

# Final Fantasy: Crystal Chronicles Walkthrough

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## 1. Story

The land is covered by a deadly substance called miasma. Crystals can keep the miasma away for one year, then, it needs to be purified with myrrh. Groups of people from every village have to collect myrrh so their village can be safe for another year. You control the caravan from Tipa and have to collect myrrh. (Later in the game, there is a more complicated plot, but I'm not telling you what it is.)

## 2. Controls

Control stick/Control pad: Move character/caravan/targeting ring/cursor

START: pause game

A: actions, talk, examine (in towns)

B: pick up or drop item, open chests, examine (in dungeons)

X: have Mog drop or pick up chalice, hold down to call Mog

Y: see inventory

L and R: cycle through commands

### 3. Spells

Blizzard: Blizzard can freeze enemies. Fuse two for Blizzara and three for Blizzaga.

Clear: Clear can get rid of things like slow and poison.

Cure: Cure can heal damage done to you.

Fire: Fire can burn through webs and burn enemies. Fuse two for Fira and three for Firaga.

Holy: Holy makes ghosts solid for a limited time so they can be killed faster and easier. Fuse Blizzard/Thunder/Fire with Life to get Holy. Make sure Life is below the other spell.

Gravity: Gravity can stun flying enemies and does a lot of damage the first time you use it on most bosses. Fuse Blizzard/Thunder/Fire to Blizzard/Thunder/Fire for Gravity. (The two spells can't be the same.)

Life: In multiplayer, use Life on a character that has died to bring them back.

Slow: Slow can make enemies move slower. You need to fuse Blizzard/Thunder/Fire with Life to get Slow. Make sure Life is above the other spell.

Thunder: Thunder can stun enemies with electricity. Fuse two for Thundara and three for Thundaga.

### 4. Walkthrough

#### A. Towns and Similar Places

##### a. Port Tipa-Tipa Peninsula

Down near the water, you can train with Stiltzkin. On Year 5, when Jegon River is dried up, come here to sail. Pay 300 gil per person to sail to Leuda.

##### b. Marr's Pass-Iron Mine Downs

You can buy items and weapons here. You can't get as good weapons here as other towns later on.

##### c. Jegon River-Iron Mine Downs

On Year 3 (and any time after when the river's not dried up), pay 50 gil per person to cross the river on the ship. Across the river is the Plains of Fum. On year 4 (and any time after when the river's not dried up), pay 500 gil per person to sail to Mount Kilanda. On Year 5, the Jegon River is dried up until you revive the pumpflowers in Veo Lu Sluice.

##### d. Alfitaria-Vale of Alfitaria

You can buy items and weapons here. You can't get as good weapons here as other towns later on, but they're better than the ones in Marr's Pass. On the left side of Alfitaria, near some stairs, examine the area over here for a wheat seed.

##### e. Shella-Veo Lu

If you are a Yuke, you can get into Shella easily. If you're not a Yuke, you need a Mark of Shella, which you can find in Veo Lu Sluice. You can buy items here. On the top part of Shella, you can find a bronze shard on the right side of a building.

##### f. Fields of Fum-Plains of Fum

You can buy items here. Not too far from the entrance, you can find a chunk of bronze in a tree stump.

##### g. Leuda

Starting Year 5, pay 300 gil per person to sail to Leuda. As a Selkie, you can bounce on the net with the younger Selkies. Supposedly, when you leave Leuda, your wallet is stolen (though nothing of mine seemed to be missing).

Examine next to the first tent here to find an iron shard.

h. Mag Mell-The Abyss

You can't really do anything in this creepy place. All the Carbuncles are sleeping.

B. Year 1

a. Belle River Path-Tipa Peninsula

(If you go to the right, drop the chalice on one switch and stand on the other to lower one half of the bridge.) There are small goblins, big goblins, weird purple-ish enemies, and fox-like creatures here. Go forward. (If you go past this area, you end up at a dead end.) Near the water is a chest. Nearby is a water hot spot. One of the goblins drop a little block thing when you kill it. Put the block in the pedestal next to the gate to open the gate. Go past the gate. Kill one of the goblins nearby for another block. Put it into the pedestal nearby to open the gate. (If you go away from the gate, you'll find a wind hot spot. Past here, put the chalice on one switch and stand on the other to lower the other side of a bridge that leads back to the entrance. Past here are also two chests.) Go past the gate. (Go down the broken bridge to where a chest is.) (Go along the bank, then, left. One of the foxes drop a block when you kill it. Put it in the pedestal nearby to open a gate. This gate a shortcut back to a previous area.) Go across the river and past the broken bridge. There's a chest around here. Go along this way. (Past the bridge is a chest.) Cross the bridge. There's a water hot spot over here. Go along the river bank to get to a boss battle.

Boss: The boss is a giant crab. As you fight it, a fox will also attack you, so kill it to get it out of the way for a short time. The crab hits the ground or hits you with its claw if you get too close, and it shoots a purple beam when it moves its claw to its head. Also, it can jump and shoot a bubble that follows you a bit. If the bubble hits you, you'll walk slower. After you attack it enough, its claw will come off. It can't hit you with its claw or shoot the purple beam anymore. After hitting it a bit more, the top of its head will come off. It can't hit the ground when you're close to it anymore. Now it uses electric attacks that will stun you if they hit you. After you kill it, you'll get myrrh, mail, and an upgrade.

b. The Mushroom Forest-Iron Mine Downs

The enemies here can poison you, so make sure you have Clear. (To the right is a dead end.) Go left. A chest is over here. At the fork in the path, both ways lead to the same place. Cross over the weird, white, round thing. A chest is past here. Past here you'll find a water hot spot. Go past the next white round thing (It takes you back to the beginning.). At the fork in the path, both ways lead to the same place, once again. Near here is a chest. Past here is a water hot spot and a chest. (Go on the white thing on the top part of the screen. It will bring you up to a chest.) Past here you'll get to the boss.

Boss: The boss is the Marlboro. (Isn't that a brand of cigarettes?) Two annoying plant enemies will attack you at the same time. The boss can use a poison spell and a slow spell. Also, it can make tentacles come out of the ground, pull you towards it, and shoot out green gas from its mouth. Just keep attacking until it dies. You'll get myrrh, mail, and an upgrade.

c. The Mine of Cathuriges-Iron Mine Downs

When the round, fire enemies die, they blow up. (To the left is a fire hot spot.) Hit the mine cart so it breaks through some boxes. Go to the right. There's a chest around here. Stand on the top switch, then, hit the mine cart so it breaks through more boxes. (If you lose it, you'll find it back at the beginning of this level.) Follow the cart. Step on the upper switch, then, hit the cart again to break through more boxes. There's a chest around here. (Go through the hallway in the bottom left part of here. A fire hot spot is here. Going up the stairs and through the hallway leads to nothing.) Go to the cart and hit it again. Go past here. There are three chests here. One of the enemies drops a block. Pick up the block. Follow the cart tracks to a gate. Put the block in the pedestal to open the gate. Go through the gate. On the

first land area is a chest. On the second land area is another chest. A chest is on the third land area. Past here you'll get to the boss.

Boss: The boss is an ogre or something like that. A smaller enemy will attack you, also. The boss can use a fire spell and hit you or spin if you get too close. After a bit, a big, yellow sphere will go around the boss. It will do a lot of damage to you and hurt the other enemies. After the yellow sphere blows up, the boss dies, so just keep attacking until that happens. You'll get myrrh, mail, and an upgrade.

### C. Year 2

#### a. Goblin Wall-Tipa Peninsula

As the name suggests, there are goblins here. There are also flans, bats, and annoying electric enemies that hurt you if you hit them directly. Use a spell on them to kill them. (If you go through the cave a bit to the right then forward, you'll find a fire hot spot. For now, this is a dead end.) Go up the hill. Hit the skulls to open the gates below. (Behind each gate is a chest.) Go up another hill. An earth hot spot is up here. Go left. Hit the skulls to open the gates below. Behind the right gate is a chest. Go up the hill and hit the skull to open a gate below. Go up the hill and hit another skull to open a gate below. Behind the gate is a chest. Go back down this hill and go right. Hit the skull to open a gate below. (Hit another skull nearby to open a gate with a chest nearby.) Go through the gate to another area. Go forward then up a hill. Hit the skull on the far right to open a gate with a chest behind it. Go left and hit four more skulls. Go back down the hill. Go behind the gates and go left to get to the other side of a gap in the ground. (Behind two of the gates were chests.) Hit two more skulls to open gates. (If you go down the hill, go behind a gate and go right. Over here, go towards the bottom of the screen to get back to the beginning of the area.) Go up the hill. Hit the skulls to open gates with chests behind them. Go right to get to a chest. Kill the big goblin for a block. Put it into the pedestal next to the door to open the door. Go through here to fight the boss.

Boss: The boss is a goblin shaman. Before you can start kicking its booty, kill the smaller goblins for blocks. Put those in the pedestals to open the path to the boss. As you fight, small goblins will attack. The boss can teleport to different places. When it teleports, don't go near where it's teleporting to, or it'll just go somewhere else. It can use an electric attack and a poison. It'll hit you with its staff if you get too close. Just keep attacking until you win. You'll get myrrh, mail, and an upgrade.

#### b. Moschet Manor-Vale of Alfitaria

There are cat enemies, gargoyles, and weird, little chef enemies here. To the left and right of the entrance are chests. To open doors, you must stand on the symbol of your character's race. (Step on the right symbol, and go through the first door on the left to a room with a chest and a water hot spot.) Step on the right symbol, and go through the first door on the right. There's a chest in here. Kill the chef. Now leave this room. Step on the right symbol to go through the second door on the left. There's a chest here. Kill the chef. Leave through either door. Stand on the right symbol to get through the last door on the left. There's a chest here. (You can also read a few things on the bookshelves.) Kill both chefs, then, leave. Stand on the right symbol and go through the second door on the right. Kill all three chefs, then, leave through either door. Stand on the right symbol and go through the last door on the right. There are a chest and a fire hot spot here. Kill the chef who's hiding behind the furniture on the right side of the room, then, leave. Stand on the right symbol and go through the door on the north wall. Kill both chefs, then, leave. Once all the chefs were killed, there will be a boss battle.

Boss: The boss battle is against Jack and Maggie Moschet. Maggie uses a spell that makes you move slower, and hits you if you get too close. Kill her first, since she heals Jack when he takes damage. Jack punches you if you get too close. Also, blue stuff comes out of his mouth that makes you walk slower, and he can jump and try to land on you. Once you beat them both, you get myrrh, mail, and an upgrade.

### c. Tida-Vale of Alfitaria

There are skeletons here and some poisonous enemies. Watch out for the giant caterpillars. (There's a chest to the left.) Go right. At a fork in the path, the left path brings you to a chest and a wind hot spot. Go right. (At the first gate, use Fire on the web on the pedestal to burn it away. Kill a nearby fire enemy for a block. Put the block in the pedestal to open the gate. [Down a path near this gate are an earth hot spot and two chests.] Go through the gate. You'll find two chests in this direction.) Go past the first gate to another one. Put the block nearby into the pedestal to open the gate. (Near this gate, go along the path to the right to find a chest.) Go through the gate. (The left path leads to a chest.) Go right. An earth hot spot is here. Break the webs with Fire. (They come back after a short time.) The upper right path is a dead end. Go past the web blocking the lower right path. Take the lower path after here, then, take the lower path again. (Kill the fire enemy for a block. Put it into the pedestal to open the gate nearby. Go through here to find two chests.) Take the left path. At the next fork, both paths lead to the same place. (If you go right, left, up, then, right, you'll find a chest.) Go past here. (The path below the bridge this way leads to a chest. The upper path also leads to a chest.) You'll find a bridge around this direction, so cross it. Kill the caterpillar for a block. Put it into the pedestal nearby to open the gate. Go through the gate to a boss battle.

Boss: There are also skeletons here when you fight the boss, but if you stay away from them, they may not wake up. The boss will hit you if you get too close. It will also spit out green gas, have purple gas go around it (that makes you move slower), shoot needle-like things, and shoot a big, white ball from its cannon. Just keep attacking it until you win. You'll get myrrh, mail, and an upgrade.

### D. Year 3

#### a. Veo Lu Sluice-Veo Lu

There are flans, griffins, lizards, weird frogs, and blue, round enemies that blow up when they die in this area. You can't get to the chests underwater until Year 5. (To the left is a chest.) Go south a bit, then, along the upper left path. There's a chest this way. Put the chalice on the switch until a block is lifted out of the hole by a little geyser. Get the block (Don't remove the chalice until after the block is off the water.). Go down the south path to the previous area. Go south and put the block into the pedestal to open the gate. Go past the gate. To the left is a chest. (The path to the right also leads to a chest.) Go along the south path. When you find a gate, go south of it. Put the chalice on another switch so a block appears on a little geyser. Get the block and put it into the pedestal near the gate you passed to open the gate. (If you go along the path to the south of here, then left, you'll find a gate that leads to the same place as the gate you just opened. If you go south, then right, you'll get to a chest.) Go through the gate. Go north. Put the chalice on another switch so a block appears on a little geyser. Get the block and put it into the pedestal nearby to open the gate. Go through the gate to a boss battle.

Boss: As you fight, there are two flans that fight you as well. The boss can shoot blue lasers that can freeze you and put blue gas around itself that make you walk slower. Also, it'll hit you if you get too close, shoot both fists, and shoot a pink laser around itself that causes a big explosion. Just keep fighting until you win. You'll get myrrh, mail, and an upgrade.

#### b. Daemon's Court-Plains of Fum

There are cats enemies, lizards, bugs, a fire enemy (that will blow up a bridge when you kill it), and ghosts that you need to use Holy on to kill them easier. There are chests all over the place, and I'm not explaining them. (They're all over and in plain sight.) Go right and cross the bridge. Go north, then up the stairs. One of the lizards up here drops a block. Put the block in one of the pedestals next to the door in the main part of this area. Now, go left and up some stairs. One of the lizards up here drops a block. Put the block into the other pedestal next to the door in the main part of this

area. With both blocks in place, the door will open, so go inside to a boss battle.

Boss: As you fight the boss, two cat enemies will attack. A lizard will sometimes come and step on a switch that makes some weird blade thing come out of the ground and move around. It will probably hurt you a lot if it hits you, but it also hurts the boss, so good. The boss will hit you if you get too close. Also, it can shoot spikes out of the things on its hands. Keep fighting until you win. You'll get myrrh, mail, and an upgrade.

#### c. Selepatian Cave-Plains of Fum

There are big beetles, Sahagins (that jump out of pools of water), Cockatrices (that can turn you to stone), big scary enemies (like Jack Moschet), and electric enemies (that need to be killed with spells or else they'll hurt you). Go left to a gate. (A chest is to the left of the gate.) Hit the purple things at the same time to open the gate. Go through. (Up some stairs past here is a chest. To the right is a dead end.) Go left. Hit the purple things at the same time to open another gate. Past here you'll get to another part of the cave. (To the right of the entrance of the level, you'll get to another part of this part of the cave.) You basically need to explore this area on your own. (There's a wind hot spot in the cave.) You will find a gate. Hit the purple things at the same time to open it. Go through to the boss.

Boss: Two electric enemies are also here as you fight the boss. The boss (It's a weird looking beastie, isn't it?) can suck you towards it. Also, it can shoot a blue thing at you that makes you move slower or shoot out brown gas (Eww!). Also, it can jump up and slam the ground. Just keep attacking this ugly thing until it dies. You'll get myrrh, mail, and an upgrade.

#### E. Year 4

##### a. Mount Kilanda

Go to the Jegon River and pay 500 gil per person to sail to Mount Kilanda.

(If you go left, you'll find a chest. If you go forward, then right, you'll find two chests. Later, you're supposed to be able to throw the urn into the fire to get to a higher area, but I was never able to do it.) Go forward. At the sign, go right. At the fork in the path, the right path leads to a chest and a dead end, so go the other direction. Take north leading paths to get to another area. Keep going north here to get to the boss.

Boss: As you fight, there are also two goblins that attack you. The boss will hit you with its sword if you get too close. It can also shoot something from its sword. When it loses its sword, it runs at you and hits the ground with its fists. If you through an urn into one of the little fire things, steam will come and hurt the boss. Continue fighting until you win. You'll get myrrh, mail, and an upgrade.

##### b. Conall Curach-Rebena Plains

I think you can read the writing on the rocks if your character is a Selkie. Sahagins jump out of the water and the big, fat, blue enemies blow up when they die. Also, there are frog-like things, ghosts (use Holy to kill them faster), and really, big enemies (I think they're Hydras) that take a long time to kill. (It's too confusing to explain where all the chests are, so you should just find them yourself.) Go forward. When you get to two bridges, cross the one on the left (the other is a dead end). Past here you'll get to another area. Basically every path leads to the same place. As long as you pretty much go north, you should find the boss.

Boss: The boss is a Zombie Dragon and two Sahagins will attack you as well. The boss can shoot brown gas from its mouth and green gas that poisons you. (Usually, if you go to a corner farther from the dragon, it will miss you hopefully.) The reddish beam it shoots at you turns you to stone. Use Holy on the dragon to make it solid. Gravity doesn't a pretty good amount of damage the first time. Keep on fighting until you win. You'll get myrrh, mail, and an upgrade.

##### c. Rebena Te Ra-Rebena Plains

There are many ghosts here, so make sure you have Holy. Also, there are

gargoyles, skeletons, bats, evil chests, and some big enemies later on. Near the beginning, one chest is evil and the other is good. (To the right is an evil chest and a normal one.) Go left. At the chests, one is normal and one is evil. One of the bats over here drops a block. (If you want, carry the stone to the area to the right of the entrance. Put the block into the pedestal to open the gate. Past here, you'll find a chest and another block. Bring this one back to where the bats were.) Put the block into the pedestal to open the gate. Go through to another area. Put the chalice on one switch and stand on the other to get the blue thing out of the path. Nearby are two chests, a normal one and an evil one. Past here, at a fork in the path, take the upper path. (If you go to the right, go north to another area. There's a chest to the left. Stand on the block and have the skeleton nearby use Blizzard on you to open the gate. This is a good shortcut.) To the left is a chest. Hit the blue thing with Blizzard, then, hit it to open the gate. Past here, use Fire on the orange thing. Hit it to open the gate. Past here you'll find two chests. (Also, there is an orange and a blue thing. If there are multiple players, have them use Fire on the orange thing and Blizzard on the blue. Hit them to open the gate. If there is one player, drop the chalice and put the targeting ring on one thing and hopefully Mog will hit the other with the right spell. If you're able to do this part right, hit the first switch and then the second switch that was hit and hopefully the barrier will go away. There are chests past here.) Use Thunder on the purple thing, then hit it to open the gate. Past here, stand on the block. The skeleton will use Thunder on you, and the gate will open. Past here are six blocks. Go to the bottom two. Wake up the skeletons. Stand on the Fire block and have the skeleton use Fire on you. Stand on the Blizzard block and have the skeleton use Blizzard on you. The gate will open. Go past the gate to another area. (Go to the left and step on the switch behind the gargoyle to get rid of the blue thing in the path. This leads back to a previous area.) Go forward. Cross the rock on the left to get onto the side of the pyramid. Go forward then up some stairs. Step on the switch to open the door on the pyramid. Go down the stairs on the left. Go along this path to a chest and a white thing. Use Blizzard on it and hit it to remove the blue thing from the path below you. (Past the newly opened path is a chest.) Go back along the way you came. Go through the newly opened door in the pyramid to get to a boss battle.

Boss: The boss is a Lich. There's also a skeleton to deal with. The Lich can teleport to other places, but it doesn't very often. It can also make a big, electrical explosion and make a flaming boulder fall. Use Thunder on both things on either side of the room to get rid of its shield for a limited time. Use Holy on it to make it solid. Continue to attack it until you win. You'll get myrrh, mail, and an upgrade.

#### F. Year 5

##### a. Lynari Desert

Go to Port Tipa and pay 300 gil per person to sail to Leuda. From here, you can get to the Lynari Desert.

There are Lamia, Cactar, Zu, and poisonous scorpions in this first area. I will first explain how to get the myrrh here, then, I will explain how to get the neutral element. The sandpits here transport you to sandfalls. Around the edges of this area, you'll find chests. There is a chest or two in the middle of the desert where a lot of Zu are. There are about two earth hot spots here. One is on the west side and the other is on the east side of the desert. Go forward until you get to the north wall. Go to the right. Follow the east wall to the south. After you pass a tent and two sandfalls, you'll find a sandpit. Go in to be transported to another area. (To go back, fall into the sandpit to the south of here.) In this area, there are Sahagins, Chimeras, and Cactar. Go north. At the fork in the path, take the right path. (If you go left, then, north, you'll find a chest.) (Around here, go right and south to an earth hot spot. South of this is a cactus. Break it for an artifact.) Go north and then left. (South of here is a chest.) Hit the cactus in the path to break them. Go past here. Go left some more to find an earth hot spot. (Break the cactus

to the south of the hot spot for an artifact.) The rest of the paths lead to the same place, so keep going north to get to another place. (If you go all the way along this path, then, to another area, go south to a cactus. I think you don't get anything if you break it, though.) Go into the big pit. Kill the scorpions and the pit will get lower. Kill electric scorpions (Don't touch them or you'll get hurt. Use spells on them.) to lower the pit more. Kill stone scorpions and the pit will lower again. It's that music again, and you know what that means, another annoying boss battle. Yay!

Boss: This is supposedly called an ?antlion?. Scorpions will attack you while you fight this big bug. The boss can hurt you with its pincers and turn you to stone with its breath attack. Later, it will also hit the ground with its legs. After that, it will shoot a big beam. It's easy to get caught between the boss and the wall, so be careful. Gravity does a good amount of damage the first time. Thunder does not hurt it, and Blizzard and Fire hardly do anything. Keep fighting until you win. You'll get myrrh, mail, and an upgrade.

Now, it's time to get the neutral element. Go forward until you find some big cactus near the northern most wall. Use Thunder on the biggest one. Nearby are three boulder. Use Blizzara on them in order from smallest to biggest. From here, go to the wall to the east. Follow it south until you find a tent. Use Gravity on it. Follow this wall south until you find a strange looking rock on the wall. (You can examine this rock.) Use Fire on it. Now go back to the entrance. Go to the wall on the left. Follow it north until you find a big, pink flower. Use Holy on it to make the neutral hot spot appear. Put the chalice on it. (This element allows you to go through every Miasma Stream, so don't ever get another element!)

#### b. Veo Lu Sluice-Veo Lu

After you get the neutral element from the Lynari Desert, you can get here. The water is gone from here, so now you can go down the stairs to the chests. Since you should've been here before, I have little to explain. (If you have not been here before, read about Veo Lu Sluice in Year 3's section.) What you do need to know is that you must use Life on the flower on each pumpflower to bring it back to life. You have to bring the pumpflowers back so you can get blocks (to put into pedestals to open gates) from the little water holes like you did before and to fill up the Jegon River again. After bringing back the pumpflowers, beat the boss here and get myrrh, mail, and an upgrade.

### G. Year 6

#### a. Mount Vellenge-The Abyss

After getting the neutral element in the Lynari Desert (explained in the section for Year 5), cross the ? Miasma Stream in Revena Plains (found to the left of Revena Te Ra).

There are Chimeras, ghosts (use Holy to make them solid), strange floating enemies, and knights that take frickin' forever to kill. There are a lot of different paths to take. Some lead you through the area, and the others lead you to chests. In the path are rocks. If you attack them enough, they will break. Basically go southward. When you get to an area with a white ground, going to the left brings you into a cave and so does going to the right. Both caves lead to the same place. In the caves, there are ghosts, the chef enemies from Moschet Manor, weird, tall, skinny enemies, and weird glowing things. The glowing enemies are just pinkish orangish glowing blobs on top of black rocks. They make a strange sound, so you'll know when one is close by. When you get close to one, it will cover the crystal of your chalice, so you won't be protected by the miasma. Quickly destroy it (using your weapon, spells can't reach them) to bring the chalice's crystal back to normal. Anyway, both caves lead you to the boss.

Boss: Phase 1-The boss is the meteor parasite. A fire and poison enemy is on either side of it. If you stay in the middle, they may not attack. The parasite can hit you if you're in front of it or to the side of it. Also, it uses a poison attack. After a bit, it will go back into the big thing it's sticking out of. (It does this a couple of times.) Take this opportunity to



kill one (or two if you have time) of the other enemies (preferably the poison one). By the time the parasite has 2/3 of its health left, you will go on to Phase 2.

Phase 2-The enemies on either side of the parasite use ice and electricity this time. Once again, stay in the middle where it's safer. The parasite makes a little pink explosion a lot. When it retreats into the thing it's sticking out of, stay at the bottom of the screen, since lasers will shoot at you, and they can't hit you at the bottom of the screen. After 2/3 of the boss's health is gone, you will go to Phase 3.

Phase 3-The other two enemies use fire and poison. The thing behind the parasite hoots stuff every few seconds (which won't hit you if you're at the bottom of the screen) and the boss will continue to use its little, pink explosion. Sometimes the parasite retreats, so just wait at the bottom of the screen. The way I did this, was I waited until the parasite and the thing behind the parasite both attack almost at the same time, then, I quickly run out and attacked the boss. It takes a long, long time, but it's safer. Eventually, this annoying critter will die.

#### H. The End

(Just so you know, if you turn off the game, you have to get through Mount Vellenge all over again to get back here.) After a cut scene, you'll be in a strange place. Walk around and a white thing will appear. (Later it tells you its name is Mio, so that's what I'm calling it.) Go talk to Mio. Talk to her again. Two creepy enemies will appear. Kill them. Talk to Mio three more times and she will ask you questions. Here are some of the questions she will ask: 1. What happened when Sol proclaimed that he wanted to journey to protect someone? The answer depends on what you said. 2. On the road, you once met a stranger in trouble. What sort of problem was he in? I'm pretty sure the answer is always, "His papaopamus had hurt its leg." 3. There were no daemons in Daemon's Court. So who ruled that place? The answer is, "The lizardman king?". 4. When the caravan from Marr's Pass left Gurdy to die, what did you do? Answer what you did. 5. What monster did you fight at River Belle Path? Answer, "the giant crab?". 6. What sinister monster awaited you in the swamps of Connal Curach? Answer, "The zombie dragon?". 7. Do you remember which caravan was always hunting monsters? Answer, "The caravan from Marr's Pass?". 8. Which caravan was the first you ever met on the road? The answer should be, "The caravan from Alfitaria?". 9. How did you react when Amidatty told you about the world model? Answer how you reacted. Talk to Mio again.

Boss: Phase 1-Now it is time to fight Raem. One of the enemies from earlier and a smaller version will also be here to annoy you. You should only kill one of them. If you kill both, they'll come back. Raem will shoot two orbs at you that follow you around. Orange is fire, white is ice, and blueish is electricity. He will also hit you if you get too close. After a bit, Raem will also shoot two lasers that make a big explosion. Basically, wait for the other enemy to hit you (hopefully only one is following you around by now), then, run and hit Raem before the other enemy gets in your way. It takes a ridiculously long time (and there's no health bar), but eventually, he'll die. And as anyone who's ever played a game by Square Enix before should know, it's not over. On to Phase 2.

Phase 2: Walk forward and another annoying boss battle with Raem (He looks like he lost weight.) will begin. He shoots two different lasers at you. One laser freezes you and the other makes an explosion. Family members will appear floating in bubbles. Raem will suck you and them towards him. If they are sucked into Raem, a memory will fade away. Use Cure on the bubbles to make a little pink ball appear. Pick it up. It is a special kind of Magicite. You can only use each one time. It will either do Curaga, Firaga, Blizzaga, Thundaga, or make you invincible for a limited time. You have a limited amount of memories, so use these wisely. You have to attack the bottom part of Raem a lot, then, the top part will lower. During this time, Raem shoots either one or two big lasers at you. After a short time, the bottom of Raem will come back. Once you do enough damage to the top part of Raem, he will die. A good method

for beating Raem is to run up to him, then, use the special Magicite. Hopefully it will either hurt him or make you invincible. If you're invincible, attack like crazy. Repeat this for Raem's top half. If you're running low on Magicite, save it for Raem's top half. Sometimes when you run up to his bottom half and attack, all of Raem's attacks will miss you, so using Magicite would just be a waste. Anyway, after you beat him, there is a cut scene, then, you must hit the mountain parasite one more time. Yay! You're done!

## 5. Moogle Nests

### A. Tipa Peninsula

Tipa: Examine the wall behind the crystal to find a Moogle Nest.

River Belle Path: After crossing the bridge after the first gate, go south along the shore. Go up the hill to the right. At the top, examine the wall to the right to find a Moogle Nest.

Port Tipa: Go down the lower path. Go into the hole to get to a Moogle Nest.

Goblin Wall: Go up two hills. Go to the left of the earth hot spot. Hit the skulls to open the gates below. Behind the gate on the left, go left, then, examine the wall to find a Moogle Nest.

### B. Iron mine Downs

Mushroom Forest: After the last water hot spot, watch out for a mushroom you can walk on on the north side of the path. Go on it, and it will bounce you onto a higher place. Examine the mushrooms to the right for a Moogle Nest.

Marr's Pass: Around the left side of Marr's Pass, go down the stairs at the bottom of the screen. Go in the hole to find a Moogle Nest.

The Mine of Cathuriges: When you get past a gate are little areas of land connected by tracks. On the second land area, go left. Go inside the hole to a Moogle Nest.

### C. Vale of Alfitaria

Alfitaria: Go to the right side of Alfitaria, then, down some stairs. You should be down by the water. Go left. Go in the hole in the wall to get to a Moogle Nest.

Tida: Go to the gate to the south of the gate that leads to the second area. Don't go through the gate, though. Go along the southward leading path nearby. Examine the house to find a Moogle Nest.

Moschet Manor: Go through the second door on the left (Step on the switch when the symbol for your race is on it to open the door.). Examine the left side of the table to find a Moogle Nest.

### D. Veo Lu

Veo Lu Sluice: Before going down the path leading to the boss, go along the path to the north of here. At the northern part of the path, don't go up to the building. Instead, continue right to the wall. Examine it to find a Moogle Nest.

Shella: Go forward. At the first building, examine the tree next to it to find a Moogle Nest.

### E. Plains of Fum

Jegon River: On the Plains of Fum side of the Jegon River, go up to the hole in the ground behind a gap between a sign and the fence. In this hole is a Moogle Nest.

Fields of Fum: As you walk around here, you'll find a little door in the side of a hill. Go in to find a Moogle nest.

Selepation Cave: Go right to the next area. Go northward until you find a south leading path to the left of the path you just came by. Take this path to another area. Go south. Go up the stairs and go west from here. Go down the stairs here and examine the wall to find a Moogle Nest.

Daemon's Court: Behind the left side of the big building, go in the hole to find a Moogle Nest.

### F. Rebena Plains

Conall Curach: At the second area, go forward, then, go right. Continue this way until you get to another fork. Take the north leading path (the left

bridge). At another fork, go south. Go this way and past the bridges you'll find a more open area. Go left. Examine the area next to the tree to find a Moogle nest.

Rebena Te Ra: At the four blocks, wake up all three skeletons, then, take damage on the blocks. Keep taking damage from different damage from magical attacks until the gate opens. Go through the gate. The switches raise and lower platforms. Make the first platform go down. Go on it and make it rise. Go onto the wall. Step on the switch to the right to lower part of the wall. Put the chalice on the right switch and get off before the wall goes back up. Step on the right switch on this part of the wall to lower the wall the chalice is on. Go left and drop off the wall. Go onto the wall that lowered. The chalice will activate the switch again, and the wall you're on will go up. Go right and push the block into the chalice's protective field. Get the chalice back. Carry the block back to the left in the direction you came. When you find a pedestal, put the block in it. Go right. Examine the orange part of the ground (surrounded partly by a circular stone wall) to find a Moogle Nest.;

#### G. The Abyss

Mag Mell: Go left then right. Examine the wall behind the big bubble thing to find a Moogle Nest.

Mount Vellenge: Go southward until you get to an area with a white ground. Go west. Keep going this way until you get into a cave. At the first fork, go in the direction with the arch above the path. (If you go forwards at this fork, the camera changes direction. The place I'm talking about is to the right after the camera moves.) Examine the wall to find a Moogle Nest.

#### H. Other

Mount Kilanda: Go forward. At the sign, go right. At the fork in the path, go right. Go into the hole next to the chest here to find a Moogle Nest.

Leuda: At the top part of this area, go left. Go behind the tent to get to a door. Go in to find a Moogle Nest.

Lynari Desert: Go forward until you get to the northern most wall. Follow the wall as it goes to the left then to the south. Go along the upper path around here. Break the small cactus and go into the alcove behind them. Examine the wall to get to a Moogle Nest.

### 6. Copyright Stuff

Square Enix owns this game. I own the walkthrough, so don't copy without my permission.