 =====Finished=====Bye Bye=====