

Final Fantasy: Crystal Chronicles FAQ

by Demonkaze

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Final Fantasy: Crystal Chronicles JP/NA Version

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Version 1.3

This Faq contains Japanese text so please make sure that your browser supports Shift-JIS encoding. If you still have problems regarding this then please email me Asap.

As this guide continues to grow i have decided to give sections codes to help you navigate around this guide. To use them press Ctrl + F and then type in the code name. The code name can be found at the beginning of each section and the end of the title in the contents area.

The FAQ is now intended for the North American release of the game with some japanese parts left in for people playing the japanese release.

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 I Copyright Information

CC01

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 II Version/Updates

CC02

0.1 <10/8/03> This is very basic stuff that i've written as a lot of work im

doing for this game is going directly to www.square-cubed.com so this is a faq for people who are stuck on how to get around the game. Please also bear in mind that at the same time as writing this faq im playing it as well so please do not expect it to be finished straight away.

0.5 <19/8/03> Ok i've added more to this guide than i ever intended to and will probably add more, but i still wont be adding a lot of translations because of other work im doing. I've worked really hard on a gameplay section for this update and as a result only managed to get another Stage down. However i'm quite confident that in the next update i should have the Walkthrough section finished and that update will likely be by the end of the week.

0.9 <17/9/03> Its been almost a month now since i last updated this but i've been having problems with my contribution page so i cant update it on this site. If you see two faqs under my name it'll be the same one just that i've had to submit it again. As for the update i have worked hard on this one and i have done more to this faq then what i ever expected. I have added a couple of new sections including a Bestiary and Artifacts list. With this update the faq is pretty much done. All i have to do now is do Year 4 and the ending and just touch up on any mistakes/translations and i can slap a 1.0 on this faq.

1.1 <22/1/04> It's been a long time since i updated this FAQ because i have been too busy but this update is quite a large one. The walkthrough is now complete along with a boss section to save you the trouble of scrolling through the walkthrough to find help on a certain boss. I wrote a full review for the game now and updated the artifacts and bestiary sections although they are still not complete and the mini-games section is now complete. This FAQ is pretty much finished all i have to do now is convert it into the NA version (Feb 2nd 2004) and correct a few more mistakes.

1.3 <16/9/04> This is my largest update yet because i have added lots more sections thanks to the recent release of the NA version which i only got 4 days ago. There is several new item lists which i have spent hours on putting together. I have also added a section about the bonus conditions and artifacts mechanics which i got some help from the Nintendo Power Players Guide and the Japanese Official Strategy Guide. This FAQ is nearing completion now with just a few sections to add and a few to touch up on.

III Introduction to Final Fantasy Crystal Chronicles CC03

In the world of Final Fantasy Crystal Chronicles the miasma surrounds the world and its people causing death to those who are within its presence.

However the people of the world have overcome this problem through the help of the Crystals. Each town with its Crystal is protected by the miasma and can live their lives the way they want to.

The power of the Crystal is short and every year a Crystal Chalice needs to be

filled with myrrh to make the Crystal shine for another year.

Enter Final Fantasy Crystal Chronicles where you play the role of the Crystal Caravan trying to bring back power to your town's Crystal.

Along the way your caravan will meet people who look for myrrh too or are there to cause trouble.

Somewhere, somehow there might be an answer to why the miasma came along and how it can be stopped.

Prologue (taken from the game manual)

Seek the water of life.

Long ago, miasma swallowed the world. Its very touch was fatal, and it claimed many lives. But we have since discovered a way to hold it at bay.

Crystals protects us from miasma. Smaller crystals now guard the villages of the world, while greater ones guard the cities. We all live our lives within the embrace of the crystals' blessing.

The power of the crystals is not limitless, however; it gradually diminishes over time. We must rekindle the crystals' radiance each year by purifying them with myrrh. In turn, they protect us from miasma for another year.

But myrrh cannot be found just anywhere. We must seek it in the dank depths of dungeons, across forbidding mountains, even beyond the sea.

This task falls to groups of young men and women sent off each year by every town the world over. It is their duty to collect myrrh and bring it home. They are known as the crystal caravans.

This is the tale of one such caravan and its adventures.

IV Introduction to this guide

CC04

When i first decided to write this FAQ i intended it to be just a quick walkthrough FAQ because i was spending a lot of my time on the translation project. The project seemed to just fade away with only a small proportion of the game translated and so i decided to make this into a full FAQ with translations done by myself where i could add them. The FAQ is for the japanese version of the game that was released on the 8th August 2003 however it was converted when the North American version came out on the 9th February 2004.

Final Fantasy Crystal Chronicles is Square-enix's first nintendo game since the snes days and they were determine not to fail. Square-enix were fascinated by the way the GBA links up to the Gamecube and decided to add a feature with that in.

Before the release of FF:CC Sqaure-enix had already released Final Fantasy Tactics Advance, another Nintendo game for the Gameboy Advance and many people were let down by it (I wasn't one of them) so people began to get worried about FF:CC but in my opinion there was nothing to worry about and i would say the game is a success.

The Graphics are like any Final Fantasy game, amazing. The Characters are very well done along with the backgrounds and the effects of certain objects and especially the water found throughout the game. The graphics are more anime like though instead of the PS2's FFX graphics but they are nothing short of amazing still. The character's that you meet express emotion on their face's be it happy or angry its all there. A lot of detail went into the designs of the monsters. Most are reworked versions of other monster models but they still look new. The spells look nice as well and my favourite looking spell would have to be Holy.

The Music is also well done with cheerful themes played throughout the game and not much repetivity apart from the world map music. The theme song for this Final Fantasy is Titled Kazenone and is performed by Yae, a J-Pop singer. There is also another theme song for the end which sounds a little like Kazenone and performed by the same person. Like all FF's there is a high tempo final battle music and the music in the towns are a nice change to the one's found in the stages.

The Story seems quite good although i do not know much of it as of yet. Many people were worried that the story would be weak due to the multiplayer on this game but there are still a lot of cutscenes and it seems that there is a nice solid story in there. The only Voice acting found in the game is by the narrator which is a person from your caravan that talks about the stage you enter and the journey so far. The random events are all collected into your "Chronicles" and retold at the end of each year during the ceremony. The story starts of quite simple, the death mist has covered the world for a long time and when youcome into contact with it you die. The people that inhabbit this world have found a temporary solution in the form of Giant crystals that protect the towns and ports. However the Crystal's power is not infinite and must be restored once a year by using mana droplets that fall from the Mana Trees around the world. Three drops is enough to last for another year and so each Village send out a caravan of young adventuer's (Thats the role you play) to go and collect them. Throughout the course of the game the story develops into another plot and secrets are found. As you may have already guessed the game progresses through years. Each year you must collect the three drops of mana water and bring it back to your home town.

There is four races to choose from when you start out each with four different types of that race and a male and female form. The Clavats are your basic human race that wield swords and shields and considered to be brave. Their stats lean towards the defensive side and their attack and magic are not to bad too. Selkie is another human like race but have distinctive blue/silver hair and wield weapons called "Shots". Their stats lean towards faster attack speed and movement but have good offense too however their magic and defense are not as

good as the Clavat. Lily is the damage dealing race despite their small appearance. They are known as knights to the world and as a result of this have the best attack in the game. They wield "Polearms" and wear headgear however their magic is worst out of all the races. Yuke is known as the magic casters of the game with their nice boost in Magic at the start of the game and low attack and defense. They charge magic up quicker than any other race also so most players tend to take these towards the path of a full out magic caster. They wield Rackets or stave's.

To get new weapons you have to make them by first finding a scroll normally found in chests then take that scroll to a npc in a town who will give you the chance to make it providing you have the correct items which can be found or bought at a wandering merchant.

Magic is very good in this game as you can combine spells to make more improved ones. The system is know as Magic Pile and when you combine spells like fire twice you can make the Fira spell. A lot of people seemed annoyed about the fact that you dont keep your magic at the end of a stage. This does not bother me though as magic is very easy to get anyway because most enemies you kill will drop a spell. Also at the end of the stage you get to choose a stat booster that allows you to increase stats or number of commands and hearts. Also you may find an accesory(like Blizzard ring) that allows you to keep the spell blizzard always.

The best feature of this game is multiplayer because who wouldnt want to play Final Fantasy with their friends? The enemies are worth fighting in the stages because most of the time you get some good drops. Throughout the stages you can find puzzles too and when you reach the end of the stage you face off with the boss there. Upon completing a stage you receive the choice of a stat booster (stages can be completed numerous times for all stat boosters) and then get the chance to send a letter home to your family and you can send a gift too. You can check how happy your family are in the menu screen and if they are happy when you go back and see them in your hometown sometimes they'll give you an item or gil.

All in all i think this is a great game and one that can keep you occupied for a long time. Its good to see that Square still care for Nintendo.

VI Magic

CC06

The following are the list of Magicite, there are six not including the ??? Magicite and you can make the combinations mixing the Magicite.

This section will tell you the strength of the spell, the AOE (area of effect) what mode they can be mixed in and the required magicite to mix them. The timing of the spell can be found in the Battle System section where the types are discussed in more detail.

First i will tell you the basic Magicite of that spell and then the other details which will look like this:

Name of Magicite/spell

Spell name|Strength|AOE|Required magicite|Single player|Type

At the bottom of the list i will say what status changes the spell can cause.

The numbers that have numberxnumber means that the power of the spell is the first number but it can potentially hit the enemy for how many times the second number says.

For the single player section i will put a * if it can be mixed and a X if it cannot be mixed.

For more information on the type see the "Battle System" section of this FAQ.

With that said here is the magicite list and combination results.

Fire

Fire 30 small Fire * N/A
Fira 15x3 medium Fire * Type 1
Fira +1 15x4 medium Fire X Type 1
Fira +2 15x5 medium Fire X Type 1
Firaga 60 Large Fire * Type 4
Firaga +1 90 large Fire X Type 4
Firaga +2 120 large Fire X Type 4

Fire spells cause elemental damage on an enemy/enemies and can set an enemy on fire. When on fire the enemy will lose some defense but will gain some speed.

Blizzard

Blizzard 30 small * N/A
Blizzara 15x3 medium * Type 1
Blizzara +1 15x4 medium X Type 1
Blizzara +2 15x5 medium X Type 1
Blizzaga 60 large * Type 4
Blizzaga +1 90 large X Type 4
Blizzaga +2 120 large X Type 4

Blizzard spells cause elemental damage on an enemy/enemies and can freeze

an enemy in a block of ice. Once frozen a physical attack will do twice the damage to an enemy.

Thunder

Thunder 30 small * N/A

Thundara 15x3 medium * Type 1

Thundara +1 15x4 medium X Type 1

Thundara +2 15x5 medium X Type 1

Thundaga 60 large * Type 4

Thundaga +1 90 large X Type 4

Thundaga +2 120 large X Type 4

Thunder spells cause elemental damage on an enemy/enemies and can paralyze an enemy.

Cure

Cure N/A small * N/A

Curaga N/A large X Type 1

Cure spells recover any lost HP to players. Curaga will recover everyone's HP back to full.

Clear

Clear N/A small * N/A

Clearaga N/A large X Type 1

Clear spells remove any status effects on players excluding KO. Clearaga covers the whole area but at the same time will remove any helpful status effects on a player.

Life

Life N/A small * N/A

Full-Life N/A small X Type 5

Life spells brings a KO'ed character back with Life restoring four hearts

and full-life restoring all hearts.

Gravity

Gravity N/A small * Type 1

Gravira N/A medium X Type 3

Graviga N/A large X Type 1

Gravity spells will ground any flying enemies you fight lowering their defense and stop them from attacking most of the time. When flying enemies are grounded they become very easy to defeat. Gravira and Graviga only affect a larger area.

Holy

Holy 30 small * Type 1

Holyra 25x3 centre X Type 3

Holyra +1 25x4 centre X Type 3

Holy spells materializes any ghost and undead monsters solid again making them a lot easier to defeat. Holy is quite possibly the best attack spell in the game because most monsters have no resistance to it.

Haste

Haste N/A small * Type 2

Hastega N/A large X Type 2

Haste spells increase your movement by 1.5 times and decreases the time needed to cast focus and magic attacks. Hastega does the same as haste just over a larger area.

Slow

Slow N/A small * Type 2

Slowga N/A large X Type 2

Slow spells drops the speed movement of an enemy/enemies making them easier to defeat.

Stop

Stop N/A small * Type 5

Stop allows you to make a monster immobile making it alot easier to defeat.

Magic Strikes

ThunderStrike Varies single enemy X N/A

IceStrike Varies Single enemy X N/A

FlameStrike Varies Single enemy X N/A

The magic strikes involve one player charging a spell onto the other player charging his focus attack. When they are connected the magic strike will happen. They will also cause the status affect that the spell would cause.

???

??? Varies Varies * N/A

The ??? magicite can only be obtained during the last boss fight and is affected by how many memories you have. The boss will summon some of your memories in the forms or people trapped in floating bubbles and you need to Cure it before the boss devours it to release a ??? magicite on the floor. You will only get one cast of it per magicite after which will disappear.

****VII Focus Attacks****

CC07

In Final Fantasy Crystal Chronicles it is possible to do special weapon attacks known as focus attacks. They are performed in the same way you would charge a magic attack. This section will tell you what the attacks are, what race they are for and what weapons are needed.

Here is what the section will look like and what everything means:

Name of Race

Name of attack|Type of attack|Power|Range|Weapons that contain that attack

The type of attack is how its performed. Here is a rundown of the types.

Move - The player will move during the charge attack.

Charge - The player will charge up an attack before releasing it.

Leaping - The player will jump towards the enemy to do the attack.

Unstoppable - The attack cannot be avoided in any way.

Power is the strength of the attack and how much damage it can do to an enemy.

Range is how far the attack can be performed from.

The final part lists what weapons contain that focus attack.

Here is the full list of the focus attacks that can be performed in the game:

Clavats

Bash Move 15x2 50 Steel Blade, Defender

Piercing Sweep Charge 15 50 Iron Sword, Marr Sword, Bastard Sword,
Father's Sword, Ultima Sword

Power Slash Move 20 50 Copper Sword, Treasured Sword, Feather Saber

Shadowblade Move 25x3 35 Ragnarok

Soulshot Leaping 35 60 Rune Blade, Excalibur

Lilties

Avalanche Move 15x2 50 Sonic Lance, Highwind

Bladestorm Move 15x5 55 Longinus

Cross Slash Charge 25x2 55 Gungnir

Cyclone Slash Charge 15x2 55 Iron Lance, Treasured Spear, Titan Lance

Pulse Thrust Unstoppable 25 60 Dragon Lance, Dragoon's Spear

Psi Blast Leaping 25 70 Halberd, Marr Spear, Father's Spear, Ultima
Lance, Partisan

Yukes

Magic Bomb Move 20,40 30 Mystic Hammer

Power Bomb Move 20 30 Orc Hammer, Treasured Spear, Goblin Hammer

Shock Bomb Move 20 30 Rune Hammer, Prism Hammer, Mythril Hammer

Wave Bomb Move 20 30 Wave Hammer, Marr Hammer, Sonic Hammer, Father's Hammer, Ultima Hammer

Selkies

Aura Blast Leaping 20 65 Aura Racket, Elemental Cudgel, Treasured Maul

Dual Blast Leaping 20x2 65 Dual Shooter, Prism Bludgeon

Meteor Blast Unstoppable 35 45 Dreamcatcher

Power Kick Move 25x2 55 Butterfly Head, Queen's Heel

Stampede Move 25 55 Solid Racket, Steel Cudgel, Father's Maul, Marr Maul, Ultima Maul

VIII Gameplay Summary and Help

CC08

<Controls>

Single Player using the Nintendo GameCube Joypad-

Control stick- Moves character/Magic target ring/Caravan and is used to navigate around menus

Start- Pause/unpause game, Skip various events

A- Performs different actions, talk, examine, confirm, select, Attack

B- Pick up, Use, Throw, Open chests, examine

X- Call Mog, makes mog pick up/drop Crystal Chalice

Y- Open status menu

Z- N/A

C-Stick- N/A

L/R- Toggle between screens and commands

Multiplayer using GBA/SP-

D-Pad- Moves character/Magic target ring/Caravan and is used to navigate around menus

Start- Pause/unpause game, Skip various events

Select- Freeze character to allow access to Menu

A- Performs different actions, talk, examine, confirm, select, attack

B- Pick up, Use, Throw, Open chests, examine

L/R- Toggle between screens and commands

<Moogles Explanation>

Moogles are Cat like creatures that inhabit the Final Fantasy Crystal Chronicles World and do various jobs.

In single player the moogles will stand in for all of the multiplayer characters (That doesn't mean you can get one moogles per each multiplayer character not participating). Mog can perform the following actions in a single player game-

Carry the Crystal chalice by a touch of a button:

By pressing the "X" button Mog will go over to where the crystal chalice is and pick it up to follow you wherever you go. This is very helpful because you can fight enemies without worrying about walking out of the protective barrier.

Mog does get tired however and he will let you know by saying "I'm Tired, it's your turn now. Kupo!" After he has said this he will start following a lot slower and you should carry it until he says "Let me carry the Crystal Chalice".

Mog also gets hot and cold and this will affect how quick he follows you. In the hot dungeons he will get hot very quickly and will ask you to carry it. In cold dungeons he will get cold very quickly and ask you to carry it. You can help prevent these by giving your moogles a hair cut before going into the hot dungeons and making sure he has a lot of hair when you go into a cold dungeon.

Here is a list of the cold and hot dungeons:

Hot Dungeons

Kilanda
Lynari Desert

Cold Dungeons

Tida
Selepation Cave
Veol Sluice
Conall Curach
Rebena Te Ra
Mount Vellenge

Combine magical attacks at certain times (mog will let you know when)

In Single player you can still fuse spells together to make more devastating spells with your moogles. When fighting your moogles will sometimes say "Hang in there, kupo!" he is letting you know he is ready to fuse a spell with you. What spell he casts depends on the colour of Mog.

Moogles Painting

In Single player you can customize your moogles by painting it in different colours (Choice of three which are Green, Red and Blue), Wash it which will rub off any paint you may have sprayed on it and Cut its hair. The colour of the moogles defines what map you will have when playing single player and the GBA/SP is also connected. It will also affect what spell it casts during magic fusion.

Here are what the colours do:

Colour	Magic spell	GBA/SP Display
No Colour	Random	Area Map
Red	Fire	Monster Locator
Blue	Blizzard	Chest Locator
Green	Thunder	Scouter

The moogles can be found in the Moogles Nests throughout the world.

In Multiplayer you have no moogles to carry the crystal chalice and you cannot customize a moogles however you will still see them in the world.

Other features of Moogles include the following-

Moogles Nests-

Throughout the world are moogles nests which are hidden. Inside you can find a moogles which on your first time entering, will give you the moogles stampcard. You then have a sidequest of going to every moogles nest in the world to collect a stamp from each one. On Single player mog will be here and you can customize him. After a certain requirement has been met you can play the mini game "Kechirase Caravan Road/Blazin' Caravans".

On the stampcard there is what is known as sets. Some sets have two or three stamps on them that match another stamp you may have acquired. Once you have completed one set speak to the moogles that gave you the first stamp in that set to unlock the mini game "Kechirase Caravan Road/Blazin' Caravans" (the first title is the japanese title to the mini game) which is like a mario cart game. The game can only be played on multiplayer and is displayed and controlled on the GBA/SP.

Moogles in hometown- In your hometown, if you do not have eight characters created, one for each occupation, then there will be a mog instead of a family there saying that nobody's home.

Deliver Letters- Stiltzkin will deliver letters during the game to send back to your family. See Letters section for more information.

Training- At the beginning of the game Stiltzkin will offer to teach you how to play the game.

<Creating A Character>

A brief summary of this section can be found at the beginning of the walkthrough section.

After you have selected what mode you will be playing and have named your hometown you have to create characters. Here is what to do and what some of the menus mean.

<Japanese Version>

The First section will ask for your name which you can do using the Nintendo Gamecube Joypad(single) or the GBA/SP(Multi). You can select English characters by pressing the L button twice.

<Both Versions>

Next you will be given two options

Male

Female

Then you will be taken to a screen with two columns of four choices.

Clavat	Variation 1
Lilty	Variation 2
Yuke	Variation 3
Selkie	Variation 4

Each race has four variations and here is what they say when you click on them.

The column on the left is the tribes and will always be displayed on the left.
the column on the right is the variation of the current tribe you selected
on the left column.

Clavat Male

Clavat	Cowlick
Lilty	Natural
Yuke	Headband
Selkie	Cap

Clavat Female

Clavat	Long Hair
Lilty	Short Hair
Yuke	Dark Coat
Selkie	White Cap

Lilty Male

Clavat	Bare Head
Lilty	Horned Helm
Yuke	Steel Visor
Selkie	Bucket Head

Lilty Female

Clavat	Bare Head
Lilty	Blue Armor
Yuke	Elegant
Selkie	Red Mask

Yuke Male

Clavat	One Horn
Lilty	Bumpy
Yuke	Long Beak
Selkie	Black Mage

Yuke Female

Clavat	Spiral
Lilty	Tulip
Yuke	Spoon

Selkie Heart Top

Selkie Male

Clavat Wolfie
Lilty Shark Eyes
Yuke Bandanna
Selkie Raccoon Tail

Selkie Female

Clavat Wolfie
Lilty Raccoon Tail
Yuke Shark Eyes
Selkie Owl Head

After choosing your Character type you will be asked to choose your parents occupation.

BlackSmith Miller
Tailor Fisherman
Farmer Merchant
Rancher Alchemist

After selecting the occupation you will be asked to confirm and then you will have created that character.

You can always make characters during play as well by selecting the "Set Out" command in the menu screen as long as you have a free space(There are 8 spaces per each slot).

<The Letter System>

After clearing a stage which can produce myrrh Droplets you will be given a letter by Stilitzkin from your parents. You can then reply using a set number of replys. You can also add a gift to your letter like an item or some gil.

Sending nice letters home will result in your Family being happier which you can check on the screen before the letters(Press L once). If you keep your family happy then you will recieve better gifts. Also if you send items home based on their occupation you may recieve items from them. For example send items like Mythrill and Iron to a Blacksmith Family and they could make a weapon for you.

<Stats>

On your GBA/SP you will see three words followed by a number and then a picture of a book and a number. On Single player in the menu screen you will see four words followed by a number, here is what they mean.

Strength xx(x being the number)

Defense xx

Magic xx

Memories (Chronicles) xxx/Picture of a book xxx

Strength affects how much damage you do to other enemies. This stat can be increased using Strength type artifacts or new weapons.

Defense affects how much damage you can take from other enemies. This stat can be increased using Defense type artifacts or by forging new armor/shields.

Magic affects how much damage you do with magic and how quick you can cast a spell. This stat can be increased using Magic type Artifacts.

Memories is based on how much you've seen in the game like Random Events and Completing stages where myrrh can be obtained. This number affects the last boss also so its recommended that you try to get as many as you can.

<GBA/SP Stage Bonus Requirements>

<Japanese Version>

Thanks to Dan_iz_a_G from www.square-cubed.com there is now a translation for the requirements needed to get a better score on the accounts screen at the end of a stage. The higher your score the more likely it is that you'll get a rare Artifact/Scroll/Material.

アイテムをたくさんつかう - Use many items

アイテムをたくさんひろう - Pick up many items

かったいこうげきでできをたおす - Defeat enemies with combined attacks

こうげきをかわす - Avoid attacks

さいそくでクリア - Go through the level quickly

じぶんをかいふくしない - Dont Cure yourself

すききらいせずたくさんたべる - Dont be picky, eat much

たからばこをたくさんあける - Open many treasure boxes

たたかうでできをたおさない - Dont kill enemies

ダメージをあたえる - Inflict more damage

ダメージをうけない - Dont take damage

ひっさつわざをつかわない - Dont use the special move

とうせきをかひする - Avoid throwing stones

なぐりこうげきにたえる - Tolerate enemy's blows

ひこうモンスターをたおす - Defeat flying enemies

ませきをたくさんひろう - Pick up many orbs

まほうこうげきにたえる - Tolerate enemy's spells

まほうでてきをたおす - Defeat enemies with spells

まほうをつかわない - Dont use magic

みかたをかひくしない - Dont heal your friends

ものをひろわない - Dont pick up items

ひっさつわざでてきをたおす - Defeat enemies with the special move

The bonus requirements for the NA version can be found in the "Bonus Requirements and Mechanics" section.

<Radar Screen explanations>

On single player you can determine what radar screen you get by the colour you paint your moogles (see moogles section above). In multiplayer each player is given a radar screen that is determined by the system through a random process.

There are four types of screens, here is what each one does:

Area Map

This map offers a map of the whole dungeon you are in and you can use it to determine the best way to exit the area or to venture towards the boss. Here is a little key to the map.

Line of Green Squares - Exit to world map/Exit to next area.

Line of yellow Squares - Unreachable area

Coloured Dots - Player characters/Mog

Scouter

Probably the most useful radar as it allows you to see what the current monster you are striking resistances, vulnerabilities, items dropped and HP current and total.

Monster Locator

This radar doesn't show you the map of the place but instead it shows you yellow crosses. These indicate enemies and you can use it to see where enemies are.

Treasure Chest Locator

The treasure chest locator looks a lot like the monster locator except for this time the yellow crosses equivalent stands for a treasure chest. They will appear as blue, red and purple dots.

<The Crystal Chalice>

The crystal chalice is what keeps you alive when you are out on the road creating a protective barrier. As you may have noticed that crystal chalice can assume different elemental properties that allow the player to do two things. First it allows you to pass through the miasma streams that connect the world if you have the correct element matching that stream. The other thing that it does is offers you protection against certain status affects based on what element it is. The element can be changed in a hot spot in the dungeon or at the start of a dungeon you have already finished.

Here is what the different elements offer:

Fire

Offers protection against the burn status affect when a fire spell is cast upon any players within the crystal chalice's protective barrier.

Water

Offers protection against the frozen status affect when a ice spell is cast upon any players within the crystal chalice's protective barrier.

Wind

Offers protection against the paralyze affect when a thunder spell is cast upon any players within the crystal chalice's protective barrier.

Earth

Offers protection against the poison and petrification status affects which may be inflicted on a player within the crystal chalice's protective barrier.

<Status Effects>

In Final Fantasy Crystal Chronicles there is many status effects that can be inflicted upon you and beware only a few of them are positive. Here is a list of the status effects found:

Negative Status Effects

- Burning** You are set on fire and your defense will decrease along with your speed. Cure with Clear or wait for the flames to go out.
- Shock** You are shocked and cannot move from your current position. Cure with clear cast on you, keep moving the control stick or wait for the effect to expire.
- Curse** All your stats will be cut in half making it very hard to defeat enemies. Cure with Clear or wait for the effect to expire.
- Petrification** You will be stoned and you will not be able to move from your current position. Cure with Clear or wait for the effect to expire.
- Freezing** You will be frozen into place and you will not be able to move. Physical attacks will be stronger against you during this state. Cure with Clear or keep moving the control stick.
- Slow** During this state all your movements including charge times will be cut in half. Cure with Clear, Haste or wait for the effect to expire.
- Paralysis** During this status effect you will be immobilized and will be open for attacks. Cure with Clear or keep moving the control stick.
- Poison** You will have deadly toxin on you and it will take away your HP gradually whilst the heart display is purple. Cure with Clear or wait for the effect to expire.
- Death** When your HP count is reduced to zero you will be killed and you will become a ghost. If you press the "A" button you will wave to the screen. On multiplayer you can revived a dead friend with a phoenix down or the life spell. On single player you need to have a phoenix down equipped to a command slot to be revived automatically.

Positive Status Effects

- Haste** You will have increased speed and will be able to charge focus and magical attacks a lot quicker.

Invulnerability Only available from the "???" magicite which can only be obtained during the last boss fight. When this spell is cast you will not take any damage from any attack and will not be affected by any status effect.

<Dungeon Puzzle items>

In the dungeons you will find locked doors and switches. There is many items that will be needed to come across these puzzles. Here is a list of the items/objects:

Keys

When defeating some monsters a key will sometimes drop which you need to pick up and put onto a nearby pedestal.

Pedestals

These stand next to gates in one or twos and to open the gate you will need to put a key onto each pedestal.

Treasure Chests

These chests are all over the dungeons in the world and contain useful things like crafting scrolls, materials or artifacts.

Switches

Switches are found on the floor and are normally found in two. To activate the switches you must either stand on them or place other objects onto them.

Oil Urns

Oil urns will break when thrown and cause a small puddle of oil to appear on the floor. When casting Fire on that puddle the spell will be enhanced and cause more damage.

Water Urns

Water urns act in the same way as oil urns but instead a small puddle of water appears which when casting Thunder or Blizzard will increased the power of

the spell.

Hot Spots

Hot spots allow you to change the crystal in the chalice's element to benefit you in that dungeon or allows you to teleport out of the dungeon you are in.

<Dungeon Cycles>

In this FAQ you will hear cycles mentioned alot when talking about artifacts. There are three cycles with the third being the hardest. When you can obtain a myrrh drop from a dungeon you can that is the first cycle and contains the basic item drops, enemys and boss. After collecting a droplet of myrrh you will have to wait 2-3 years before another drop can be obtained. This will happen until you reach the third cycle in which it will always stay on the third cycle despite you're waiting for another myrrh droplet to come.

On Cycles 2 and 3 new enemies will appear but better items will be dropped and found. Also the boss will be stronger and may have new attacks on cycles 2 and 3. The cycles will also affect what artifact set you will receive with the 3rd cycle containing the best and rarest artifacts.

IX Bonus Requirements and Mechanics CC09

In every dungeon that you come across you will be given a bonus requirement in the bottom left hand corner of your GBA/SP. Bonus points affects the quality of the artifact set you receive at the end of a dungeon and also who gets to pick first in multiplayer mode. Some bonus conditions can be quite tricky to pull off so if you get one you dont like the sound of you can exit back to the world map and return to see if you get an easier one.

This next section will outline what the bonus conditions are, how hard i think it is to get a high score on it and some tips where i can offer them.

Here is an example of what it will look like.

Name of Bonus conditon	Description and Tips if i can offer them	O O O O O O

The "O" are how difficult the conditon is to get a high score.

- O - Very easy
- O O - Easy
- O O O - Average
- O O O O - Tricky
- O O O O O - Hard

O O O O O O - Very Hard

Here is the list of the bonus conditions:

Pick up Items	You will get points for any items excluding gil you pick up. You wont get points for dropping and picking items up again. The best way to do this one is to open all the chests and kill all the enemies.	0 0
Pick up Money	You will get points every time you pick up some gil. You wont get points for dropping and picking up gil you already have.	0 0
Defeat Enemies with spell Fusion	Every enemy you defeat with a fused spell like Thundara you will receive points. Points are given on the killing blow so its best to wear the enemy down with physical attacks first.	0 0
Defeat Enemies with focus attacks	Every enemy you defeat with a focus attack you will receive points. Points are given on the killing blow only. This is easy if you upgrade your weapons often.	0 0
Defeat Enemies with spells	Every enemy defeated using any spells will award you with points. Points are given on the killing blow only. Easy again if you have a high magic stat.	0 0
Open Treasure chests	Any treasure chest opened will award you with points. Easiest way to get maximum points on this one is to open every chest the dungeon offers.	0
Inflict Damage	Simply deal any damage to an enemy to receive points. This is the easiest one available so equip a weaker weapon and keep attacking the enemies to build up the points.	0
Take Physical Damage	Whenever any physical damage is taken you will gain points. Another easy one and the best way to go about getting lots of points is to keep taking damage and cure yourself when nearly dead.	0
Take Magical Damage	Whenever any magical damage is taken you will gain points. Like the above it is very easy to gain a lot of points by allowing yourself to get attacked until you feel like going on.	0
Avoid Damage	You will begin with a set number of points and will lose a certain amount depending on what dungeon you are in. This one is quite tricky as you're likely to get attacked a few times.	0 0 0 0
Don't Cast Spells	You'll start with a set number of points and will lose a certain amount depending on what	0 0 0 0 0

Pick up money	+7	+7	+7	+7	+5	+10	+10	+7	+5	+7	+4	+5	+5
Defeat enemies with spell fusion	+5	+5	+5	+5	+4	+7	+6	+5	+5	+6	+5	+5	+5
Defeat enemies with focus attacks	+5	+5	+5	+5	+4	+7	+6	+5	+5	+6	+5	+5	+5
Defeat enemies with spells	+5	+5	+5	+5	+4	+7	+6	+5	+5	+6	+5	+5	+5
Open treasure chests	+15	+8	+10	+8	+8	+15	+20	+10	+9	+17	+5	+7	+10
Inflict Damage	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
Take Physical Damage	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2
Take Magical Damage	+10	+10	+10	+7	+4	+10	+6	+6	+6	+6	+5	+5	+6
Avoid Damage	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
Don't Cast Spells	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
Don't use Focus Attacks	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
Don't use physical attacks	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
Don't heal yourself	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
Don't pick anything up	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1

Depending on how many points each player is awarded you will be given a certain artifact set which can be found in more detail in the artifacts section.

**X Character Information and Background*

CC10

The races were explained in minor detail in the last topic, in this topic i will go into further detail about the tribes and other characters you will meet.

The Tribes:

CLAVAT

The Clavats are a humanoid like tribe and inhabit most of the Final Fantasy Crystal Chronicles World. They are known as careful defenders of peace and all Clavat warriors are inspired to defend their town.

The Clavats have probably got the best defense in the game as their starting stats apply and also have average attack. In fact Clavats are a nice choice for a beginner with it being an all rounded tribe.

The Clavats choice of equipment is a sword and shield which change appearance when upgraded. The sword is a quick weapon with probably the most effective three hit combo as it is quick.

Specialty: Defense

Traits: High defense and skill in magic

Artifacts to concentrate on first: Defense or Strength

Starting Stats

HP 8
Strength 6
Defense 7
Magic 13

Favourite Foods

Fish	Dislikes
Meat	
Round Corn	
Gourd Potato	
Star Carrot	
Grapes	
Cherry Cluster	
Striped Apple	Likes

SELKIE

The Selkie's are another humanoid like tribe but their hair and face type are of a different nature making them easy to tell apart from the Clavats. They believe in putting themselves first in all situations and many selkies become thieves and disliked by other tribes.

The Selkies are quickest and probably the most agile tribe in the game as well as having a nice Strength boost over the Clavat at the beginning. You can tell the agility of a Selkie is fast by the time it takes them to perform a charge attack in comparison to the other tribes.

The Selkies choice of equipment is a weapon called a "Shot" which in appearance looks similar to a racket like weapon. They also have wristbands which

cannot be seen on the character but the weapons do.

Specialty: Agility

Traits: Quicker focus attacks and longer range

Artifacts to concentrate on first: Strength

Starting Stats

HP 8
Strength 7
Defense 6
Magic 12

Favourite Foods

Gourd Potato Dislikes
ROund Corn
Star Carrot
Cherry Cluster
Grapes
Striped Apple
Meat
Fish Likes

LILTY

The Lilty are the smallest out of the four tribess that inhabbit the world however them being small does not mean they are weak, in fact most Liltys inspire to become a knight one day and are seen as knights all over the world. They once ruled the world and to this day some lilties consider themselves abover everyone else.

The Lilty are very strong indeed and have the best strength when first starting out. They also have nice defense too and add on top of that they probably have the best looking weapons in the game and you have the power houses of Final Fantasy Crystal Chronicles.

The Liltys choice of equipment is a polearm (some say axe some say spear, i believe polearm is the best way to describe them) that is longer than the Lilty itself. They also wear Helmets for protection although they too cannot be seen on the character only the weapon.

Specialty: Offense

Traits: High strength and proficiency with many types of spears

Artifacts to concentrate on first: Strength

Starting Stats

HP 8
Strength 8
Defense 8
Magic 10

Favourite Foods

Striped Apple Dislikes
Cherry Cluster
Grapes
Fish
Star Carrot
Round Corn
Gourd Potato
Meat Likes

YUKE

The Yukes are very mysterious indeed and it is said that their real faces have never been seen. They shield their faces with a helmet they wear at all times and they also have a beastman like body.

The Yukes act as the games magic casting tribe and as a result have the best magic boost at the start of the game. They also charge magic spells quicker than any of the other three tribes that makes Magic artifacts your choice to concentrate on.

The Yukes use a hammer as their primary weapon to battle the enemies although you'll find its better to stick with magic. The weapons change appearance as you upgrade them.

Specialty: Magic

Traits: Quicker spellcasting

Artifacts to concentrate on first: Magic

Starting Stats

HP 8
Strength 5
Defense 5
Magic 15

Favourite Foods

Striped Apple Dislikes
Gourd Apple
Meat

Grapes
Cherry Cluster
Fish
Round Corn
Star Carrot

Likes

Non playable Characters:

Black Knight

The black knight is probably the most powerful and feared Lilty in all the lands and he seeks to find a way to regain his lost memories.

Roland

The elder of your hometown presents you your adventure to collect the myrrh droplets every year. He also performs the end of year ceremony where the droplets are cast onto the towns crystal using a magical tome he has. He asks you to look into the reports of a possible way of stopping the miasma during your travels.

Mio

Another mysterious being withing the world that keeps appearing in the random events and seems to have something to do with the Miasma's appearance. Could he/she be the one generating this miasma to turn misery and despair on the people or could he/she be the key to stopping it?

**XI Items*

CC11

This section describes all the information you may need on the items in the game. Note that the food that increases HP will also depends on that players dislikes and likes which can be found in the races section above.

Magicite

Name | Effect
-----+-----

Fire | Cast the Fire elemental spell
-----+-----

Thunder | Cast the Thunder elemental spell
-----+-----

Blizzard| Cast the Blizzard elemental spell

Cure | Cast the Cure spell to heal yourself or a friend

Clear | Cast the Clear spell to cleanse all status effects excluding KO

Life | Cast the Life spell to revive a dead friend

Seeds

Name | Item created

Flower Seed | N/A

Fruit Seed | Stripped Apple, Grapes or Cherry Cluster

Strange Seed| Random fruit or vegetable

Seeds are a good item to send home to your parents if they are an alchemist or Farmer.

Food

Name |Effect |Found | Price | Sold

Cherry Cluster|Magic +2 |The Fields of Fum| 40 | 10

Fish |Strength +2|Alfitaria | 40 | 10

Meat |Strength +2|Alfitaria | 40 | 10

Stripped Apple|Magic +2 |The Fields of Fum| 40 | 10

Star Carrot |Defense +2 |The Fields of Fum| 40 | 10

Gourd Potato |Defense +2 |The Fields of Fum| 40 | 10

Grapes |Magic +2 |The Fields of Fum| 40 | 10

Round Corn |Defense +2 |The Fields of Fum| 40 | 10

All items also restores a certain amount of HP based on what tribe you are due to their likes and dislikes.

Miscalaenos

Name | Effect | Found | Price | Sold

Bannock |Restores HP |Family | N/A | 10

Flour |N/A |Family | N/A | 50

Worn Bandanna	N/A	Conall Curach	N/A	05
Spring Water	Restores 1 heart	Merchants	20	05
Wheat	N/A	Family	N/A	50
Strange Liquid	Restores 1 heart	Shella	20	05
Milk	Restores 1 heart	Merchants	20	05
Phoenix Down	Revives a friend/self	Anywhere	N/A	25
Cactus Flower	20% Discount on Ferry	Lynari Desert	N/A	05
Kilanda Sulfur	20% Discount on Ferry	Kilanda	N/A	05
Mark of Shella	Permits entry into Shella	Veo Lu Sluice	40	12

The Worn Bandanna is an event item within the game that you can complete. Wheat, Flour, and Bannock will be given to you by your family depending on what their occupation is that you chose.

Materials

Name	Found	
Alloy	Merchants	
Ancient Potion	Kilanda	Key
Ancient Sword	River Belle Path (AS)	---
Angel's Tear	Kilanda (C3)	AS = Artifact Set
Blue Silk	Tida (C2)	C1 = Cycle 1
Bronze	Merchants	C2 = Cycle 2
Bronze Shard	Merchants	C3 = Cycle 3
Cerberus's Fang	Rebena Te Ra	L1 = Production Level 1
Chilly Gel	Family (L2/3)	L2 = Production Level 2
Chimera's Horn	Lynari Desert	L3 = Production Level 3
Cockatrice Scale	Selepation Cave	
Coerl's Whisker	Daemon's Court	
Crystal Ball	Mushroom Forest	
Cursed Crook	Goblin Wall (AS)	
Dark Sphere	Family (L3)	

Desert Fang	Lynari Desert (AS)	
-----+	-----+	-----+
Devil's Claw	Rebena Te Ra (C3)	
-----+	-----+	-----+
Diamond Ore	Mushroom Forest (C2)	
-----+	-----+	-----+
Dragon's Fang	Conall Curach (AS)	
-----+	-----+	-----+
Dweomer Spore	Tida (AS)	
-----+	-----+	-----+
Etheral Orb	Mushroom Forest (AS)	
-----+	-----+	-----+
Faerie's Tear	Mushroom Forest	
-----+	-----+	-----+
Fiend's Claw	Leuda	
-----+	-----+	-----+
Gear	Rebena Te Ra	
-----+	-----+	-----+
Gigas Claw	Selepation Cave	
-----+	-----+	-----+
Gold	Mushroom Forest (C2)	
-----+	-----+	-----+
Green Sphere	Tida (AS)	
-----+	-----+	-----+
Griffin's Wing	Veol Sluice	
-----+	-----+	-----+
Hard Shell	Selepation Cave	
-----+	-----+	-----+
Heavenly Dust	Daemon's Court	
-----+	-----+	-----+
Holy Water	Moschet Manor	
-----+	-----+	-----+
Iron	Merchants	
-----+	-----+	-----+
Iron Shard	Merchants	
-----+	-----+	-----+
Jade	Leuda	
-----+	-----+	-----+
Jagged Scythe	Conall Curach	
-----+	-----+	-----+
King's Scale	Daemon's Court (AS)	
-----+	-----+	-----+
Lord's Robe	Moschet Manor (AS)	
-----+	-----+	-----+
Magma Rock	Kilanda	
-----+	-----+	-----+
Malboro Seed	Mushroom Forest (AS)	
-----+	-----+	-----+
Mythril	Merchants	
-----+	-----+	-----+
Needle	Lynari Desert	
-----+	-----+	-----+
Ogre Fang	Kilanda	
-----+	-----+	-----+
Orc Belt	Cathuriges Mines (AS)	
-----+	-----+	-----+
Orichalcum	Conall Curach (C3)	
-----+	-----+	-----+
Pressed Flower	Conall Curach	
-----+	-----+	-----+

Red Eye	Kilanda (AS)	
-----	+-----	+-----
Remedy	Conall Curach	
-----	+-----	+-----
Ruby	Leuda	
-----	+-----	+-----
Shiny Shard	Tida (C1/2)	
-----	+-----	+-----
Silver	Mushroom Forest (C2)	
-----	+-----	+-----
Thunderball	Family (L2/3)	
-----	+-----	+-----
Tiny Crystal	Mushroom Forest	
-----	+-----	+-----
Toad Oil	Conall Curach	
-----	+-----	+-----
Ultimate	Family (L3)	
-----	+-----	+-----
White Silk	Rebena Te Ra (C3)	
-----	+-----	+-----
Wind Crystal	Selepation Cave (AS)	
-----	+-----	+-----
Worm Antenna	Tida	
-----	+-----	+-----
Yellow Feather	Moschet Manor (C3)	
-----	+-----	+-----
Zu's Beak	Lynari Desert	
-----	+-----	+-----

Where it says "Family" in the found section that relates to the occupation of the merchant that your family must be. That means that for some items you need production levels of 2 or 3 to buy those items. That also means that the best materials can only be bought if you have a character with the highest merchant production level.

Scrolls

Name	Found		
-----	+-----	+-----	
Novice's Weapon	River Belle Path (C1/2)		
-----	+-----	+-----	
Warrior's Weapon	Family (L2/3)		Key
-----	+-----	+-----	---
Master's Weapon	Leuda		
-----	+-----	+-----	AS = Artifact Set
Mighty Weapon	Leuda		
-----	+-----	+-----	C1 = Cycle 1
Hero's Weapon	Lynari Desert (AS)		
-----	+-----	+-----	C2 = Cycle 2
Victorious Weapon	Leuda		
-----	+-----	+-----	C3 = Cycle 3
Valliant Weapon	Leuda		
-----	+-----	+-----	L1 = Merchant production level 1
Lunar Weapon	Conall Curach (AS)		
-----	+-----	+-----	L2 = Merchant Production level 2
Legendary Weapon	River Belle Path (AS)		
-----	+-----	+-----	L3 = Merchant Production level 3

Dark Weapon	Rebena Te Ra (AS)	
-----+	-----+	-----+
Celestial Weapon	Kilanda (AS)	
-----+	-----+	-----+
Greatest Weapon	Family (AL12)	
-----+	-----+	-----+
Bronze Armor	Mushroom Forest (C1/2)	
-----+	-----+	-----+
Iron Armor	Merchants	
-----+	-----+	-----+
Mythril Armor	Merchants	
-----+	-----+	-----+
Gold Armor	Lynari Desert (C2/3)	
-----+	-----+	-----+
Diamond Armor	Kilanda (C3)	
-----+	-----+	-----+
Eternal Armor	Conall Curach	
-----+	-----+	-----+
Holy Armor	Conall Curach	
-----+	-----+	-----+
Time Armor	Tida (C2)	
-----+	-----+	-----+
Radiant Armor	Lynari Desert (C3)	
-----+	-----+	-----+
Lightning Armor	Leuda	
-----+	-----+	-----+
Flame Armor	Kilanda (C2)	
-----+	-----+	-----+
Frost Armor	Veo Lu Sluice (C2)	
-----+	-----+	-----+
Earth Armor	Selepation Cave (AS)	
-----+	-----+	-----+
Pure Armor	Conall Curach	
-----+	-----+	-----+
Iron Shield	River Belle Path (C1)	
-----+	-----+	-----+
Mythril Shield	Merchants	
-----+	-----+	-----+
Magic Shield	Conall Curach (C2)	
-----+	-----+	-----+
Holy Shield	Rebena Te Ra	
-----+	-----+	-----+
Diamond Shield	Conall Curach (C3)	
-----+	-----+	-----+
Lightning Shield	Selepation Cave	
-----+	-----+	-----+
Frost Shield	Tida (C2)	
-----+	-----+	-----+
Flame Shield	Kilanda	
-----+	-----+	-----+
Legendary Shield	Moschet Manor (AS)	
-----+	-----+	-----+
Bronze Gloves	River Belle Path (C1/2)	
-----+	-----+	-----+
Iron Gloves	Merchants	
-----+	-----+	-----+
Mythril Gloves	Merchants	
-----+	-----+	-----+
Gold Gloves	Rebena Te Ra	
-----+	-----+	-----+

AL11/12 = Alchemist production
level 11/12

Flame Gloves	Kilanda	
-----+	-----+	-----+
Frost Gloves	Tida (C2)	
-----+	-----+	-----+
Lightning Gloves	Selepation Cave	
-----+	-----+	-----+
Diamond Gloves	Conall Curach (C3)	
-----+	-----+	-----+
Bronze Sallet	River Belle Path (C1/2)	
-----+	-----+	-----+
Iron Sallet	Merchants	
-----+	-----+	-----+
Mythril Sallet	Merchants	
-----+	-----+	-----+
Flame Sallet	Kilanda	
-----+	-----+	-----+
Frost Sallet	Veo Lu Sluice	
-----+	-----+	-----+
Lightning Sallet	Conall Curach	
-----+	-----+	-----+
Time Sallet	Conall Curach	
-----+	-----+	-----+
Diamond Sallet	Conall Curach (C3)	
-----+	-----+	-----+
Eternal Sallet	Rebena Te Ra (C1/2)	
-----+	-----+	-----+
Bronze Belt	River Belle Path (C1/2)	
-----+	-----+	-----+
Iron Belt	Merchants	
-----+	-----+	-----+
Mythril Belt	Merchants	
-----+	-----+	-----+
Pure Belt	Rebena Te Ra	
-----+	-----+	-----+
Flame Belt	Kilanda	
-----+	-----+	-----+
Lightning Belt	Conall Curach	
-----+	-----+	-----+
Frost Belt	Tida (C2)	
-----+	-----+	-----+
Diamond Belt	Conall Curach (C3)	
-----+	-----+	-----+
Wind Belt	Conall Curach (C2)	
-----+	-----+	-----+
Angel Kit	Tida (C3)	
-----+	-----+	-----+
Blue Yarn	Shella	
-----+	-----+	-----+
Brigandology	Tida (AS)	
-----+	-----+	-----+
Clockwork	Shella	
-----+	-----+	-----+
Daemon Kit	Mushroom Forest (C3)	
-----+	-----+	-----+
Designer Glasses	Daemon's Court (C3)	
-----+	-----+	-----+
Designer Goggles	Lynari Desert (C3)	
-----+	-----+	-----+
Eyewear Techniques	Daemon's Court (C2/3)	
-----+	-----+	-----+

Faerie Kit	Tida (C2/3)	
-----+	-----+	-----+
Fashion Kit	Moschet Manor	
-----+	-----+	-----+
Fiend Kit	Mushroom Forest (C2/3)	
-----+	-----+	-----+
Flame Craft	Shella	
-----+	-----+	-----+
Forbidden Tome	Rebena Te Ra (AS)	
-----+	-----+	-----+
Frost Craft	Shella	
-----+	-----+	-----+
Goggle Techniques	Lynari Desert (C2/3)	
-----+	-----+	-----+
Gold Craft	Shella	
-----+	-----+	-----+
Healing Kit	Kilanda (C3)	
-----+	-----+	-----+
Lady's Accesories	Moschet Manor	
-----+	-----+	-----+
Lightning Craft	Shella	
-----+	-----+	-----+
New Clockwork	Shella	
-----+	-----+	-----+
Ring Of Invincibility	Family (AL11)	
-----+	-----+	-----+
Ring Of Light	Selepation Cave	
-----+	-----+	-----+
Secrets Of Speed	Cathuriges Mine (C3)	
-----+	-----+	-----+
Secrets Of Wisdom	Goblin Wall (C3)	
-----+	-----+	-----+
Soul Of The Dragon	Conall Curach (C2/3)	
-----+	-----+	-----+
Soul Of The Lion	Conall Curach	
-----+	-----+	-----+
Tome Of Magic	Rebena Te Ra (C2/3)	
-----+	-----+	-----+
Tome Of Sorcery	Rebena Te Ra (C3)	
-----+	-----+	-----+
Tome Of Speed	Cathuriges Mine (C2/3)	
-----+	-----+	-----+
White Yarn	Shella	
-----+	-----+	-----+
Zeal Kit	Kilanda	
-----+	-----+	-----+

To find out what materials you need to make them check out the weapons, armor and accesories sections and find the corresponding result or scroll there.

XII Weapons

CC12

This section lists all the weapons found in the game followed with the stats of the weapons, scroll needed to craft it, what materials are needed and what focus attack the weapon has.

The weapons will be listed in order of what tribe they belong with to make finding a weapon for your character easier.

For all races there is a default weapon, a Marr sword, Treasured Sword and Father's Sword that cannot be crafted.

 CLAVAT - SWORDS

Name	ATP	Scroll	Materials Needed	Focus Attack
Copper Sword	015	Default	N/A	Power Slash
Treasured Sword	018	Gift	N/A	Power Slash
Iron Sword	020	Novice's Weapon	Iron	Piercing Sweep
Marr Sword	022	N/A	N/A	Piercing Sweep
Steel Blade	025	Warrior's Weapon	Iron, Alloy	Bash
Rune Blade	030	Master's Weapon	Mythril, Alloy	Soulshot
Defender	031	Victorious Weapon	Iron(2), Ogre Fang	Bash
Feather Saber	031	Valiant Weapon	Bronze(3), Cerberus's Fang	Power Slash
Bastard Sword	032	Mighty Weapon	Iron(2), Jagged Scythe	Piercing Sweep
Father's Sword	032	Gift	N/A	Piercing Sweep
Excalibur	033	Legendary Weapon	Orichalcum, Alloy, Ancient Potion	Soulshot
Ragnarok	035	Dark Weapon	Orichalcum, Cursed Crook, Ancient Sword	Shadowblade
Ultima Sword	035	Greatest Weapon	Ultimate, Orichalcum	Piercing Sweep

 SELKIE - RACKETS

Name	ATP	Scroll	Materials Needed	Focus Attack
Aura Racket	015	Default	N/A	Aura Blast
Treasured Maul	018	N/A	N/A	Aura Blast
Solid Racket	020	Novice's Weapon	Iron	Stampede
Marr Maul	022	N/A	N/A	Stampede
Dual Shooter	025	Warrior's Weapon	Iron, Alloy	Dual Blast
Butterfly Head	030	Master's Weapon	Mythril, Alloy	Power Kick

Elemental Cudgel	031	Valiant Weapon	Bronze(3),Cerberus's Fang	Aura Blast
Prism Bludgeon	031	Victorious Weapon	Iron(2),Ogre Fang	Dual Blast
Steel Cudgel	032	Mighty Weapon	Iron(2),Jagged Scythe	Stampede
Father's Maul	032	Gift	N/A	Stampede
Queen's Heel	033	Legendary Weapon	Alloy,Orichalcum,Ancient Potion	Power Kick
Dreamcatcher	035	Lunar Weapon	Wind Crystal,Orichalcum, Desert Fang	Meteor Blast
Ultima Maul	035	Greatest Weapon	Ultimate,Orichalcum	Stampede

YUKE - HAMMERS

Name	ATP	Scroll	Materials Needed	Focus Attacks
Orc Hammer	015	Default	N/A	Power Bomb
Treasured Hammer	018	N/A	N/A	Power Bomb
Wave Hammer	020	Novice's Weapon	Iron	Wave Bomb
Marr Hammer	022	N/A	N/A	Wave Bomb
Rune Hammer	025	Warrior's Weapon	Iron,Alloy	Shock Bomb
Mythril Hammer	030	Master's Weapon	Mythril,Alloy	Shock Bomb
Goblin Hammer	031	Valiant Weapon	Bronze(3),Cerberus's Fang	Power Bomb
Prism Hammer	031	Victorious Weapon	Iron(2),Ogre Fang	Shock Bomb
Father's Hammer	032	Gift	N/A	Wave Bomb
Sonic Hammer	032	Mighty Weapon	Iron(2),Jagged Scythe	Wave Bomb
Mystic Hammer	035	Legendary Weapon	Alloy,Orichalcum,Ancient Potion	Magic Bomb
Ultima Hammer	035	Greatest Weapon	Ultimate,Orichalcum	Wave Bomb

LILTIES - SPEARS

Name	ATP	Scroll	Materials Needed	Focus Attacks
Iron Lance	015	Default	N/A	Cyclone Slash
Treasured Spear	018	N/A	N/A	Cyclone Slash
Partisan	020	Novice's Weapon	Iron	Psi Blast

Marr Spear	022 N/A	N/A	Psi Blast
Sonic Lance	025 Warrior's Weapon	Iron,Alloy	Avalanche
Dragon Lance	030 Master's Weapon	Mythril,Alloy	Pulse Thrust
Highwind	031 Victorious Weapon	Iron(2),Ogre Fang	Avalanche
Titan Lance	031 Valiant Weapon	Bronze(3),Cerberus's Fang	Cyclone Slash
Father's Spear	032 N/A	N/A	Psi Blast
Halberd	032 Mighty Weapon	Iron(2),Jagged Scythe	Psi Blast
Dragoon's Spear	033 Hero's Weapon	Chimera's Horn,Orichalcum	Pulse Thrust
		Dragon's Fang	
Gugnir	035 Legendary Weapon	Alloy,Orichalcum,Ancient	Cross Slash
		Potion	
Ultima Lance	035 Greatest Weapon	Ultimate,Orichalcum	Psi Blast
Longinus	040 Celestial Weapon	Dragon's Fang,	Bladestorm
		Orichalcum(2),Red Eye	

This is all the weapons i have come across and i think they're all there. If you know of any more then please do email me.

To find out where to obtain the scrolls and materials see the items section above.

XIII Armor

CC13

This section covers all the armor found in the game, what tribe equips it and what scroll and materials is needed. In some pieces of armor there will be an added Effect that will also be listed here.

***** ALL TRIBES - ARMOR

Name	DFP Scroll	Materials Needed	Added Effect
Travel Clothes	010 Default	N/A	N/A
Bronze Plate	013 Bronze Armor	Bronze	N/A
Iron Plate	017 Iron Armor	Iron	N/A
Mythril Plate	022 Mythril Armor	Mythril	N/A
Saintly Mail	023 Holy Armor	Mythril,Heavenly Dust	Resist Curse +1

Time Mail	023	Time Armor	Mythril,Worm Antenna	Resist Slow +1
Eternal Mail	023	Eternal Armor	Mythril,Toad Oil	Resist Shock +1
Blessed Mail	023	Pure Armor	Mythril,Holy Water	Resist Poison +1
Crystal Mail	024	Radiant Armor	Mythril,Tiny Crystal	Resist Miasma
Flame Mail	024	Flame Armor	Iron(3),Magma Rock(2)	Resist Fire +1
Frost Mail	024	Frost Armor	Iron(3),Chilly Gel(2)	Resist Blizzard +1
Storm Mail	024	Lightning Armor	Iron(3),Thunderball(2)	Resist Thunder +1
Gold Mail	024	Gold Armor	Mythril,Gold,Shiny Shard	Resist Stone +1
Diamond Plate	027	Diamond Armor	Diamond Ore,Orichalcum, Hard Shell	N/A
Gaia Plate	030	Earth Armor	Lord's Robe,Orichalcum(2) King's Scale	Clavats only

SELKIES - BELTS

Name	DFP	Scroll	Materials Needed	Added Effect
Old Belt	005	Default	N/A	N/A
Bronze Belt	008	Bronze Belt	Bronze	N/A
Iron Belt	012	Iron Belt	Iron	N/A
Mythril Belt	015	Mythril Belt	Mythril	N/A
Flame Sash	017	Flame Belt	Iron(2),Magma Rock	Resist Fire +1
Frost Sash	017	Frost Belt	Iron(2),Chilly Gel	Resist Blizzard +1
Storm Sash	017	Lightning Belt	Iron(2),Thunderball	Resist Thunder +1
Blessed Sash	018	Pure Belt	Mythril,Holy Water	Resist Poison +1
Winged Belt	018	Wind Belt	Mythril,Griffin's Wing(2)	Focus Attack Rng +20
Diamond Belt	022	Diamond Belt	Diamond Ore,Orichalcum	N/A

CLAVATS - SHIELDS

Name	DFP	Scroll	Materials Needed	Added Effect
Makeshift Shield	007	Default	N/A	N/A
Iron Shield	010	Iron Shield	Iron	N/A

Mythril Shield	015	Mythril Shield	Mythril	N/A
Flame Shield	017	Flame Shield	Iron(2),Magma Rock	Resist Fire +1
Frost Shield	017	Frost Shield	Iron(2),Chilly Gel	Resist Blizzard +1
Storm Shield	017	Lightning Shield	Iron(2),Thunderball	Resist Thunder +1
Rune Shield	018	Magic Shield	Bronze,Coeur's Whisker(2)	Spell Rng +20
Saintly Shield	018	Holy Shield	Mythril,Heavenly Dust	Resist Curse +1
Diamond Shield	022	Diamond Shield	Diamond Ore,Orichalcum	N/A
Chocobo Shield	030	Legendary Sheild	Yellow Feather, Orichalcum(2)	N/A

YUKES - HELMETS

Name	DFP	Scroll	Materials Needed	Added Effect
Helm	005	Default	N/A	N/A
Bronze Helm	008	Bronze Sallet	Bronze	N/A
Iron Helm	012	Iron Sallet	Iron	N/A
Mythril Helm	015	Mythril Sallet	Mythril	N/A
Flame Helm	017	Flame Sallet	Iron(2),Magma Rock	Resist Fire +1
Frost Helm	017	Frost Sallet	Iron(2),Chilly Gel	Resist Blizzard +1
Storm Helm	017	Lightning Sallet	Iron(2),Thunderball	Resist Thunder +1
Eternal Helm	018	Eternal Sallet	Mythril,Toad Oil	Resist Shock +1
Time Helm	018	Time Sallet	Mythril,Worm Antenna	Resist Slow +1
Diamond Helm	022	Diamond Sallet	Diamond Ore,Orichalcum	N/A

LILTIES - GLOVES

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*****
Name          |DFP|Scroll          |Materials Needed   |Added Effect
-----+-----+-----+-----+-----
Gauntlets     |005|Default          |N/A                |N/A
-----+-----+-----+-----+-----
Bronze Gauntlets|008|Bronze Gloves   |Bronze             |N/A
-----+-----+-----+-----+-----
Iron Gauntlets|012|Iron Gloves     |Iron               |N/A
-----+-----+-----+-----+-----
Mythril Gauntlets|015|Mythril Gloves  |Mythril            |N/A
-----+-----+-----+-----+-----
Flame Armlets |017|Flame Gloves    |Iron(2),Magma Rock|Resist Fire +1
-----+-----+-----+-----+-----
Frost Armlets |017|Frost Gloves    |Iron(2),Chilly Gel|Resist Blizzard +1
-----+-----+-----+-----+-----
Storm Armlets |017|Lightning Gloves|Iron(2),Thunderball|Resist Thunder +1
-----+-----+-----+-----+-----
Gold Armlets  |018|Gold Gloves     |Cockatrice Scale,Gold|Resist Stone +1
              |   |                |Mythril            |
-----+-----+-----+-----+-----
Diamond Armlets|022|Diamond Gloves  |Diamond Ore,Orichalcum|N/A
-----+-----+-----+-----+-----

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I think i may be missing one Armor and one gloves in this section, if you know what they are please email me.

If you are looking for where to obtain the scrolls and materials you can find them in the "Items" section above.

If you need a description of the status effects see the Status Effects chart in the gameplay section above.

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****XIV Accessories****

CC14

This section describes all the accessories that you can find in the game, what scroll is needed to craft them, what materials and added effects they cause.

Some Accessories are tribe or gender specific so make sure you check that you can equip the accessorie before crafting it. The list is arranged in alphabetical order to make it easier to identify the accessory you are looking for.

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*****
ACCESSORIES
*****

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Name          |Scroll          |Materials Needed   |Added Effect   |Race
-----+-----+-----+-----+-----
-
Accurate Watch|Clockwork      |Worm Antenna,     |Resist Slow    |All
              |               |Bronze Shard(3),|+1             |
              |               |Gear              |               |
-----+-----+-----+-----+-----
Angel's Earring|Angel Kit      |Silver,Angel's    |Resist Status  |Selkie
              |               |Tear              |Changes +60    |
-----+-----+-----+-----+-----

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Badge Of The Flame	Flame Craft	Iron Shard(2), Magma Rock	Resist Fire +1	All
Badge Of The Frost	Frost Craft	Iron Shard(2), Chilly Gel	Resist Blizzard +1	All
Badge Of The Thunderbolt	Lightning Craft	Iron Shard(2), Thunderball	Resist Thunder +1	All
Bishop's Soul	Tome Of Sorcery	Jade(2),Cursed Crook	Magic Power +3	Yuke
Blue Misanga	Blue Yarn	Needle,Blue Silk	Resist Poison +1	All
Charm Of Speed	Tome Of Speed	Needle,Gigas Claw	Focus Attack Charge -5	Selkie
Charm Of Wisdom	Tome Of Wisdom	Needle,Coerul's Whisker	Magic Casting time -10	Yuke
Crystal Ring	Ring Of Light	Silver,Tiny Crystal	Resist Miasma +30	All
Daemon's Earring	Fiend Kit	Silver,Fiend's Claw	Status Change Effects +30	Yuke
Devil's Earring	Daemon Kit	Silver,Devil's Claw	Status Change Effects +60	Clavat
Dragon's Heart	Soul Of The Dragon	Ruby(2),Dragon's Fang,Orc Belt	Focus Attack +3	Lilty
Eagle Goggles	Designer Goggles	Iron,Crystal Ball (2),Griffin's Wing	Focus Attack Rng +20	Selkie
Elemental's Soul	Forbidden Tome	Dweomer Sphere, Ethereal Orb, Malboro Seed	Magic Spell Strength +5	Yuke
Flower Bracer	Lady's Accessories	Silver(2),Ruby Pressed Flower	Magic Casting time -5	Female
Force Ring	Ring Of Invincibility	Dark Sphere, Orichalcum	Resist Attack +1	All
Gold Necklace	Gold Craft	Gold(2),Cockatrice Scale	Resist Stone +1	All
Headband Of Healing	Healing Kit	Tiny Crystal, Remedy,White Silk	HP Regen UP	Male
Headband Of Zeal	Zeal Kit	Tiny Crystal, Remedy,Blue Silk	Focus Attack Charge -5	Male
Jade Bracer	Fashion Kit	Silver(2),Jade Pressed Flower	HP Regen UP	Female
Lion's Heart	Soul Of The Lion	Ruby,Cerberus's Fang	Focus Attack +1	Lilty

Pixie's Earring	Faerie Kit	Silver, Faerie's Tear	Resist Status Changes +30	Lilty
Power Goggles	Goggle Techniques	Bronze, Crystal Ball	Focus Attack Rng +20	Lilty
Talisman Of Speed	Secrets Of Speed	Needle, Zu's Beak	Focus Attack Charge -10	Selkie
Talisman Of Wisdom	Secrets Of Wisdom	Needle, Chimera's Horn	Magic Casting time -15	Clavat
Thief's Emblem	Brigandology	Green Sphere, Wind Crystal, Orc Belt	Focus Attack Charge -15	Selkie
Twisted Scope	Designer Glasses	Gold, Crystal Ball (2), Chimera's Horn	Magic Spell Rng +20	Clavat
Twisted Spectacles	Eyewear Techniques	Silver, Crystal's Ball (2)	Magic Spell Rng +20	Yuke
Unflinching Watch	New Clockwork	Bronze Shard(3), Toad Oil, Gear	Resist Shock +1	All
White Misanga	White Yarn	Needle, White Silk	Resist Curse +1	All
Wizard's Soul	Tome Of Magic	Jade, Coeurl's Whisker	Reduced Spell Damage +1	Yuke

XV Battle System

CC15

In this section you can find out about the battle system and how it works in more detail.

Physical Attacks

In Final Fantasy Crystal Chronicles you can perform a physical attack when you have the attack command up. This will perform an attack based on the strength stat and the quality of the weapon to an enemy. You will most likely find yourself going through most of the game just attacking unless you're a Yuke because I find it the best way to kill the enemies.

To make the physical attacks more effective, each tribe has a three hit combo to deal even more damage over a quicker time. It is as easy as hitting the "A" button straight after the last attack has finished. Most of the time these combos will knock the enemy back if it's trying to get in an attack.

Utilising physical attacks and combos is the best way to survive in the world so it's a good idea to quickly get used to the physical attacking side of the game.

Focus Attacks

These special attacks are like the weapons special abilities and each set of weapons will come with several different focus attacks and its a good idea to find out which one you like best.

To perform a Focus Attack hold down the "A" button and your character will start charging some energy. Depending on what tribe you are a target ring will come up either quickly or after a short period of time and you can move it with the direction pad/Control Stick to your desired target. Release the A button at the target and you will perform a Focus Attack on the target you just aimed for dealing a lot of damage.

There is four types of focus attacks which are Move, Charge, Leaping and Unstoppable that you can find more information on in the Focus Attacks section of the FAQ.

Magic

For all those magic lovers out there, Final Fantasy Crystal Chronicles has a very solid magic system known as the magic pile system. Although a lot more limited in Single Player mode, the multiplayer side of the game was made for this.

Magic is formed in the way of magicite balls that can be obtained from enemies killed or treasure chests. Once picked up it will be added to your items list and commands list if you have a space free (otherwise you will have to assign it yourself). There are six magicite balls that can be fused to create stronger spells mostly done in multiplayer mode.

To Cast a magic spell is just like doing a focus attack, simply hold down the "A" button once you have the command you wish to use and aim for the target you want to damage/heal.

Spell Fusion

This is what multiplayer mode was created for and is where all the fun is. Spell fusion is when you combine magic spells with other friends/Mog to create and fuse stronger versions of the spells. Although there is a lot of spells you cannot fuse on single player a lot of them will still come in handy.

In Single Player mode Spell Fusion is handled with yourself or with the Mog that helps you. If you put the magicite balls next to each other in the correct order in your command list they may fuse and make the upgraded version of the spell which will be very useful. Dont worry you can split them by going back into your command list and choosing to split them when given the choice.

You can also do spell fusion with the Mog that is with you in single player mode. When he says "Hang in there, Kupo!" he is ready to fuse spells with you using the spell he is currently using. The spell he will be using is related to what colour you painted him and more details on this can be found on the Gameplay section of this FAQ. To fuse a spell charge up the spell you wish to use and then aim at the target, the moogles will place his targetting ring over yours and create a magic fusion if the right combination of spells are used. Be warned that the moogles can only do spell fusion with you if he is

not carrying the Crystal Chalice.

In Multiplayer you will be having a lot of fun with the spell fusion system as it was created with multiplayer in mind. On mulitplayer the spells are fused by everyone placing their targetting rings over each others and releasing after a certain time based on what strength of spell you want to create.

There is five types of magic timing and i will list them below as Types 1-5 and you can find out what magic you can create with what type in the magic section found above.

Type 1

This is infact the easiest Spell fusion to do out of the five types as all it involves is everyone releasing the spell at the exact time.

Type 2

Type 2 is not that much harder but it does require more teamwork with your friends. This time after player 1 one has released the spell the other players will wait a short time (1-2 seconds) before releasing theirs. It is wise to give everyone a order to do their spells so you dont get confused who is doing what.

Type 3

Type 3 is all about eye co-ordination and is probably not that much harder to pull of than type 2. The first two players release their spells at the same time with the other players releasing it a short time after.

Type 4

Type 4 is where things start getting tricky as it requires your full attention when trying to pull it off. As youmay assume type 4 spells are infact probably the most powerful around and as a result take some time to do the order. Each player in this setup must relase their spell a fairly long time after the player before them creating a chain like effect.

Type 5

As you may have expected Type 5 is the hardest to pull off but offers the best rewards. The only difference between type 4 and 5 is that there is a shorter wait in the type 5 setup making it a lot harder to time.

Defending Attacks

In Final Fantasy Crystal Chronicles one of your command slots will always be the Defend command but most people will hardly ever use it. There are three types of defense each one making your journey for the myrrh that much easier.

Clavat and Lilty

This defense is very basic and the character will just stand there with his weapon in front of him to block any physical attacks. However you can still be damaged from behind and with magic so you have to be careful with this.

Selkie Defense

This defense is a lot harder to time when to use because the Selkie will do a backflip to defend. When defending a Selkie blocks all attacks and magic making this very useful.

Yuke Defense

This is probably the best defense in the game as it causes the Yuke to make itself disappear for a short time blocking all attacks and magic. This is a little easier to time than the Selkie defense but is still harder to pull off than the Clavat and Lilty defense.

****XIV Walkthrough****

CC16

This walkthrough for the most part will describe how to get through each stage. Each section is labeled by the current name of stage not towns. If you are looking for specific things look in the other sections first before looking here.

Also note that this game is told through years and each year is made up of three myrrh droplets (three stages). Once you have them the year will end and you will start back in your hometown in the next year. This guide goes through the years as if you was not going to spend extra time getting artifacts although i strongly recommend it.

<<<<Getting Ready>>>>

First things first, decide what you are going to play, Single or Multi. This faq will be mostly focused on the single player but i will give optional multi tactics for defeating a boss.

Once you have chosen what you are going to play decide the name of your hometown and your character/s, choose your tribe/s and then you can choose your parents' occupation. The Jobs are:-

Blacksmith	Miller
Tailor	Fisherman
Farmer	Merchant
Rancher	Alchemist

After you have confirmed all this select the caravan to start the game.

Note

A lot of people think that this game is done through the years. Although it is, there is not a set amount of years so i will not be doing the walkthrough based on years, instead the dungeons and where to get to what part etc.

End Note

<<<<Year 1>>>>

Tipa Peninsula

<Tipa>

In your hometown you will say your goodbyes and then you can look around the village. There's not much to do here at the moment. Later you can return to your family and depending on what occupation you chose you can do things like buy items, upgrade equipment etc. When you're ready head south and out of the town to find yourself on the world map. On the world map head to the next place and on the way you'll receive an event. In this event you will see Stiltzkin who will offer to teach you how to play the game. If you take him up on this then to quit the training choose the bottom option then the top. Now head into the first dungeon of the game.

```
-----+-----+-----
          |                River Belle Path                |CCW01
--+-+-----+-----+-----
  | |
--+-+-----+-----+-----
They say that wicked creatures prowl the road |
along this beautiful riverbank, but nobody has ever seen one |
|
I once asked a man why |
He simply replied |
|
"Because anybody who happens upon one is promptly eaten" |
|
But it is long since anybody met such a fate |
|
For nowadays, people take another route, far away from the old spooky road. |
Only we walk the old way now, travellers in Crystal Caravans |
--+-+-----+-----+-----
  | |
--+-+-----+
Monsters|
--+-+-----+
  | |
--+-+-----+
Goblin |
Goblin Chieftain |
Goblin (Axe) (C3) |
Goblin (Lance) (C2/3) |
Goblin Mage (C2/3) |
Hedgehog Pie |
Stone Hedgehog Pie (C2/3) |
Dark Hedgehog Pie (C3) |
Mu |
Griffin (C2/3) |
-----+-----+-----
```

This is quite a nice simple level to start of with as theres only one area and a lot of the enemies there can be easily killed. Start of by killing the goblin a little to the left and it will drop a Phoenix Down which are very handy throughout this game.

[Item Update]Phoenix Down- Common item throughout the Final Fantasy universe, can be used to raise dead allys or can act as auto-life when equipped to a command slot.

Its good to let mog carry the Crystal Cage at all times by dropping it and then pressing the X button. Most enemies can be killed with a simple three hit combo in this place so try to time them right. Walking a bit further you'll see a Hedgehog Pie which can be very annoying in later years. Again this will go down easy and will normally drop the Fire Magicite.

[Item Update]Fire Magicite- This is a temporary item that allows you to cast the Fire spell when equipped to a command slot. If you have a command slot free then this will be automatically equipped.

If you like magic you can use your Fire spell on the monsters around here as it does some nice damage to them. The next goblin will drop your next spell, Cure.

[Item Update]Cure Magicite- This is a temporary item that allows you to cast the Cure spell when equipped to a command slot. This will restore any hearts lost.

Now you have Cure you will have a much easier time with this stage. To the left is another Goblin that might attack you so if it does deal with it quickly. The same Goblin that dropped the Cure Demon Stone will have dropped the gate key too so pick that up using the B button and throw it onto the Pedestal next to the gate. The Gate will open allowing you to pass through. Across the bridge you will imediately see another goblin. Kill it for the Gate key and the Life Magicite.

[Item Update]Life Magicite- This is a temporary item that allows you to cast the Life spell when equipped to a command slot. This will allow you to raise other members of your caravan if they happen to lose all their hearts during a battle.

You can now do two things here, head down and fight a large Goblin(Griffon on later years) and a small goblin. To the bottom right of this you can find a Chest almost always containing a Equipment Scroll. After you have done this throw the gate key on the Pedestal and head through the gate and across the bridge. Here you will find some Mu's(Usually three)which pose not much of a threat, from these you will normally get a Thunder Magicite and some gil.

[Item Update]Thunder Magicite-This is a temporary item that allows you to cast the Thunder spell when equipped to a command slot.

From here there is two ways you can head, up and to the right to find a large goblin team guarding a Chest containing a scroll and further up a Hedgehog Pie and a Goblin will be guarding another chest containing a scroll. Its a good idea to collect scrolls as that is how you acquire new equipment in this game. Whatever you do you need to head to the left and across the broken bridge. To the right of this bridge is a chest containing the Life Magicite, get it if you need then head to the left across the edge of the river. At the next section there is a Mu to the left that when killed, most of the time will drop

some gil. After defeating the Mu use the Gatekey if you wish(not required to beat the stage) and head up to find a group of enemies usually with at least two large Goblins in, this is the most tricky part of this stage. Try and fight one at a time if you're playing single player and remember to heal when you have less than two hearts remaining. By the bridge you can head left to find another chest in the corner containing a scroll. Head across the bridge and to the right you can find a house with two mogs in, talk to them if you like then head down the left path to exit into the boss area.

Boss

[Giant Crab]

I find this boss easier on Single Player because you dont have to mess around with moving the Crystal Cage as this boss moves around a lot. At the start of the fight he will use a Lightning charge which is easy to tell as you can see the crab gathering the lightning. It will also use a slow ball that on impact will cause Slow to your character. If you like using magic then use the Fire spell against him otherwise use three hit combos against him and soon he will lose part of his armor. Now he will have a new attack where he will jump to different places in the arena and sometimes after casting the Slow Ball it will run towards you and use a Fire Pound on you. After losing three quarters of its health it will lost part of its head and will begin casting Thunder which can paralyze you if it catches you. Just move when you see the Crab's casting circle and then continue to keep using combos/magic. Its best to kill the Mu that spawns otherwise it can cause you a lot of trouble, the Crab is also immune to Thunder spells.

If you're playing multiplayer a good tactic is to have one person healing and raising the one or two fighting members and have someone else cast magic and move the cage around.

In Cycle's 2 and 3 when you get to the last part of the crab it will start doing Thundara and Thundaga which can hurt a lot and most of the time it will combo with you like casting Thundara to paralyze you and then cast a Tundaga right after.

Upon finishing the boss you will see a cutscene showing your members collect a myrrh droplet needed for the cage(This can be skipped using the start button) You will now recieve a Letter from your family and you can reply using several different phrases and you can alsosend gifts to your parents. You can view how happy/angry your family are on the screen before the letters. Try to keep them as happy as possible as you will recieve rewards and gifts from them. After sending your reply you will be bought to the Bonus screen where you and your other members will receive a score based on how well you met your stage objective which can be found in the bottom left of the menu screen when in a stage.

These scores determine who gets the first pick on the Artifacts you receive and what artifact set is dropped by the boss. Higher scores means better artifacts. Here is a basic summary of the Artifacts.

Purple Statue- Magic + x (x being the number of points permantly added)

Orange Statue- Strength + x

Green Statue- Defense + x

Chocobo looking statue- Add one command slot.

Heart looking statue- Add one Heart.

Rings- Rings containing spells that can be always used (not lost after a stage)

Now you will be back on the world map with 1/3 of your Cage filled. You need

three droplets to fill the Cage and complete a year. Before going on to the next stage you can repeat the stages for extra gil, items, scrolls and other Artifacts after defeating the boss, however you can only receive a letter if you collect a droplet of water from the tree which receives new water every two years (for example you could do this stage again on Year 3 and collect a droplet from it. I would advise you to replay the stage until you have all the Artifacts as this is what people call leveling up on this game. when you feel you are ready to continue Save your game (by pressing the b button and choosing the memory card icon). To the left of River Belle Path is a boat yard. There's not much you can do here except for finding the mog house which is in a cave there (From mog houses you receive a postcard which you can collect stamps from other mogs in different places, there is one mog in every town/stage. They will be added in a future version). Continuing up on the world map you will see a place in the top right which you can't access until Year two and a cave to the left which when you move to will display the element you're Crystal needs to be to pass through.

When you enter the Miasma Stream you will know if you have the right element if the Crystal is shining or not. If you try to go through with the wrong attribute you will be pushed back. You can find these elements in hot spots found in stages however after completing a stage once you can hit the A button when you are going to enter it and it will give you several choices. choose the attribute you need and continue forward into the second area of the world map.

<Iron Mine Downs>

In this new area you will see a forest to your left and a town in the centre of the area, you'll want to head here first and upgrade from all those scrolls you've been picking up.

<Marr's Pass>

Peddler Shop (Odd Numbered Years Only)

Bronze	300
Iron	500
Mythril	5000
Bronze Shard	100
Iron Shard	100
Alloy	250
Warrior's Weapon	300
Iron Armor	150
Iron Gloves	100
Iron Belt	100
Iron Sallet	100
Mythril Armor	300
Mythril Shield	250
Mythril Gloves	250
Mythril Sallet	250
Mythril Belt	250

This place was once a great city but now is just a small pass. Infact there is not that much to do here apart from a few key npc's involved with some of the game's side stories (see secrets section), a blacksmith for both armor and weapons and another moogles nest. There is a selkie peddler that will appear there every year with an odd number. He can sell you some materials

and scrolls that you will need for a few years until you receive better ones.

As soon as you enter you will see a well to the left when you approach this you can use the A button and pressing so will come up with a "?" message followed by a random hidden item appearing. You can repeat this after every myrrh droplet collected. Now to the left there is the Armor creator and to the right you can find the Weapon creator and sometimes in the bottom right is a wandering merchant who can sell you materials and scrolls. Try to upgrade all your equipment and if you have a new weapon then you will also get a new Focus attack. When you are satisfied with your shopping trip head back out of the town and save your game. Now head back to the Forest to enter your next dungeon.

```
-----+-----+-----+-----+-----+-----+-----+-----+-----+
|                                     |               | CCW02
---+---+-----+-----+-----+-----+-----+-----+-----+
| |
---+---+-----+-----+-----+-----+-----+-----+-----+
When I was a child, |
I once asked my mother |
|
"Where did I come from?" |
|
she answered, |
|
"Why we all sprouted from the Mushroom Forest of course" |
|
Nightmares soon haunted my sleep, I dreamt I was lost among |
the toadstools. |
|
I awoke in tears but felt the warmth of my mother's embrace |
as she comforted me, it is something I still remember to this |
day. |
---+---+-----+-----+-----+-----+-----+-----+-----+
| |
---+---+-----+-----+-----+-----+-----+-----+-----+
Monsters|
---+---+-----+-----+-----+-----+-----+-----+-----+
| |
---+---+-----+-----+-----+-----+-----+-----+-----+
Ahriman |
Gremlin |
Hell Plant |
Hedgehog Pie |
Tiny Worm |
Carrion Worm (C3) |
Ochu (C2/3) |
Stone Plant (C2/3) |
Ice Ahriman (C2/3) |
Dark Hedgehog Pie (C3) |
Stone Hedgehog Pie (C3) |
-----+-----+-----+-----+-----+-----+-----+-----+-----+

```

From the beginning of the stage head left and kill the crawler and then open the chest for some gil continue west until you can head up and then right to a mushroom. Step on it and when all playing characters are on it you'll be knocked into the air and onto a higher ledge. At this point you should have Cure so use it if you need to and then fight the Ahriman a little north of you. A good tip against flying

monsters is to use Gravity which will lower it to the ground and make it much easier to kill. Usually for killing this you'll receive a material and in the chest is an Artifact. Now head down and kill the two Gremlins and collect the fruit they drop if you want. A bit further down is a Hot Spot which you dont need unless you think you're doing really bad at this place and need more lvling.

Continue right and kill the Hedgehog Pie and a plant(which usually drops a Fire Magicite) and then continue right to find a chest guarded by an Ahriman and a Tiny Worm. The chest contains an artifact and the Ahriman will most of the time drop another Cure Magicite. Continue North East and you'll find another Hedgehog Pie and Plant which will drop two Magicite's you havent found yet.

[Item Update]Blizzard Magicite - This is a temporary Item that allows you to cast the Blizzard spell when equipped to a command slot.

[Item Update]Clear Magicite - This is a temporary item that allows you to cast the Clear spell when equipped to a command slot. This spell cures any status abnormalities.

Be sure to equip the Clear Magicite as you'll need it for the boss here. Continue following the path to find an Ahriman(which will drop Life) and a Hedgehog Pie which should drop a material. To the right of these monster's is a chest which has another artifact inside. Continue up to find another plant which should drop a Phoenix Down. Follow west until you find another Mushroom spring which will take you to a chest containing the Heart+1 artifact and just to the left of this, the moogle nest for this dungeon is hidden here. Keep heading left killing the plants until you can go no further and head up. Kill the monsters here, a Gremlin and two plants and you should get at least one or two scrolls and/or materials. Make sure you've got at least one Phoenix Down equipped and the cure and clear spells if you can then head forward.

Boss

[Malboro]

This can be tricky if you dont kill of the two plants to the side of Malboro first, that way you can concentrate on Malboro himself. Malboro's main attack is plunging his vines from within the ground at you and taking at least one or two hearts of each time. Its good to cure after each time this happens as you can die easily. If you're at a distance then Malboro will likely use a Gravity spell on you which will pull you in. He also does Poison on you so if you have Clear with you go ahead and cure yourself. Marlboro casts Slowga every now and then which can also be a pain. Just keep bashing and curing until Malboro dies. Also make sure you kill the plants whenever they respawn.

After the boss fight you will fill a bit of the Cage again and then taken to the letter, bonus and artifact screens. Again if you feel like you need to lvl then go ahead and lvl here and make sure you collect all the artifacts here and use the town if you need to upgrade, which you probably will need to. The ferry is not at the dock to the left so the only place left to go is to the dungeon in the top right corner of the area.

-----+-----+-----
The Mine Of Cathuriges |

|CCW03

-----+-----+-----
Monsters|

---+---+---

```

| |
---+-----+
Orc |
Bomb |
Ogre |
Orc Mage |
Cockatrice (C2/3) |
Wraith (C2/3) |
Thunder Bomb (C2/3) |
Ice Bomb (C2/3) |
Bat (C2/3) |
Orc (Axe) (C2/3) |
Orc (Lance) (C2/3) |
-----+

```

The objective of this part of the stage is to use the mine cart (located in front of you) to break the boxes in front of the place you want to go. You do this by slashing it with your weapon. Begin by moving the cart forward once and then head a little to the left and kill the orc there for the Cure Spell. Now follow where the mine cart went and kill the orc. Hit the mine cart forward again and follow it and fight some more orcs. At this next place there will be two switches above and below the switch. Step on the top one and then hit the cart again. Hit it once more and it will break the boxes allowing you to continue north so do that whilst hitting the cart forward and you will reach another two orcs after you come out of the narrow path. Deal with them easily and then hit the cart forward once more and follow the track up to where it stopped. Like before you want to stand on the top switch before hitting the cart again opening the end of this area.

This next area doesn't require the mine cart but to keep on the right path, follow the track at all times. You'll eventually come to a Ogre which can pack quite a punch so don't neglect your healing as it's easy to die on this monster. After killing it you might receive an artifact but more importantly the gate key. Pick this up and put it on the pedestal to the north of here and go through the door to the next area.

This area is simple as there's only one way to go so head north to begin. On your way you'll kill an orc before reaching an opening where there are two orcs and a chest containing Clear. Continue north killing another orc before reaching another opening with two orcs and a chest. This time the chest contains an artifact, collect it and continue north along the path. There'll be an Orc Mage before reaching the third opening which there you will face three orcs and a chest. The chest has a heart+1 artifact so be sure to get it before heading north and out of this area.

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-----+
*Boss*
[Orc King]

```

This is the hardest out of the first three stages as he can deal quite a lot of damage and on top of that you have orcs spawning that can deal a fair amount of damage. Start off by killing the orcs and then head for the Giant. Whenever you're attacking and you see a fire circle on you move out the way as it's about to use one of its attacks. It will also use Wind bash on you when you're close so whenever you lose any health heal right away. After a certain amount of damage the Giant will be surrounded in a yellow glow. This means it's about to self-destruct which will most likely kill you. As this takes some time you can try and finish it off yourself or you can get as far away as possible. If it does self-destruct then you win the battle providing you survived the attack.

On Cycles 2 and 3 the orcs in the arena and Orc King himself will have a massive boost in strength and defense. This time when the Orc King goes to self destruct you will have less time to finish it off so play it safe and hide in the corner.

Once again you'll see another droplet collected and you'll have a full cage now. Again the letter and bonus screen will follow and after this you will have completed your first year. You will be back at your hometown where the Crystal Ceremony will be performed. If this is your first time viewing this sit back and enjoy it, if you've seen it several times you can skip it with the start button. Also during this event you will see some writing on screen, this is basically everything you've seen this year and your memories (events) put altogether. This is sort of the way the story is told in this game.

<<<<Year 2>>>>

<Tipa Peninsula>

At the end of each year you'll be shown a map of the world which will also show you the element to get through the Miasma streams in the area. You'll then be back in your hometown. Talk to your parents, upgrade and then leave the area and the mayor will tell you what you need to do this year (collect the droplets again).

You will have to go to the third area if you want to collect myrrh droplets for this year however if you want to lvl on the other stages you done last year you can and boost up your stats a bit more. To get to the third area go to the Miasma Stream to the north in the Iron Mine Downs area. Before we do this however in the first area is a new stage located to the right of the Miasma stream, enter there first.

```

-----+-----+-----
|                Goblin Wall                |CCW04
-----+-----+-----
| |
---+---+-----+
The threat of monsters weighs |
upon the mind of every traveller |
|
Brave lilties |
purged the roads of danger long ago. |
|
But monsters still lurk about, |
biding their time |
in the nooks and crannies of the world |
|
Goblin wall is one such place, |
As they say: |
Wherever there is light, there is shadow |
|
I wonder if we will ever be rid of their menace. |
-----+-----+-----

```

```

| |
---+-----+
Monsters|
---+-----+
| |
---+-----+
Goblin          |
Goblin Chieftain |
Goblin Mage     |
Electric Jellyfish |
Bat             |
Flan           |
Ghost (C2/3)    |
Cerberus (C2/3) |
Goblin (Axe) (C2/3) |
Goblin (Lance) (C2/3)|
-----+

```

Goblin wall is home to the goblins and of course one of my worst dungeons. This dungeon has a lot of chests so if you want to open them all you have to hit the corresponding switch to the gate and then open it up. From the beginning head forward and kill the goblin and it should drop the Cure Magicite so pick that up and continue left. You should see more enemies as you go up the hill and if you come up against any Electric like monsters, use magic on them as when you hit them you'll be stunned(Blizzard works really well against these). Continuing to the right and hit the switches if you intend on going back down to the bottom to open the chests otherwise continue fighting your way right until you reach another hill which you should go up and then right past the hotspot until you find a switch. Hit this and run right and down the next hill before going left and into the newly opened door to exit into the next area.

This next area will contain Ghosts on cycles 2 and 3 which can be tricky if you dont know what to do. If you have Fire/Thunder/Blizzard and the Life spell combine it to make Holy and then use it on the Ghost to materialize it making it easier to damage it. After walking forward you will be able to head left and you will see some gates which lead to a different part of this area, thats where we want to go. First you need to head up the hill and hit the switches above the doors that you need to pass through, but beware a lot of Goblins and Electric Jellyfishe's are up here. After hitting the switches head back down the hill and through the gates over to the otherside. From here you'll want to kill all the enemies so that they dont build up on you. Head to the left and up the hill killing every enemy as you go and then you will be on the top floor with lots of enemies. If you want to just get the gate key quickly then its the Goblin Chieftain that you want to kill however the other monsters up here can drop some good things sometimes. After you have the gate key put it on the pedestal and then walk through the door to access the next boss.

Boss
[Goblin King]

This boss can be quite hard as theres more to it than just hack and slash. When you enter you'll find yourself in an area that requires two Gate Key's to go forward towards the boss. Also at this time there will be two goblins running towards you. Deal with them using simple combos and then wait at the left side so that the next goblin comes out and you can kill it for one of the gate keys. Now run over to the right to make the next one come out and kill it for the other gate key which you can now put on the pedestals to gain access towards the boss.

When you run towards it you will immediately attract another two goblins so make sure they're following you and then run back into the area you were in just a moment ago and fight them down there. Take care to not get hit by any of Goblin King's spells whilst fighting them and if you get poisoned, heal it with Clear straight away (If you have it). Now that they're out of the way (They will respawn every now and again and if they do, repeat the same step.) run over to the boss and start attacking it. When you're at a distance it will use spells like Poison and Thunder on you and when you're up close he will attack you with his staff. Like most boss fights heal when you're low on health or make sure you have a Phoenix Down or two equipped so you don't die. Another thing this boss likes doing is teleporting to different places of the area which shouldn't be too much of a problem on Single Player but can get annoying on Multiplayer. When you see that it only has a little bit of health left go all out, don't worry about the goblins or his poison spell.

In Cycles 2 and 3 the Goblin King's spells will have upgraded to the -ra type spells with them almost always causing status effects on you.

With another boss defeated you have collected your first droplet for this year, sent another letter home and get a new Artifact etc. At this point in the game Goblin Wall has some nice Artifacts to offer so it might be worth repeating this stage if you didn't find it to be too hard.

If at this point in game you have not repeated any stages then I advise you go do some now as you will only make it harder for yourself when you have to come back and collect the artifacts when the difficulty of the monsters/boss has increased significantly.

Now back on the world map be sure to save your game and then go collect the attribute needed for your crystal to pass through the Miasma Stream and then in the next area go to Maar's Pass and upgrade if you need to or you can wait till you get to the Alfitaria which is through the next area. Look around for the attribute you need to head north and then head through to a new area.

<Vale Of Alfitaria>

This new area has one town in the centre and two stages, one in the north west and one in the south east. First thing to do here is to check out the city of this place.

<Alfitaria>

Food Shop

Milk	20
Spring Water	20
Meat	40
Fish	40

Selkie Peddler (Even numbered years only)

[See Marr's Pass Peddler]

Alfitaria is the prime home of the Lilties who once ruled the entire world from this city. The crystal in the centre is huge and just beyond it is the castle which you cannot enter in the game.

This city is home to the best sidequest in the game, "The Missing Princess" sidequest which upon completion offers a reward of 100,000 gil. The details for the quest can be found in the "Secrets" section and is fairly easy to complete but involves a lot of travelling.

The Blacksmith here is only a little more skilled than the Blacksmith at Marr's Pass so pay him a visit and upgrade your equipment to the Mythril set if you have the money for the mythril that the peddler can provide you.

Like all towns there is lots of NPC's to talk with to find out more about the background story of the game and there is also another hidden item to find here (see secrets section). The moogle house can be found by heading down the stairs in the east part of the city, following it to the end and examining the wall there.

Once you feel you have upgraded enough head on out and to the east and enter another village, however this time the village is your next dungeon.

<Tida Village>

CCW05

[Monsters]

Bomb
Gremlin
Carrion Worm
Hell Plant
Skeleton
Skeleton Mage
Skeleton (Axe) (C2/3)
Skeleton (Lance) (C2/3)
Abaddon (C2/3)
Magic Plant (C2/3)
Stone Plant (C2/3)

Don't get this place mixed with a town that you can buy things because this is very much a dungeon (and a hard one in cycles 2/3). From the start head right killing the enemies as you go and then at the fork head down and follow it right a bit and the path should lead up, follow this round until you head over a small gap and then when you head down the small slope you will see a few monsters and one of them will drop a gate key that can be used on the gate to the left of the slope however you don't need to go into there unless you want a scroll, otherwise head up. You should see a few enemies and one of them will again drop a gate key for the gate north a little. If you follow the path to the east you can find a chest, when all that's done head into the gate you just opened and into the next area.

This next area is really annoying as there is lots of ways you can go and there is slime blocking areas which you must use Fire on to pass through. Once you burn the slime you will be able to pass through but the slime will return a few seconds later. With that said begin by heading up and using the Hotspot if you want. Then head right and take the first path north by burning the slime there first. Continue north through two more slime fences and you

should come to a large area which has several ways to go so head up first into the main part of this area and then head left to kill the Carion Worm and then head north again. Now you should be at an edge with slime fences to the east and the west so head through the west fence and then west again to reach another large area this time with a few plants and a muddy centre. You can kill the monsters here if you like otherwise just head towards the north and across the bridge (There is a chest south of the bridge behind the fence if you want to open it.)

-Note-

If you're playing this stage in cycles 2 and 3 then be very careful when crossing the bridge as there are three Abaddon's(not sure what the monsters called)which if you're not careful can kill you easily.

-End Note-

On the other side of the bridge will be Carrion Worms which you have to kill because one of them contains the gate key which you need to open the gate north and gain access to the boss of Tida Village.

Boss

[Armstrong]

Armstrong is a lot like the Giant Orc boss in the way that he attacks etc. Your first priority should be to rid the boss arena of the smaller enemies as they can gradually take down your health whilst your going for Armstrong himself. Fira and Firaga are some good spells you could use against him and like always Cure and Life are the most important spells.

One of the best ways to take Armstrong out is by running around him performing combos on him and then when the other enemies regenerate take them out and repeat the combos on Armstrong. This boss isnt very hard so just keep on top with your healing and this battle will be over in no time.

Some of Armstrongs attacks include 1000 needles which does little damage if you have quite good defense, Slow Strom which is a swirling mist of which if you get hit by causes Slow and Swipe where it hits you with its claws.

On Cycles 2 and 3 Armstrong will acquire two new cannon attacks in which can hurt and cost you dearly if you're caught with it.

Another boss killed which now means we need one more drop to finish of this year so after you have finished with the artifacts/letters etc. then head to Alfitaria and either upgrade your equipment or buy some items. When you're ready exit and head to the west of this continent and enter the mansion residing there.

```
-----+-----+-----
      |                               |CCW06
-----+-----+-----
      | |
-----+-----+-----
Jack Moschet was starving,          |
so he ordered his Tonberry chefs   |
to make dinner right away          |
                                     |
But when Maggie awoke from her nap, |
she was furious to find the table   |
bare.                                |
-----+-----+-----
```

```

"How dare you forget my dinner"
she bellowed at her husband

Jack knew the trouble he was in,
so he demanded the chefs to make great haste.
But, as always,
they took their own good time

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-----+
| |
--+-+----+
Monsters|
--+-+----+
| |
--+-+-----+
Coeurl   |
Gargoyle |
Tonberry Chef|
Gremlin  |
Ochu (C3) |
-----+

```

This is probably one of the easier levels in this game as the main objective is to go around all the rooms defeating the Tonberry's there before heading back out to the courtyard.

From the entrance head to the right and open the chest there to get a Cure Magicite then head to the door that you see a little north of you. You'll see a little switch outside the door which keeps flashing different images on it, these correspond to the sign of each race and when your race appears step on the switch to open the door. In this room kill all of the enemies here but beware for the Tonberry's "Everyones Grudge" move(his lamp will have a dark glow) as it can do quite a bit of damage. You should get a Fire and Ice Magicite which you should try and combine for Gravity because there is some flying enemies in this dungeon. The chest here contains a Defense Artifact so pick it up if you want to and then head out the same door you came in. Now head up making sure you're on the right wall still and enter the next door. This room's a bit larger then the last one so that means more enemies to kill here. A Coeurl is in this room, kill it first otherwise go straight for the Tonberrys but be careful not to get surrounded so try and kill one at a time. Once you have all the enemies defeated head to the top of the room and exit the door there. Now head to the door in the north east to come to a small room. A lot of people have trouble with this room as they have a quick look and dont see anything but there is infact a tonberry here which can be found next to the bed on the right wall. Becareful not to get hit when looking for it and once you kill it head to the top of the room and open the chest there for some gil. There's a Fire Hotspot here if you want to use it, other than that head back out the door and enter the door in the north (theres only one door there).

This is the largest room meaning theres a few enemies to kill here and its also the room where the Moogle Nest is (see mog house locations section). Start of by heading around the right of the table and you'll see a Gargoyle attack you so do Gravity on it, slash it to pieces and then take care of the tonberry which should be heading towards you. Head to the left from here and you'll see another tonberry, you will also see a Coeurl and another Gargoyle so be careful here and dont just charge in. Its probably best to deal with the coeurl first followed by the tonberry so you can concentrate on hitting the Gargoyle with the Gravity spell. When you have killed all these

head back out and head to the door in the northwest. Another small room here and its also home to Jack's/Gigas Lords Library and you can actually read three of the books by climbing the small steps near the bookcases. Anyway back to business and you should see a chest to the left of the room containing a Magic Artifact and then head to the top of the room and you should see two tonberry's so like always only take one on at a time if you are playing Single player. After clearing that room head out and then go down and enter the next room here which is also the last room if you've been following me as the room right at the bottom contains an Ice Hotspot, a chest and Lamia/Maggie who you cant do nothing with. In the last room there is a chest that contains a strength artifact. Theres only one Tonberry here so deal with him and head back outside to watch a cutscene and meet the lord of this mansion.

Boss

[Jack Moschet/Gigas Lord & Maggie/Queen Lamia]

When you first hit Jack, Maggie will come out and defend her husband by casting Status effects like slow on the whole party and healing Jack when he gets low on health so the first thing to do here is to take care of Maggie. Make sure you focus all your attacks on her whilst healing from the blows that Jack is most probably dealing to you. After quite a beating you'll see Maggie run off and you dont need to follow her as thats her gone for good leaving just you and Jack.

Jack can do some damaging attacks like one that freezes you, do a punch on you which shouldnt be to bad if you have the latest armour and a jump which also isnt too much to worry about. All in all if you keep on top of you're healing then this is a very easy battle.

Not much difference on Cycles 2 and 3 except for the addition of Maggie using the Stop spell as well.

With Jack and Maggie fleeing the mansion you are free to collect the last droplet you need to complete the Crystal Cage and you now return home for the end of the year ceremony.

<<<<Year 3>>>>

Like every year speak to your family to recieve items, gil and upgrade equipment if possible. When you're finished here head back to Iron Mine Downs and head to Jegon River.

<Jegon River East>

This is a very small port but essential for crossing the stream to reach a new continent. The Ferry business is run by a Lilty named Tristan and the first time you talk to him he will give you these options.

Tristan's Ferry Rides

Jegon River West	50
Port Tipa	100

Note that in year 2 more areas will be on the list for you to travel to. The prices are not that expensive but dont worry because later on you can get two items that will decrease the ferry rides by 25% each (see secrets section).

Talk to Tristan and ride the ferry across stream to Jegon River West and then on your way out check the hole in the hill for the Moogle Nest here. Exit out of here and into a new continent.

<Plains Of Fum>

This new continent offers another new town and two more dungeons to collect myrrh droplets from. The first thing to do here is to save your game and then head north.

<The Fields Of Fum>

Farmyard Shop

Cherry Cluster	40
Gourd Potato	40
Grapes	40
Round Corn	40
Star Carrot	40
Stripped Apple	40

Selkie Peddler (odd numbered years only)

[See Marr's Pass]

As you may have realised by the name, this town is a quiet town with farms all over the place. There is not much to do here apart from buy a cow for your parents and bet in the cow races (see secrets section).

To find the moogle nest here simply follow the path down and check the east part of the wall to find the moogles getaway. Also there is another hidden item here to collect now that you have collected some more myrrh droplets (see secrets section).

When you're ready head on out and back onto the world map and then head south twice from the Fields of Fum to enter our next stage.

```
-----+-----+-----
          |               Selepation Cave               | CCW07
-----+-----+-----
          | |
-----+-----+-----
The wind is strong here |
                          |
Legend has it that from this cave, |
each and every gust of wind is born |
                          |
I wonder why the wind here chills my face |
It must have been born just moments ago |
                          |
```



```

Perhaps it will blow across the land, |
growing warmer with each |
memory it gathers |
|
The wind then plays its part |
by carrying those memories |
everywhere it goes |
and once it is finished |
here it shall return. |
-----+

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| |
--+-+----+
Monsters|
--+-+----+
| |

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Electric Jellyfish |
Killer Bee |
Blazer Beetle |
Cockatrice |
Sahagin |
Lizardman |
Lizard Mage |
Lizard Captain |
Gigas |
Sonic Bat (C2/3) |
Lizardman (Axe) (C2/3) |
Lizardman (Lance) (C2/3) |
-----+

```

This place can be either be really long if you want to get chests and other stuff like that otherwise it can be really quick and as this faq intends you to get through the stages the quickest way possible this should take next to no time at all.

From the start is a fork and the right way to go is the east path as the west path just takes you to some chests etc. So begin by heading east and you should have you first encounter with the Lizardmen which arent too hard, there will be those annoying electric Jellyfishes and another new monster, a large Blazer Beetle which shouldn't be too hard to deal with if you keep freezing it. A Lizardman here should drop a Cure Magicite so use it if you need some health. When all these have been dealt with continue east out of the first area. In this next area you will see little pools of water with which some Sahagin's will most likely jump out at you so deal with them whilst heading east up the stairs and continue round until you come to the next series of pools which will most likely have Sahagin's jumping out so kill them before continuing to head north and defeat the Sahagin that will probably jump out of the pool just past the stairs you go up. Continue to follow the path and you should come to a large area with a lake in the middle of the area. From here head northwest until you reach a gate. Kill all the enemies that will surround you here and then head to the right of the gate to find some crystals hanging. On single player there is only two crystals and on multiplayer there is three. On single player charge a focus attack so that it hits both and it will open the door. On Multi player have it so you and your team mates hit the crystals at simultaneously which will also result in the door opening. Head through and meet the boss of this place (i told you it could be quick).

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-----+
*Boss*

```

[Cave Worm]

In my opinion this is one of the hardest battles in the game as the Cave worm can cause massive amounts of damage so you really have to be on top with your healing here or make sure you have enough Phoenix Downs equipped. The first thing you should do is kill the one or two Electric Jellyfishes that plague this area and then head for the boss himself. You should Just hack and slash at this boss unless you're a Yuke in which case stand back as far as you can and use your strongest spells.

The Cave worms attacks are a Gravity Pull which drags your characters in towards him which i find that when hes doing this you should run in and attack like crazy and then when he finishes run back out of the way. He also has a move where he spits sand around a wide range which if you have Diamond Armour equipped will do one heart of damage. Finally if you're close to him he will jump on the ground stunning you and doing a few hearts of damage. This may take a few tries but if you keep at it you'll beat him eventually.

The only difference on cycles 2 and 3 is the boost in all stats for the Cave Worm.

Collect the droplet and finish the dungeon and you can now head back to town if you need to stock up and then head to the stage the west of town.

```

-----+-----+-----
|                               |CCW08
-----+-----+-----
| |
---+---+-----+
"Never Underestimate a monster" |
|
So warned an old man with many caravans under his belt. |
|
I was grateful for his counsel, even before I set off. |
|
But i have since seen things that surpass my worst fears. |
|
I can only hope he was speaking of this place. |
If not what greater horror could possibly await us? |
---+---+-----+
| |
---+---+-----+
Monsters|
---+---+-----+
| |
---+---+-----+
Wraith |
Killer Bee |
Bomb |
Coeurl |
Lizard Soldier |
Lizard Skirmisher |
Lizard Skirmisher Gold |
Lizard Wizard |
Lizard Warrior |
-----+

```

This can be done quickly if you want to get it over with and just look for

the Gate Keys. When you start this area you can see the Gate you have to go through to get to the boss so all you need is two Gate Key's and you can go fight the boss.

From the start go west and kill the Coeurl for the Cure Magicite and then head up the stairs at the west wall. Up here there will be lots of Lizard Soldiers and the first one will drop a Gate Key so pick it up and bring it back to the Gate, you can go back up there if you want more drops and chests as this dungeon is quite good for them otherwise head to the east side of the court. If you see any wraiths combine Raise with any elemental spell and you get Holy which will materialize the wraith making it easier to kill. Head east killing the monsters and then go across the bridge. Kill the wraith and the Coeurl there and then head up the stairs in the north. Here there will be lots of Lizards including Skirmishers which can stun you when they hit you. Work your way to the east up here killing all of the lizards and eventually you'll get the other Gate Key so take it back to the entrance and put it in to open the gate and gain access to the boss here.

Boss

[Lizardman King]

This boss can be quite easy but the monsters around here can put you off so its up to you if you want to take care of them or not, i usually go all out on Lizardman King as he dosen't have much HP. Be sure to always heal when you need to and if you find the other monsters are getting a bit too much back away and kill one at a time. The Lizardman King normally just punches you but when you are far away he will shoot his needle gun at you which spreads out and can be quite hard to dodge sometimes. Also there will be blades flying about that you should try and dodge. This battle is very easy compared to the Cave Worm.

The switches in the arena are there to make Saw Blades rise and spin around from the ground and can be activated by anyone in the arena and also hurt anyone in it.

On cycle 2 the Lizardman King gains a fire spell and on cycle 3 an ice spell.

You now have two droplets but there is no more dungeons to do so head back to the Vale Of Alfitaria and head through the miasma stream to the west there to come to another new area which contains a new town (Home of the Yukes) and another dungeon so go ahead and enter the new town.

<Veo Lu>

<Shella>

If you're any race but a Yuke then Shella is a pain to access because there is a guard at the gates that will only let you through if you possess the "Mark Of Shella" which can only be obtained by buying in Shella or a common drop in Veo Lu Sluice. Once Jelam sees you have the mark of shella he will ask if you want to cross and if you say yes he will summon a magical bridge.

Shella Item Shop

Strange Liquid	20
Mark Of Shella	50

Shella Accessory Shop

Mark Of Shella	50
Gold Craft	100
Frost Craft	100
Flame Craft	100
Lightning Craft	100
Blue Yarn	100
White Yarn	100
Clockwork	100
New Clockwork	100

Shella is the home of the Yukes that focus's on the study of magic. It is also home to the only accessory shop and Blacksmith Accessory in the game besides your Tailor back in Tipa. It would be in your best interest to get the craft accessories to help ward against elemental attacks because they are always a good thing to have.

There is a moogle nest in the tree next to the two shops here which you can go visit if you havent done so yet and also another friend you can meet who will trigger the start of another sidequest (see secrets section).

Before you leave Shella take advantage of the blacksmith there and buy a few mark of Shella's just incase you feel like visiting again sometime soon.

Once you're done with Shella leave and go to the only other place here that controls the floodgates downstream also.

<Veo Lu Sluice>

CCW09

[Monsters]

Griffin
Water Flan
Lizardman
Lizardman (Lance)
Lizard Mage
Ice Bomb
Gigan Toad

This place can be quite long and confusing if you dont know what you're doing. From the entrance head down and kill the Lizard there for a Cure Magicite then continue down the path leading south which will lead you to a large area with a large gate blocking the way south so that means we need to find some Gate Keys. Kill the Gigan Toad and the Lizard near the gate so that you wont be getting hit whilst trying to obtain the Gate Keys then head west and follow the path around until you see some enemies up ahead which you should kill before moving on. When you have killed them open the chest for a strength artifact and then you will see a switch next to it. Leave the Crystal Cage on it and grab the Gate Key that appears. Once you have the key bring it back and put it on the Pedestal and continue south and kill the Lizardmen there and then head east to open a chest containing a Defense Artifact. If you head west you'll see the next gate which needs to be opened so head a little

south of the pedestal and put the Crystal Cage on the switch and grab the Gate Key and put it on the pedestal. Go west from here then head north and you'll see the pool where the Gate Key is but we need to find the switch first so kill the Lizard and any other enemies there so you can search the area in peace. Run to the corner in the north east and you'll see the final switch hidden away there so do the usual and grab the Gate Key and put it on the final pedestal and you can now access the boss.

There will be a time later when you need to come here to unclog the drains which have dried up the river downstream but before you do that you can access the rest of Veo Lu Sluice by going down the stairs that led to water before.

Boss
[Golem]

This battle will be much easier if you dispose of the Flans first as they can start to get annoying always casting spells on you which sometimes freeze you. When you have dealt with them go for the Golem himself. He has some lethal attacks which include an Arm Spin which can cause some nasty damage, A slow spell which does the obvious, Rocket Punch which shoots his arms at you if you are quite far away from him, Ice beam which freezes you if you come into contact and a Spinning Fire Beam which causes fire damage in an area that he does it in.

Most of these you can dodge easy so make sure you heal frequently and then just start laying into him. He should go down easy enough if you make sure you keep on top of your healing.

On cycle 3 the Golem gains a new attack in which he will jump up into the air and start spinning around leaving you very little space to stand in to avoid it.

You now have all three drops and that means another year is completed so skip the ceremony if you're getting bored of it by now and get ready for Year 4.

<<<<Year 4>>>>

Back once again In Tipa do the usual shopping and make sure to collect the gil from your parents and then head to Tipa Port and take the ferry there to Kilanda (3rd choice and it should cost 500 gil).

<Kilanda Islands>

This small island only contains the dungeon that you will be taken to in the ferry and you can only exit by talking to tristan at the ferry inside the dungeon meaning you wont get the chance to save after getting on the ferry.

<Kilanda>

CCW10

[Monsters]

Blazer Beetle
Ogre

Goblin Courier
Lamia
Lava Mu
Lava Ahriman
Coerl

Kilanda is a large volcano which has many paths but thankfully to this FAQ you will know the direct route through here.

From the entrance head northwest and kill the monsters there and you should get a Cure Magicite. You will find yourself at a fork with paths to the north, west and east. To the west and east is chests which you can get if you wish otherwise continue north and you'll come to a dead end with a small hole with fire coming out and a Water pot next to it. Pick up the pot and throw it into the hole to make a bridge appear and run across it. Kill the monster as soon as you get to the other side and then from here you get a choice of paths to the northwest, north and northeast. It doesn't matter which path you take as they all lead to the next area so take whatever one you want and go to the next area.

As soon as you enter the next area you will see a Goblin Courier ahead of you which you can kill if you want but it can pack a punch. Basically this next area is really simple all you have to do is head north from whatever path you took and you will eventually reach one of three paths that lead to the boss of this area. Simple huh?

Boss

[Iron Giant]

Ok this battle can be tough and there is two strategies you can use to kill it. First of all like every boss battle take out all of the smaller monsters before concentrating on the boss himself. Iron Giant deals a lot of damage so make sure you heal whenever you reach lower than three hearts. Now for the strategies.

The first is the way you fight the other boss battles by slashing and healing which is probably the best way and the quickest way. After a certain amount of time Iron Giant's weapon will break and he will try hitting you with punches and charges which is normally the best time to hit him. He will then jump out of the boss arena and pick up another sword. Remember to heal and kill any respawning monsters and he will go down quite easy.

The other way is to kill all the small monsters first and then you can lure the Iron Giant to any of the fire holes around the arena and then when he comes near throw a Water pot into it to have some Fire spit out and damage whatever comes into contact with it. This does hardly any damage at all to him but its probably the safest way to kill him. I would go for the first way though as its just easier.

Iron Giants attacks are a Charge and Punch when he has no sword but when he has a sword he does a Blade Hurl which is very hard to dodge but he only does it when you are at a distance, A normal swipe that does one heart of damage to Diamond Armour, Sword break which breaks his sword but at the same time does a few hearts of damage and also a Thunder Slam which causes thunder damage around an area.

On cycles 2 and 3 the Iron Giant gains a large Gravity spell that is not too damaging if you have the latest equipment and his stats will increase

too.

After collecting the droplet you will be asked if you want to return to the port you used to come here in the first place. Choose the top option to go back and then take a boat to the Plains Of Fum area.

In this area head to the only Miasma Stream and cross it to enter another new area.

<Rebena Plains>

This new continent stretches off the screen but in fact there is only two dungeons here and the final Miasma Stream which you cannot cross yet. The obvious thing to do here is to enter the nearest dungeon to you so go ahead and do it.

<Conall Curach>

CCW11

[Monsters]

Snow Mu
Ice Bomb
Thunder Bomb
Flan
Behemoth
Sahagin
Sahagin Lord
Stone Sahagin
Dark Flan
Abaddon
Ghost
Gigan Toad
Magic Plant

Conal Curach is probably one of the hardest stages in the game along with Rebena Te Ra (the next stage) and Mt. Vallenge (the last stage) and to make it worse it is also one of the longest dungeons in the game.

From the entrance follow the path north and kill the Mu's you come to which will drop a Cure Magicite and then keep heading north until you reach a small fork leading north and west. Take the west path and follow the long thin path round till you reach the next large opening. Whilst taking this path make sure you get a Life Magicite as you need Holy for some of the battles here. When you reach the large opening head all the way north and you will run into the next area.

This next area is the longest of the three areas and probably the most boring one as well. From the entrance head north and then take a right at the first fork and then follow the path to the next fork. Take the eastern most path and head north through the next fork as well and follow the path round. Here is where things get tricky as there are numerous paths you can take and you can get lost very easily so the best thing to do is follow the current path you're on until you reach the exit to the next area in the east.

There's not much to say about this last area as it's practically all one way so just keep following the path you are on until you come to the second large opening which will have a Behemoth running about. Be sure to

kill it as it drops Orichalcum and then take the west path at the fork which will take you on the right path to reach the boss arena.

Boss

[Dragon Zombie]

Now that is one HUGE dragon, you wasn't expecting this to be an easy boss was you? Many people consider this to be one of the hardest bosses in the game and I agree also.

The first thing you should always be doing is killing the smaller monsters so you can attack the monster without any other troubles. The first thing to remember here is that Dragon Zombie is without a doubt a Dead monster meaning you should always be using Holy to weaken its defense. This boss also has some very strong attacks which you need to watch out for and if that wasn't the only problem you can only attack it with Magic or special attacks for the majority of the fight with Dragon Zombie putting its head forward for a slashing every now and again.

Dragon Zombie's attacks include a Petrify beam that does the obvious, Poison Breath which again does the obvious and various elemental magic which does status effects like Freeze and Stun. The main problem is the Sahagins that keep spawning as they can deal some heavy damage and are also a pain to take out so make sure you have a Phoenix Down equipped at all times.

If you thought that this boss was hard on cycle 1 then you will have a big surprise on cycles 2 and 3 as it's even harder. The Stone Sahagins will spawn quicker than usual and the boss itself has increased stats. If you are playing multiplayer then pull off the stronger versions of Holy on it.

Well that's an extremely hard dungeon out of the way and it also means that we only need one more drop of water to finish the year, but with good news comes bad news in that another hard stage is about to take place so make sure you're fully prepared and enter the only other available place here and get ready for another long dungeon.

<Rebena Te Ra>

CCW12

[Monsters]

Mimic

Skeleton

Skeleton Mage

Skeleton Fire Mage

Skeleton Thunder Mage

Skeleton Blizzard Mage

Skeleton (Axe)

Wraith

Vampire Bat

Gargoyle

Nightmare

Cerberus

Ghost

Skeleton (Lance) (C2/3)

Although it may not look like it, this dungeon can take a while to complete

because of some of the backtracking you need to do. From the start there is two chests, the left one contains a Life Magicite and the other is your first Mimic that shouldn't be too hard to kill. If you head up the stairs you will notice that the doors are closed. Our objective here is simple, open the doors up to get access to the Myrrh tree.

Head back down and take the left path to start of with and make sure that you kill any enemies that you come across so you can get that ever important Cure Magicite. If you're playing single player here its a good idea to have a Holy spell mixed up because there is a lot of ghosts lurking in this place. Keep heading left until you see a path going up, take the first one you come to and in this next area kill the bats until you receive the gate key (normally the bat in the top left of this area) and open the gate in the top right. Head on through and you should be presented with a barrier that you cannot pass through and two floor switches. Just have players stand on the switches and it will open. On single player you have to put the crystal cage down on one of the switches and stand on the other to open the barrier.

Head through and there should be two chests, like earlier the one to the right is a mimic (I think the mimic's will only be encountered in cycles 2/3). Head left from here and follow it round and you should see some gargoyles so take them out (remember to use gravity first) and then head on up. When you go through there will be a Nightmare here that can be quite nasty if you don't holy it. Once you reach the top head up to enter the next area.

Take out any enemies here and then head towards the door to see a new puzzle. For this one you have to freeze the orb and then smash it with your weapon to open the door. Once this is open kill the ghost and then head on up to the next orb. This one needs to have Fire cast on it and then smashed open again with your weapon. Kill the next ghost here and follow the path around and this time there is three orbs to break. At this point some people find they cant get past these so head back out of this area and head right from the first area again and then when you reach another barrier head up again back into the previous area.

In this next room there is another new room and to activate the, touch pad on the floor, you need to make the skeleton mage to direct a Blizzard type spell on it which will open the door. Kill the gargoyles and the ghost here and head left until you reach another touch pad so apply the same method with the skeleton mage here and head on up after the door opens. Kill any monsters here and then when you head up you should find yourself at the other end of the orb puzzle that you couldn't get past (this route is normally for Single player). You wont be able to get through the gate puzzle door so enter the door to the right with the touch pad. head up killing the ghosts and then follow the U-turn and head up the stairs.

Looking at the next puzzle here may look impossible and it kept me here for a while on single player but a way i found to do it was to let the mage cast fire on you then whilst on fire run across the touch pads which will open the door. I'm not sure if this is the right way to do it but its allways worked for me. To activate the lift here walk on the two buttons and it will take you up. Keep following this technique across the wall so that you can continue up and then once you have collected the scrolls and the materials head down from the door you have just opened and open the next touch pad door and head down into the first area again.

You can open the barrier here that wouldnt let you get here earlier by standing on the pad but you dont need that for the moment. Head down and across the fallen piller and you will now be on the centre. continue down and head up the first stairs you see to find the pad that will open the door in the middle.

Go down the other stairs and disable the other barrier so you can now go back to the other barrier you opened in this area and head back to the start where you can now enter the temple. Make sure that you can mix Holy and have it mixed before heading inside.

Boss
[Lich]

Now this is not a nice sight, you would hope for a nice easy boss fight after all you're work to get here but no, one last task to perform here. Like the Dragon Zombie, Lich is dead meaning that if you want to hurt this guy you're going to need to do Holy on him first.

This means that whenever he isn't visible (or near enough) make sure you cast Holy before attacking him otherwise your attacks will do minor damage. Make sure that all the skeletons are dead here as well before taking Lich on himself.

His attacks include Thunder Globe where a globe will appear near you followed by a massive Thunder attack stunning you if it connects, Meteor which explains itself, Ground Stun which stuns you wherever you are in the arena and Dimension explosion which is a huge gravity attack.

Now in order to attack Lich at all you need to first disable the orbs to the left and right which is done using the same method outside the temple. After that is done Holy him and then slash away to end this hard boss fight.

Note that Lich will only start using the ground Stun attack in cycles 2 and 3.

Finally this place is over, and did I tell you it was long. That is in fact my worst stage in the game but now that it's over with that means the year is over too and from the next year on you can go on and finish the game. There is one final preparation to make before you can head to the last place. Once again the ceremony will end but it seems you have discovered a way to stop the Miasma this year. Seems next year will be an adventure of a life time.

<<<<Year 5>>>>

Now that we know how to stop the Miasma we need to know how we are going to get to the final area. First things first forge any new weapons you can, you should try and forge any ultimate equipment if you can (might have to play a few more years first) and also make sure your stats are at a reasonable level. Once you are done with upgrading we need to make our way over to the only other area available and that we haven't done yet. Head to Tifa Port and choose the bottom option there for a ride costing 300 Gil to Lynari Isle.

<Lynari Isle>

This is another small island like the Kilanda Islands apart from this time there is a town that the ferry will dock into after choosing to head here.

<Leuda>

Welcome to Leuda, the most common home for all selkies that have normally taken up the role of brigands and thieves. That means that you can in fact get pickpocketed if you are not a selkie here by anyone you speak to

excluding the two shops.

Selkie Materials Shop

Bronze	300
Iron	500
Mythril	5000
Alloy	250
Jade	200
Ruby	200
Crystal Ball	100

Selkie Scroll Shop

Valiant Weapon	500
Victorious Weapon	500
Mighty Weapon	500
Mythril Armor	300
Mythril Gloves	250
Mythril Belt	250
Mythril Sallet	250
Mythril Shield	250

Its a good idea to take advantage of the shops and buy anything you may need although at this point you should have a lot of better equipment then this.

There's another nice feature for Selkie's here, a jumping mini game similar to the one found in Final Fantasy IX and you can find more details on the rewards in the secrets section.

The north west of this town is where the Moogle nest is hiding and can be found by going behind the tent there.

Once you have finished with everything here head out to the world map via the north east exit. From the World Map head into the only available dungeon here.

<Lynari Desert>

CCW15

[Monsters]

Zu
Chimera
Scorpion
Lamia
Cactuar
Skeleton Mage
Sand Sahagin
Electric Scorpion (C2/3)
Rock Scorpion (C2/3)

For this next stage i will be reffering to the map i have created that will help you navigate around this huge desert. The map can be found on www.gamefaqs.com.

Lynari Desert is yet another big stage and when running through the desert it will in fact seem longer. The objective here is to use the hints from the poem you have been hearing about and convert it into this stage.

You have to be careful of a few things here like the sand holes which will suck you down and throw you into the right side of the map. This place is full of Zu's so remember to always do Gravity first before going on to attack them otherwise you could find yourself dying quickly. From the start head towards object 1/Cactai you should be at the north most part of this map and you should see two Cactai of different sizes. Cast Tunder on the largest one and a small event will follow and then you will be attacked by a Zu. From here you have a choice to keep activating the points or go to the left and go to a new mog house but that will be explained later so from here head right until you hit a wall and then follow it down towards object2/Tent.

This tent should be near a scorpion so be sure to take it out before casting Gravity on the tent. Make sure that you watch out of the scorpion's Poison attacks which can hurt a lot if you dont have the Cure or Clear Demon stones yet. Also there is a thunder version of this scorpion that will cause you to be stunned whenever you hit it so make sure you kill them with magic only. Like the first object there should be a small event after you have casted Gravity on the tent. The next object is just a little south of where you are now so head towards Object3/rock and when you reach the place in the map there should be a point in the wall that lets you examine a rock on top of the cliff. Hit this with a Fire spell and another small event will play out.

From here head back to the three rocks we passed earlier in order to get to the cactai and cast Blizzard on all three starting from the smallest to the largest. Once again an event will follow and we have now almost finished the sequence. From here go up and then left and follow this path all the way south and you should come across a Lamia and a scorpion. After you have killed these open the chest in the small cave for a artifact and then head inside to find another mog house. After you have collected your stamp here head back to where the three rocks were and then head south towards object5/flower on the map. Cast holy on this flower and a hotspot will appear containing the lost element, Holy. Throw your Crystal Cage on there because after you complete the stage you can have access to any stream. The Holy crystal cage element is helpful and here is what it can do.

-Needed to get through the "?" Miasma stream to reach the final area and final dungeon of the game.

-You will never have to change elements of your crystal cage to get through other streams again because this will allow you to pass through any stream regardless of what element it is.

The map i created was for the sole purpose of this puzzle and thus it does not contain the rest of the map leading up to the boss area. From here head back to the right part of this stage then head down and right a little to find a Sand hole. This time you want to head down it and it will take you to the next area of this stage.

From here head up killing all the enemies you see and then you should come to a branch. Take the left and then head up. There should be some Cactai in the way so smash them with your weapon and keep on following the path and head up when it comes to an end as opposed to heading down. This next area is quite large and has a few treasure chests to open if you want to spend time looking for them, otherwise head up smashing any cactai in the way and you should enter the next area of this stage which is also the boss area.

From here follow the path around and you should be able to fall into the centre. Some scorpions will attack in groups of two or three so kill them and the sand will lower a bit. this time the attack will be led by a thunder scorpion and the other one likes to poison you too. Soon the sand will reach the bottom and the real enemy will come out to play.

Boss

[Antilion]

This boss is quite tough but not as hard as the Dragon zombie or Lich so you should be relieved. First things first make sure that all the other scorpions are dead before taking Antilion on. This boss is immune to thunder based attacks so dont bother with that in fact it is best to attack this boss instead of using magic.

It's best to attack from behind the monster to avoid getting hit and always make sure you move to the back of it when he turns to face you.

Some of its attacks include a thunder beam attack that will stun you upon impact, a petrify attack which can sometimes kill you if you dont recover out of it quick, Claw swipe which explains itself and Sand Foil which causes you to freeze.

The boss shouldn't be too hard if you remember to keep moving and curing yourself. You must make sure that all the other scorpions are dead otherwise they could poison you which is bad for this fight.

I have noticed no changes to his boss on cycles 2 and 3.

Another long dungeon comes to an end leaving just one more dungeon that we haven't been through yet and that is also the final dungeon of the game.

<<<<Year X>>>>

By "X" i mean it doesn't matter what year it is that you do these last parts of the game and you can choose when you wish to finish the game. If you are ready to take on the last dungeon then keep on reading to get ready for it otherwise use the walkthrough to do stages again or do some mini games etc.

<Final Preparations>

CCW14

[Monsters]

All or none, depends on what you choose to do.

The game is drawing to a close now if you wish it to and that means we need to make sure we are completely ready to take on the last dungeon as it is very difficult if your stats are not up to scratch and you haven't upgraded at all.

Before you think about taking on the last dungeon first try to make sure you have fulfilled these:-

-Obtained the Holy Element from the hotspot in Lynari Desert (Refer to the walkthrough section for this part if you haven't done so yet). This must

be met before you can venture into the last area.

-Try to have the best equipment you can have at this time in the game.

-Have the Cure Ring and if you're playing Multi player, the Life Ring (refer to the artifacts section of this FAQ for more information).

-A lot of Phoenix Downs, you're going to be using a lot here.

These are what i would make sure you have if you are trying to attempt this at year 5 but if this is your first attempt i would not bother trying yet. The dungeon is very hard if you do not have good stats and you are most likely going to die on the second to last boss if you dont have very good equipment.

This is what you should meet if you do at a later year and you want to do the last part of the game with a bit of a challenge but a lot easier to do. If you opt for Year 5 you will struggle a lot unless you are familiar to the game.

-The Ultimate Equipment for yourself in single player and in multi player get as many as you can.

-Have maximum hearts (they are artifacts) and slots.

-As many spell rings as you can but Cure and Life are a must.

-Try to have your stats as the following

Strength-60
Defense-60
Magic-35
Memories-105

With these met you should be in a comfortable position for doing the boss fight and remember that if you are playing Single player you want to have as many Phoenix Downs as you can get.

When you feel you are ready head back to Revena Plains and then head left of Revena Te Ra to find a Miasma Stream with a "?" displayed for the required element. This is the Holy element that you should have if you have been following this walkthrough otherwise look at the Lynari Desert part of this walkthrough to see how to get it. Head on in and talk to Stiltzkin again to hear some more of the story and as you travel up the stream you will see a Carbuncle run off.

<The Abyss>

You are now in The Abyss which is the last area of the game so make a save here so that you can come back if you finish the game and want to continue on or want to get better equipment/stats if you cannot beat it yet. From here head to the first area here which is a town like place named Mag Mell.

<Mag Mell>

CCW15

I'm not sure what you can do here but i know that there is the a mog house (look at mog house location section for more details) and there is also Stiltzkin again that will tell you more about Meg Mell. The Carbuncle's are sleeping within that shell like cage and they will tell you more about how the world has come to its current state. Once you have done everything here head back out and up a little further to the final dungeon in the game,

Mount Vellenge.

<Mount Vellenge>

[Monsters]

Chimera

Shade

Shade (Axe)

Shade (Lance)

Death Knight

Tonberry

Fire Tentacle

Blizzard Tentacle

Thunder Tentacle

Dark Tentacle

Sphere

I hope you wasn't expecting a walk over for this last stage because this is the hardest stage out of all of them. This place is a little similar to Kilanda but in the first area you will be heading down to try and reach the inside of the mountain at the bottom. Try to fight every enemy you can here instead of running off because when you are trying to destroy a boulder in the way you will have 3 Death Knights slashing away at you (Which will almost certainly kill you). With that said try and kill one enemy at a time because it's hard to deal with them all. Make sure you have as many Phoenix Down's as you can and on multi player make sure every player has a Cure and Life Magicite if you can. Collect the artifacts around here too to give you that extra boost against the enemies here.

From the start head left instead of down (two routes here) and kill the monster you see and you should get the Life Magicite. Keep heading left and kill the Shade you see and you should receive the cure Magicite. Make sure you have a Holy mixed and have Cure equipped along with at least one Phoenix Down if you are doing this on single player. Don't head to the end of this path because it leads to a dead end so instead head down from where you are and to the left you should see a huge rock blocking the way down so hit it with your weapon until it breaks.

Follow this path down and kill the Shade to the left and then the Sphere. Remember to cast Gravity on the Sphere first before attacking it to make it easier to kill. Follow this path all the way around and then head down until you see a rock to your right blocking another path.

Before heading right head down and kill your first Death Knight and then the Shade to the left of it and open the chest for a Defense +5 artifact and then go back up and take the right path. As soon as you step past where the rock was a Shade will probably target you with magic that is to the left of you, kill it because you don't want it following you and then head right until you can head down and you will see the path now has snow on it, that means we're almost to the crater.

Head down this path and you'll be attacked by two Shades so take them out and then keep heading down until you reach the wall. This next part is very hard so be careful and heal a lot. Here there is a Shade followed by a Death Knight and a Sphere behind it. Go for the Shade and Sphere first because the Death Knight has more HP and then take that out last. After you have dealt with them keep heading right and destroy the rock in the way there and follow the path down into the next area, the crater.

If you thought that first part was hard you're going to be in for a shock here as this part is a lot harder than the first part. The Tonberry's have a lot of HP and can deal a lot of damage to you as well. The Shades are still pretty easy so kill them when they're on their own. The Tentacles is very nasty as it has an attack that seals your crystal cage to where you was holding it but on the floor. The protective ring disappears as well so you will lose HP and to top it off there is normally other nasty enemies there to hit you. You have to defeat the tentacle to get the protective ring back and be able to move the crystal cage again so whenever that happens take the Tentacle out straight away.

From here follow the only way down until you come to two Shades that will attack you. Try to make one Holy spell hit both of them so you can take them out easily. At the first turning is a Tentacle on the corner so take that out quickly then heal after. Head down killing the Tonberry on the way and then at the bottom kill another Tonberry and Shade and open the chest for a strength +2 artifact.

Head back to where you saw the first Tentacle and head up this time killing the Shade in the process followed by a Tonberry. Don't rush off ahead because there is a Fire Tentacles here that will cast fire spells on you along with the Shade which can be quite damaging if it all connects. Once you've dealt with them follow the path round and you'll meet another Tonberry and Shade.

Just a little lower is a Tentacle followed by a Shade so make sure you take out the Tentacle first if you get caught before killing the Shade and to the right of the Tentacle is another magic Tentacle that casts slowga so make sure you wait for it to go or use Clear before heading down. Head down a little then go right and then up and kill the Tonberry and Shade and open the chest that contains a magic +3 artifact.

Head back and then go down and then once you cross the bridge like path try to draw the two Shades back onto it because there's a Tentacle there as well. When you go down head straight to the Tentacle and kill it then head right and immediately kill the Tentacle before kill the other magic Tentacles.

After killing them there is a chest right next to another Tentacle so make sure you kill that before opening the chest that contains a Defense +3 artifact and then head down a little and then stop. Just a little forward is the boss of Mount Vellenge so make sure you have every person in multi player with Cure or those that don't need to go in as a full out attacker and on single player make sure you have a Cure Magicite equipped and as many Phoenix Downs as you can. Clear is helpful in the next area but I never use it and you don't need any other spells so just fill them up with Phoenix Downs. When you think you are ready head down and around the path to meet the monster that is the cause of the Miasma around the world and packs a punch too.

Boss

[Meteor Parasite]

Now this is one tough boss and comes in three forms. For this boss fight I will give a strategy for both single and multi player because I find it's harder on multi player.

[1st Form - Single player]

The main thing to worry about here on single player is the two Tentacles either

side of the centre that continually cast spells on you so make sure you take them out as quickly as possible but note that they have a normal attack that stuns you and a ground stun move so be careful when taking them on.

As for the Meteor Parasite on this form theres not much to it, his head comes out and that is what you need to aim for when attacking. When you get close it will attack by swinging its head so remember when to run back and heal. The only real attack this form has is poison cloud which poisons all near it but as long as you keep curing or use clear this is nothing to worry about.

[1st Form - Multi Player]

Now for multi player i find it a bit harder because you cannot move wherever you like because you dont have a moogles to carry the cage for you and wherever the person carrying the cage is standing he will be attacked.

On 2 player kill the other Tentacles like normal and then put the crystal cage down close to where his head comes out and attack like crazy.

On 3 player one person should carry the crystal cage around to make it easier for the other two fighters but also act as a backup healer incase things look ugly.

4 Player again should have one person looking after the cage whilst another acts as a main healer. These two players should stand either side of each other where the Tentacles spawn and kill them when they come back. The other two players should go out on the offensive.

[2nd Form - Single Player]

For this part you have a lot more room to move in but there is still two Tentacles either side but theres an easy way to doing this on single player. where there are two bumps near the middle is a place you can stand and from there only the meteor parasite can hit you and you will also avoid its laser attack.

It has some more attacks this time around which include a head bash but you can see on the ground where its aiming so run back from where you are before it strikes. He also has a wide range laser attack that if you're not standing where i said in the last paragraph will hit you for some nasty damage.

The main thing to do here is just attack the head when it comes out and be sure to stay in between those two bumps and you wont have to worry about the other Tentacles.

[2nd Form - Multi Player]

Again it normally works out harder on multi player and its likely that some people will die. The Tentacles are probably best to be killed on multi player so your other friends have somewhere to stand.

On 2 player you should leave the crystal cage in between the two bumps and one person should stand near it attacking the meteor parasite whilst the other heals that person.

On 3 player the person who is holding the crystal cage should stand as far back as they can but directly south of the middle of the two bumps and support heal. The other two people can stand in the middle and keep attacking the boss.

On 4 player i would advise you to take out the two Tentacles and have two

healers on either side whilst you have two attackers in the middle which is where the crystal cage should be placed.

3rd Form - Single Player]

This is the last form but at the same time very very hard. You have hardly no space and the two Tentacles this time are right next to where the meteor parasite's head comes out.

You have no choice but to take out the two Tentacles every time they spawn on this form and then go for the head when they are dead. Be careful of the stun attacks because if both plants are alive and you get stunned its likely you wont survive this.

It again has some new attacks for this form which include a gattling like attack which attacks the whole area so its best if you keep moving to try and minimize damage when it does this attack.

Expect to use a lot of Phoenix Downs on this form because you wont get through it easily.

[3rd Form - Multi Player]

Now this can be hard if you're not organised and i think its easier with the more people you have playing so make sure that every person playing has at least one Phoenix Down equipped.

On 2 player put the crystal cage down near the head of the meteor parasite again and then have each player take out a Tentacle whilst always moving. Each player should have several Phoenix Downs equipped because theres not much time to stop and heal.

On 3 player you can have one person act as a healer whilst the other two players are busy fighting. Make sure the healer moves however when it starts to do the gattling like attack otherwise it will hurt a lot.

On 4 player you should find this form a lot easier than Single or Multi player with less people. Again leave the crystal cage near the meteor parasite's head and have one/two healers whilst the others attack. You can have one person that makes sure both Tentacles are dead once they spawn back again.

End Boss

Now that was hard but just when you think its all over the crystal cage glows and you're taken to a underwater like place and this is the final place in the game.

<Nest Of Memories>

CCW16

[Monsters]

Red Minion

Blue Minion

Monstrous Minion

If you're still hurting from the last boss fight heal up and then move around and a event will take place. From here on there is a lot of the story revealed so head over to the white spirit and press "B" to talk to it.

Once it has finished speaking to you head over to it again and talk to it and another event will follow with more story. The spirit will stop talking when two Blue Minions attack. They are quite easy to kill just move around and remember to heal often.

After they die you'll be taken into another event and then you will have to talk to it again twice which will cause more events. The music will change and you have to go speak to it again and this time the spirit will cause a door to appear. You will be then asked a question based on your chronicles you have collected throughout the game to test your will power and memory.

<Japanese Version>

If you have no knowledge of japanese then all you can do here is guess and if you get it right then you go into another event. If you get it wrong you will have to fight more Minions. The door will open after regardless of if you killed them or not and then more events will follow.

Head to the door after and you will once again be taken into a new room with a new door and you will be asked another question and once again if you get the question wrong you will have to fight some enemies.

This will happen for several doors then something will happen and a long event will follow and you will be led to a new place in this area. The effects of this place are breathtaking and then you will be introuduced to the mastermind behind the whole Miasma ordeal and how it came about.

<North American Version>

This next part is based on your Crystal Chronicles throughout the game and the white spirit will ask you questions based on the events recorded in your Crystal Chronicles. You will not be able to check the Crystal Chronicles whilst here so hope you have good memory. You can check the "My Diary" section to see if you can find any of the answers to these questions in my diary.

If you answer a question correctly then you can walk through the door without any hassle, but fail and you will lose a memory and be forced into a battle with some more minions. If however your memories do fall below 13 then the game will end.

Once you have answered enough correct questions the story will continue and you will be summoned to a new area. In here is where you finally meet Raem who is the entity behind the Miasma.

Through a lot of talking you'll find out why the world turned out the way it is now and why Raem wanted it like this and then guess what, time to take him out.

****FINAL BOSS: RAEM****

Like Meteor Parasite i will give a strategy for both single and multi player as it can be done easier for multi player.

[SINGLE PLAYER]

As you can see Raem is massive and he is not to be taken lightly as he can be even more deadly than Meteor Parasite.

The Minion enemies you were fighting earlier are in this boss fight and keep spawning so like always make sure they are killed before taking

on Raem himself.

The best place to hit Raem is on his body but whilst hitting it you will be attacked by its two heads. The best way i found to deal with this is to either attack him a few times then run back to avoid being hit or keep attacking him and heal when your HP gets low, like two hearts. The second way makes this battle a lot quicker but you're more likely to die doing it that way.

His attacks are body shuffle which is where he will hit you with his body if you are attacking at close range, Spectral bomb which shoots a bomb out towards you and freeze's you upon impact, Twin head attack which explains itself, Holy Burst which causes a massive holy spell to shoot up from the centre and Respawn which causes the two Minions to resurface.

This isnt too tough so if you keep at it and heal when needed he will go down pretty easy.

[MULTI PLAYER]

Again you can do it a little easier on multi player depending on how many players you have.

On 2 player have one person healing whilst the other goes out on the offensive.

On 3 player have one person take care of the Minions, one person heal and the other person go out on the offensive.

On 4 player have the healer and Minion killer and then have two people go on the offensive against Raem. If you like you can have one of those players cast magic against it although i find physical attacks to be more effective because Raem is resistant to all magical attacks.

END FORM

Raem is temporarily defeated and a story event follows where Raem says he refuses to die so easily and the white spirt then tells you to clear your memory. After the event you will be transported to a new arena that looks like you are on top of the sky with something strange in the distance. You will be given a chance to equip yourself and heal up and i advise you to equip any remaining Phoenix Down's you have because this is the final part of the game. When you are ready walk forward and watch the event and then get ready to take Raem down for good.

*****FINAL BOSS: Memiroa*****

This is it, the final battle that will decide the outcome of the planet and all life on it. Again i will give a strategy for both single and multi player because again it is more difficult on single player.

[SINGLE PLAYER]

Memiroa looks a lot like the final boss from FFIIX i think but however he is no pushover like that one was. This will be very hard on single player because he only has one target to focus on and to go on top of that he has a load of HP (I'm not sure of actual amount, the game's monster scan says "???").

Did you wonder what the number of chronicles was for? Well here's your answer, it affects this battle because during it Memiroa will release your memories in

the form of people in a bubble and try to devour it. It's helpful when he does this because if you cast Cure on the bubble the memory is freed and drops a small silver ball on the floor. These are the best Magicite in the game, "???"

[Item Update] ??? Magicite- The secrets of these demon stones have been long sealed away because of the immense power it contains. It will cast a random spell when used including the -ga spells. It also contains the hidden spell "Invulnerable" which protects the caster from all attacks for a short period of time. The Magicite vanishes upon use meaning you get one use per Magicite.

The spell is very powerful and that is why you want to have a lot of memories so that you can receive a lot of them.

The best way to attack Memiroa is by using the "???" Magicites or just plain old attacking but beware of his short range attack. At the start you can only attack the bottom part of Memiroa so go near and use any "???" Magicites you have and if you are lucky enough to get "Invulnerable" then go crazy with physical attacks on him until it runs out and go back to the "???" Magicites

After receiving a lot of damage he will lower himself allowing you to attack his body but his claws will attack you when you go in to attack it so only do that if you have Invulnerable on otherwise use the spells from "???".

His attacks include Holy beam which does a high damage attack on the user in a line, Claw stomp where he will throw one of his claws at you dealing at least one heart of damage, Gravity pull where he attempts to suck you in and Darkness blast which is a devastating line attack which causes massive amounts of damage.

Keep attacking the body and repeating the process and eventually Memiroa will finally perish.

[MULTI PLAYER]

This can be easier if you know what you're doing and heal well.

On 2 player have one person concentrate on healing and reviving whilst the other goes out on the offensive.

On 3 player have one person heal, one person be the provoker and one person go on the offensiver. By provoker i mean keep Memiroa focused on him/her by moving about and staying quite far away so it does its beam attacks on that person.

On 4 player this becomes really easy and quick as two people can go on the offensive and if you're feeling really comfortable send everyone to attack it and Memiroa will perish quickly.

*****END FINAL BOSS*****

The threat of the planet is defeated and you have broke the cycle of the Miasma returning, sit back and enjoy the ending to a great game, you have earned it.

Now that you have finished the game you can go back to your save before Mount Vellenge and try to get all the artifacts, ultimate weapons etc. if you

haven't done so.

And with that said this walkthrough has come to an end, i hope you have found it helpful and enjoyed the game as much as i wrote this walkthrough.

XVII Occupations

CC17

In this section you can find out about the occupations your family can have in this game and what it can do for you. You select your family occupation whilst creating your character and they will then move into the home town. Many people decide to make 8 characters so that you have all the occupations in the town to use.

Your occupation will go up in invisible levels known as production levels and is determined by how happy your family is. Some occupations has a lot of production levels as opposed to one or two. Here is what each face means in terms of production levels.

:D = 65% discount when buying items/crafting equipment.

:.) = 55% discount when buying items/crafting equipment.

:| = 30% discount when buying items/crafting equipment.

: (= Full price when buying items/crafting equipment.

:C = Full price when buying items/crafting equipment.

Here is the list of the occupations and what you can get on production levels.

Miller

For the first couple of years you wont receive nothing from them unless you send them a seed in which they send a bannock in return. After a few years they will start giving you flour to help you in your journey.

Item to send home: Any types of seeds

Fisherman

The fisherman is a lot like the miller in the fact that all you can get is some fish which may not be too useful to you.

Item to send home: Any

Merchant

The merchant is very useful as it is a shop that sells you goods like materials for crafting. Once you get his production level high you can buy the rarest materials from him.

Year 1 - Meat, Bronze, Spring Water, Iron, Milk, Fish, Alloy

Level 1 - Bronze Shard, Iron Shard, Gold, Mythril, Silver

Level 2 - Thunderball, Chilly gel, Magma Rock

Level 3 - Dark Sphere, Ultimate

Item to send home: Materials

Farmer

The farmer is another one of those occupations that are not too good to choose as all you will receive is some wheat after a few years. Like the miller sending a wheat seed will result in him sending you a bannock.

Item to send home: Any seeds

Blacksmith

Blacksmith is very useful and essential to crafting the greatest weapon scrolls that you may have. He wont be able to craft any item for you straight away but once his production level is raised he can craft the best equipment so long as you have the right scroll/materials.

Year 1 - Novice's Weapon, Bronze Armor, Bronze Gloves, Bronze Belt, Warrior's Weapon, Iron Armor, Iron Shield, Iron Gloves, Iron Belt

Level 1 - Master's Weapon, Mythril Armor, Mythril Gloves, Mythril Belt, Mythril Sallet, Mythril Shield

Level 2 - Legendary Weapon, Diamond Armor, Diamond Gloves, Diamond Belt, Diamond Sallet

Level 3 - Greatest Weapon

Item to send home: Materials or scrolls

Rancher

Rancher is another occupations that is also not worth choosing in my opinion as all it offers is meat and milk. You can increase how much milk you get by buying a cow from the fields of Fum.

Item to send home: Any

Tailor

Tailor is very useful indeed as it can created accesories for you that are normally very hard to craft. The quality of his work increases with his production level. Like Blacksmith you must have the correct materials/scrolls for him to do his work.

Year 1 - Clockwork, Frost Craft, Lightning Craft, Flame Craft

Level 1 - New Clockwork, Goggle Techniques, Eyewear Techniques, Fiend Kit, Faerie Kit, Blue Yarn, Tome of Wisdom, Tome of Speed

Level 2 - Gold Craft, Designer Goggles, Designer Glasses, Daemon Kit, Angel Kit, White Yarn, Secrets of Wisdom, Secrets of Speed

Level 3 - Ring of Invincibility

Item to send home: Scrolls

Alchemist

This is probably the best occupation to choose out of all the ones available as your father will create scrolls for you to craft. As always the quality of the scrolls increase with the production level and alchemist has alot of production levels. You will receive the scroll at the beginning of each new year.

Level 1 - Iron Armor

Level 2 - ?

Level 3 - Flame Armor

Level 4 - Clockwork

Level 5 - ?

Level 6 - Frost Craft

Level 7 - Lightning Craft

Level 8 - Master's Weapon

Level 9 - Ring Of Light

Level 10 - Diamond Armor

Level 11 - Ring of Invincibility

Level 12 - Greatest Weapon

Item to send home: Scrolls, Materials and Seeds

If you know what the two missing items are then please email me their names.

****XVIII Artifacts****

CC18

This is a list of the artifacts that you can obtain in the game. This is the best i can translate this so if anyone else can correct me on anything then please email me. Thanks goes to <http://riruru.s19.xrea.com/> for the list.

This is for people still playing the japanese version of the game. The North American List can be found below.

<Japanese Version>

```
////////////////////////////////////  
Japanese name| English name      | Effect    | Best Location to find artifact  
////////////////////////////////////  
しゅりけん   | Shuriken             | Attack +1 | River Belle Path  
-----  
マンイーター  | Man Eater            | Attack +1 | River Belle Path  
-----  
ダブルハーゲン | Double Axe          | Attack +1 | River Belle Path  
-----  
あしゅら     | Ashura               | Attack +1 | Tida  
-----  
オニオンソード | Onion Sword         | Attack +1 | Selepation Cave  
-----  
パワーリスト  | Power Wrist         | Attack +1 | Tida Village  
-----  
グリーンベレー | Green Beret         | Attack +1 | River Belle Path  
-----  
きばのおまもり | Ivory Talisman      | Attack +1 | Mansion Of Jack Moscheat  
-----  
カイザーナックル | Kaiser Knuckle     | Attack +1 | Veo Lu Sluice  
-----  
フレイムタン  | Flame Tongue        | Attack +2 | Fungi Forest  
-----  
アイスブランド | Ice Brand           | Attack +2 | Veo Lu Sluice  
-----  
イカサマダイス | Loaded Dice         | Attack +2 | Daemons Court  
-----  
オーガキラー  | Ogre Killer         | Attack +2 | Mansion Of Jack Moscheat  
-----  
えんげつりん  | Engetsurin         | Attack +2 | Daemon's Court  
-----  
ねじりはちまき | Twisted Headband    | Attack +2 | Fungi Forest  
-----
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さすけのかたな	Sasuke's Katana	Attack +3	Fungi Forest
トールハンマー	Thors Hammer	Attack +3	Goblin Wall
マスカレイド	Masquerade	Attack +3	Lynari Desert
げっかびじん	Queen of the Night	Attack +5	Mansion of Jack Moscheat
マサムネ	Masamune	Attack +5	Mt. Kilanda
メイジマッシャー	Mage Masher	Magic +1	Fungi Forest
ルーンのおえ	Rune Wand	Magic +1	Daemons Court
ひかりのじてん	Book of Light	Magic +1	Veo Lu Sluice
ぎんのうでわ	Silver Bracelet	Magic +1	River Belle Path
タマのすず	Cat's Bells	Magic +1	Carthulige Mine
フェアリーリング	Faerie Ring	Magic +1	Mt. Kilanda
はねつきぼうし	Skull Cap	Magic +1	Tida Village
キャンディリング	Candy Ring	Magic +1	Daemons Court
りゅうのひげ	Dragon's Beard	Magic +1	River Belle Path
ルーンのおん	Rune Bell	Magic +3	Tida Village
クリスのナイフ	Kris Knife	Magic +3	Mansion Of Jack Moscheat
けんじゃのおえ	Sage Staff	Magic +3	Fungi Forest
ワンダーワンド	Wonder Wand	Magic +3	Lynari Desert
あかいくつ	Red Shoes	Magic +3	Veo Lu Sluice
ノアのリュート	Noah's Lute	Magic +5	Veo Lu Sluice
メイジスタッフ	Mage Staff	Magic +5	River Belle Path
ダークマター	Dark Matter	Magic +5	Veo Lu Sluice
きんのかみかざり	Golden Hairpin	Magic +5	Conall Curach
ガラディーン	Galatyn	Magic +7	Veo Lu Sluice
とうてつパターン	Lucid Scarf	Magic +7	Goblin Wall
リボン	Ribbon	Magic +9	Rebena Te Ra
アルテマのしょ	Ultima Book	Magic +10	Conal Curach
きれいなうでわ	Beautiful bracelet	Defense +1	Goblin Wall
ドリル	Drill	Defense +1	Veo Lu Sluice
バックラー	Buckler	Defense +1	River Belle Path

ぎんぶちめがね	Silver Glasses	Defense +1	Fungi Forest
マインゴーシュ	????	Defense +2	????
くろずきん	????	Defense +2	????
アライのメット	Allie's Helm	Defense +2	????
エルフのマント	Elf Mantle	Defense +2	Tida Village
ねずみのしっぽ	Rat's Tail	Defense +2	River Belle Path
くまちゃん	????	Defense +2	????
チキンナイフ	Chicken Knife	Defense +3	Rebena Te Ra
ワンダーバンクル	Wonder Bangle	Defense +3	River Belle Path
モーグリポケット	Moogle Pocket	Slot +1	River Belle Path
チョコボポケット	Chocobo Pocket	Slot +1	Tida Village
ゴブリンポケット	Goblin Pocket	Slot +1	Lynari Desert
ラストポケット	Last Pocket	Slot +1	Carthulige Mine
ファイアリング	Fire Ring	Fire*	Mt.Kilanda
ブリザドリング	Blizzard Ring	Blizzard*	Veo Lu Sluice
サンダーリング	Thunder Ring	Thunder*	Selepation Cave
ケアルリング	Cure Ring	Cure*	Conal Curach
レイズリング	Raise Ring	Raise*	Conal Curach
アースペンダント	Earth Pendant	Heart +1	Carthulige Mine
ムーンペンダント	Moon Pendant	Heart +1	Mansion Of Jack Moscheat
スターペンダント	Star Pendant	Heart +1	Lynari Desert
サンペンダント	Sun Pendant	Heart +1	Lynari Desert

*- These rings let you cast the Corresponding spell forever meaning that you have it from the start of each new stage.

<North American Version>

Here is a list of all the artifacts with their correct names for the North American version of the game. The reason for leaving the japanese list there is for people still playing the japanese version of the game.

ARTIFACTS

Name	Stat Increase	Found
Shuriken	Strength +1	River Belle Path (C1)
Power Wristband	Strength +1	Veol Sluice (C1)
Onion Sword	Strength +1	Veol Sluice (C3)
Maneater	Strength +1	River Belle Path (C1)
Kaiser Knuckles	Strength +1	Tida (C1)
Green Beret	Strength +1	Mushroom Forest (C1)
Fang Charm	Strength +1	Daemon's Court (C1)
Double Axe	Strength +1	River Belle Path (C1)
Ashura	Strength +1	Tida (C1)
Twisted Headband	Strength +2	Veol Sluice (C1)
Ogrekiller	Strength +2	Tida (C1)
Loaded Dice	Strength +2	Conall Curach (C1)
Ice Brand	Strength +2	Tida (C1)
Flametongue	Strength +2	Kilanda (C1)
Engetsurin	Strength +2	Daemon's Court (C1)
Sasuke's Blade	Strength +3	River Belle Path (C3)
Mjollnir	Strength +3	Selepation Cave (C2)
Masquerade	Strength +3	Daemon's Court (C2)
Heavy Armband	Strength +3	Daemon's Court (C2)
Giant's Glove	Strength +3	Kilanda (C1)
Murasame	Strength +4	Cathuriges Mine (C3)
Masamune	Strength +5	Kilanda (C3)
Gekkabijin	Strength +5	Moschet Manor (C3)
Winged Cap	Magic +1	Tida (C1)
Silver Bracer	Magic +1	River Belle Path (C1)
Rune Staff	Magic +1	Moschet Manor (C1)
Mage Masher	Magic +1	Daemon's Court (C2)
Faerie Ring	Magic +1	Tida (C1)
Dragon's Whisker	Magic +1	River Belle Path (C1)

Cat's Bell	Magic +1	Selepation Cave (C1)
Candy Ring	Magic +1	Tida (C1)
Book Of Light	Magic +1	Veo Lu Sluice (C1)
Wonder Wand	Magic +3	Tida (C3)
Sage's Staff	Magic +3	Kilanda (C1)
Rune Bell	Magic +3	Rebena Te Ra (C2)
Red Slippers	Magic +3	Conall Curach (C1)
Kris	Magic +3	Veo Lu Sluice (C1)
Noah's Lute	Magic +5	Kilanda (C1)
Mage's Staff	Magic +5	Daemon's Court (C2)
Gold Hairpin	Magic +5	Daemon's Court (C2)
Dark Matter	Magic +5	Tida (C3)
Taotie Motif	Magic +7	Veo Lu Sluice (C3)
Galatyn	Magic +7	Goblin Wall (C3)
Ribbon	Magic +9	Rebena Te Ra (C3)
Tome Of Ultima	Magic +10	Conall Curach (C3)
Sparkling Bracer	Defense +1	Tida (C1)
Silver Spectacles	Defense +1	River Belle Path (C1)
Drill	Defense +1	Veo Lu Sluice (C1)
Buckler	Defense +1	River Belle Path (C1)
Teddy Bear	Defense +2	Lynari Desert (C2)
Rat's Tail	Defense +2	Veo Lu Sluice (C2)
Main Gauche	Defense +2	Veo Lu Sluice (C1)
Helm of Arai	Defense +2	Tida (C1)
Elven Mantle	Defense +2	Rebena Te Ra (C1)
Black Hood	Defense +2	Lynari Desert (C2)
Wonder Bangle	Defense +3	River Belle Path (C3)
Chicken Knife	Defense +3	Kilanda (C2)
Save The Queen	Defense +4	River Belle Path (C3)
Ring Of Protection	Defense +4	Selepation Cave (C3)

Aegis	Defense +5	Daemon's Court (C3)
Earth Pendant	Heart +1	River Belle Path (C1)
Star Pendant	Heart +1	Lynari Desert (C1)
Moon Pendant	Heart +1	Veol Sluice (C1)
Sun Pendant	Heart +1	Lynari Desert (C3)
Moogles Pocket	Command Slot +1	River Belle Path (C1)
Chocobo Pocket	Command Slot +1	Tida (C1)
Goblin Pocket	Command Slot +1	Lynari Desert (C1)
Ultimate Pocket	Command Slot +1	Cathuriges Mine (C3)
Ring Of Thunder	Thunder	Selepation Cave (C1-3)
Ring Of Life	Life	Selepation Cave (C3)
Ring Of Blizzard	Blizzard	Veol Sluice (C1-3)
Ring Of Fire	Fire	Kilanda (C1-3)
Ring Of Cure	Cure	Conall Curach (C1-3)

The magicite rings allows you to always have that spell and you can equip it to a command slot. The places in the found section are the first place that i have found that artifact.

Key

C1 - Cycle 1

C2 - Cycle 2

C3 - Cycle 3

C1-3 - Found on any cycle.

Dropped Artifact Sets

Thanks to the information in the "Nintendo Power Player's Guide" i have the information and mechanics as to what determines the artifact set a boss will drop.

This chart uses the same key above for the cycles but i have also added some abbreviations where i cannot put the whole name in due to running out of space.

Abbreviations

Slv. = Silver

Sprk. = Sparkling

Shld. = Shield

Wpn. = Weapon

Twst. = Twist

RIVER BELLE PATH

SET 1	Bonus Score	Artifacts		Set 2	Bonus Score	Artifacts
-						
Player 1	0 Pts (C1)	Dragon's Whisker		Player 1	95+ Pts (C1)	Maneater
-----+	-----+	-----+		-----+	-----+	-----+
Player 2	0 Pts (C1)	Shuriken		Player 2	102+ Pts (C1)	Mage Masher
-----+	-----+	-----+		-----+	-----+	-----+
Player 3	0 Pts (C1)	Moogle Pocket		Player 3	116+ Pts (C1)	Moogle Pocket
-----+	-----+	-----+		-----+	-----+	-----+
Player 4	0 Pts (C1)	Buckler		Player 4	127+ Pts (C1)	Slv. Spectacles
-----+	-----+	-----+		-----+	-----+	-----+

Set 3	Bonus Score	Artifacts
Player 1	119+ Pts (C1)/0 Pts (C2)	Double Axe
-----+	-----+	-----+
Player 2	128+ Pts (C1)/0 Pts (C2)	Buckler
-----+	-----+	-----+
Player 3	146+ Pts (C1)/0 Pts (C2)	Kris
-----+	-----+	-----+
Player 4	160+ Pts (C1)/0 Pts (C2)	Iron
-----+	-----+	-----+

Set 4	Bonus Score	Artifacts
Player 1	149+ Pts (C1)/95+ Pts (C2)	Iron
-----+	-----+	-----+
Player 2	160+ Pts (C1)/102+ Pts (C2)	Ice Brand
-----+	-----+	-----+
Player 3	182+ Pts (C1)/116+ Pts (C2)	Silver Spectacles
-----+	-----+	-----+
Player 4	200+ Pts (C1)/127+ Pts (C2)	Silver Bracer
-----+	-----+	-----+

Set 5	Bonus Score	Artifacts
Player 1	119+ Pts (C2)/0 Pts (C3)	Mage's Staff
-----+	-----+	-----+
Player 2	128+ Pts (C2)/0 Pts (C3)	Wonder Bangle
-----+	-----+	-----+

Player 3|146+ Pts (C2)/0 Pts (C3)|Mythril

Player 4|160+ Pts (C2)/0 Pts (C3)|Loaded Dice

Set 6 |Bonus Score |Artifacts

Player 1|149+ Pts (C2)/95+ Pts (C3) |Legendary Weapon

Player 2|160+ Pts (C2)/102+ Pts (C3)|Black Hood

Player 3|182+ Pts (C2)/116+ Pts (C3)|Sasuke's Blade

Player 4|200+ Pts (C2)/127+ Pts (C3)|Flametongue

Set 7 |Bonus Score |Artifacts | |Set 8 |Bonus Score |Artifacts

Player 1|119+ Pts (C3)|Orichalcum | |Player 1|149+ Pts (C3)|Save The Queen

Player 2|128+ Pts (C3)|Slv.Spectacles | |Player 2|160+ Pts (C3)|Ancient Sword

Player 3|146+ Pts (C3)|Shuriken | |Player 3|182+ Pts (C3)|Maneater

Player 4|160+ Pts (C3)|Dragon's Whisker| |Player 4|200+ Pts (C3)|Mage Masher

Mushroom Forest

Set 1 |Bonus Score|Artifacts | |Set 2 |Bonus Score |Artifacts

Player 1|0 Pts (C1) |Earth Pendant | |Player 1|108+ Pts (C1)|Slv. Spectacles

Player 2|0 Pts (C1) |Shuriken | |Player 2|116+ Pts (C1)|Mage Masher

Player 3|0 Pts (C1) |Dragon's Whisker| |Player 3|132+ Pts (C1)|Moogle Pocket

Player 4|0 Pts (C1) |Buckler | |Player 4|145+ Pts (C1)|Flametongue

Set 3 |Bonus Score |Artifacts

Player 1|135+ Pts (C1)/0 Pts (C2)|Earth Pendant

Player 2|145+ Pts (C1)/0 Pts (C2)|Maneater

Player 3|165+ Pts (C1)/0 Pts (C2)|Sage's Staff

Player 4|181+ Pts (C1)/0 Pts (C2)|Buckler

Set 4	Bonus Score	Artifacts
Player 1	169+ Pts (C1)/108+ Pts (C2)	Moogle Pocket
Player 2	182+ Pts (C1)/116+ Pts (C2)	Double Axe
Player 3	207+ Pts (C1)/132+ Pts (C2)	Black Hood
Player 4	227+ Pts (C1)/145+ Pts (C2)	Silver Bracer

Set 5	Bonus Score	Artifacts
Player 1	135+ Pts (C2)/0 Pts (C3)	Ancient Potion
Player 2	145+ Pts (C2)/0 Pts (C3)	Sasuke's Blade
Player 3	165+ Pts (C2)/0 Pts (C3)	Cat's Bell
Player 4	181+ Pts (C2)/0 Pts (C3)	Wonder Bangle

Set 6	Bonus Score	Artifacts
Player 1	169+ Pts (C2)/108+ Pts (C3)	Orichalcum
Player 2	182+ Pts (C2)/116+ Pts (C3)	Green Beret
Player 3	207+ Pts (C2)/132+ Pts (C3)	Mage's Staff
Player 4	227+ Pts (C2)/145+ Pts (C3)	Wonder Bangle

Set 7	Bonus Score	Artifacts	Set 8	Bonus Score	Artifacts
Player 1	135+ Pts (C3)	Diamond Armor	Player 1	169+ Pts (C3)	Malboro Seed
Player 2	145+ Pts (C3)	Double Axe	Player 2	182+ Pts (C3)	Ashura
Player 3	165+ Pts (C3)	Silver Bracer	Player 3	207+ Pts (C3)	Cat's Bell
Player 4	181+ Pts (C3)	Moogle Pocket	Player 4	227+ Pts (C3)	Earth Pendant

The Mine Of Cathuriges

Set 1	Bonus Score	Artifacts	Set 2	Bonus Score	Artifacts
Player 1	0 Pts (C1)	Earth Pendant	Player 1	116+ Pts (C1)	Slv. Spectacles
Player 2	0 Pts (C1)	Shuriken	Player 2	125+ Pts (C1)	Mage Masher

Player 3|0 Pts (C1) |Dragon's Whisker| |Player 3|142+ Pts (C1)|Moogle Pocket
-----+-----+-----+ +-----+-----+-----+
Player 4|0 Pts (C1) |Buckler | |Player 4|156+ Pts (C1)|Loaded Dice
-----+-----+-----+ +-----+-----+-----+
-----+-----+-----+ +-----+-----+-----+

Set 3 |Bonus Score |Artifacts
-----+-----+-----+ +-----+-----+-----+

Player 1|145+ Pts (C1)/0 Pts (C2)|Earth Pendant
-----+-----+-----+ +-----+-----+-----+

Player 2|156+ Pts (C1)/0 Pts (C2)|Maneater
-----+-----+-----+ +-----+-----+-----+

Player 3|178+ Pts (C1)/0 Pts (C2)|Rune Bell
-----+-----+-----+ +-----+-----+-----+

Player 4|195+ Pts (C1)/0 Pts (C2)|Buckler
-----+-----+-----+ +-----+-----+-----+

Set 4 |Bonus Score |Artifacts
-----+-----+-----+ +-----+-----+-----+

Player 1|181+ Pts (C1)/116+ Pts (C2)|Moogle Pocket
-----+-----+-----+ +-----+-----+-----+

Player 2|196+ Pts (C1)/125+ Pts (C2)|Double Axe
-----+-----+-----+ +-----+-----+-----+

Player 3|222+ Pts (C1)/142+ Pts (C2)|Black Hood
-----+-----+-----+ +-----+-----+-----+

Player 4|244+ Pts (C1)/156+ Pts (C2)|Silver Bracer
-----+-----+-----+ +-----+-----+-----+

Set 5 |Bonus Score |Artifacts
-----+-----+-----+ +-----+-----+-----+

Player 1|145+ Pts (C2)/0 Pts (C3)|Legendary Weapon
-----+-----+-----+ +-----+-----+-----+

Player 2|156+ Pts (C2)/0 Pts (C3)|Sasuke's Blade
-----+-----+-----+ +-----+-----+-----+

Player 3|178+ Pts (C2)/0 Pts (C3)|Cat's Bell
-----+-----+-----+ +-----+-----+-----+

Player 4|195+ Pts (C2)/0 Pts (C3)|Wonder Bangle
-----+-----+-----+ +-----+-----+-----+

Set 6 |Bonus Score |Artifacts
-----+-----+-----+ +-----+-----+-----+

Player 1|181+ Pts (C2)/116+ Pts (C3)|Orichalcum
-----+-----+-----+ +-----+-----+-----+

Player 2|196+ Pts (C2)/125+ Pts (C3)|Green Beret
-----+-----+-----+ +-----+-----+-----+

Player 3|222+ Pts (C2)/142+ Pts (C3)|Mage's Staff
-----+-----+-----+ +-----+-----+-----+

Player 4|244+ Pts (C2)/156+ Pts (C3)|Wonder Bangle
-----+-----+-----+ +-----+-----+-----+

Set 7 |Bonus Score |Artifacts | |Set 8 |Bonus Score |Artifacts
-----+-----+-----+ +-----+-----+-----+

Player 1|145+ Pts (C3)|Faerie Ring | |Player 1|169+ Pts (C3)|Malboro Seed
-----+-----+-----+ +-----+-----+-----+

Player 2|156+ Pts (C3)|Orc Belt | |Player 2|182+ Pts (C3)|Ashura
-----+-----+-----+ +-----+-----+-----+

Player 3|178+ Pts (C3)|Kaiser Knuckles | |Player 3|207+ Pts (C3)|Cat's Bell
 -----+-----+-----+ +-----+-----+-----
 Player 4|195+ Pts (C3)|Ultimate Pocket | |Player 4|227+ Pts (C3)|Earth Pendant
 -----+-----+-----+ +-----+-----+-----

 Goblin Wall

Set 1	Bonus Score	Artifacts	Set 2	Bonus Score	Artifacts
Player 1	0 Pts (C1)	Earth Pendant	Player 1	110+ Pts (C1)	Slv. Spectacles
Player 2	0 Pts (C1)	Double Axe	Player 2	119+ Pts (C1)	Earth Pendant
Player 3	0 Pts (C1)	Winged Cap	Player 3	135+ Pts (C1)	Sparkling Bracer
Player 4	0 Pts (C1)	Sparkling Bracer	Player 4	148+ Pts (C1)	Kaiser Knuckles

Set 3	Bonus Score	Artifacts
Player 1	138+ Pts (C1)/0 Pts (C2)	Faerie Ring
Player 2	148+ Pts (C1)/0 Pts (C2)	Helm Of Arai
Player 3	169+ Pts (C1)/0 Pts (C2)	Moogles Pocket
Player 4	185+ Pts (C1)/0 Pts (C2)	Buckler

Set 4	Bonus Score	Artifacts
Player 1	172+ Pts (C1)/110+ Pts (C2)	Moogles Pocket
Player 2	186+ Pts (C1)/119+ Pts (C2)	Sparkling Bracer
Player 3	211+ Pts (C1)/135+ Pts (C2)	Dark Matter
Player 4	232+ Pts (C1)/148+ Pts (C2)	Fang Charm

Set 5	Bonus Score	Artifacts
Player 1	138+ Pts (C2)/0 Pts (C3)	Ancient Potion
Player 2	148+ Pts (C2)/0 Pts (C3)	Mjollnir
Player 3	169+ Pts (C2)/0 Pts (C3)	Helm Of Arai
Player 4	185+ Pts (C2)/0 Pts (C3)	Red Slippers

Set 6	Bonus Score	Artifacts
Player 1	172+ Pts (C2)/110+ Pts (C3)	Orichalcum
Player 2	186+ Pts (C2)/119+ Pts (C3)	Noah's Lute
Player 3	211+ Pts (C2)/135+ Pts (C3)	Engetsurin
Player 4	232+ Pts (C2)/148+ Pts (C3)	Helm Of Arai

Set 7	Bonus Score	Artifacts	Set 8	Bonus Score	Artifacts
Player 1	138+ Pts (C3)	Fang Charm	Player 1	172+ Pts (C3)	Green Beret
Player 2	148+ Pts (C3)	Candy Ring	Player 2	186+ Pts (C3)	Cursed Crook
Player 3	169+ Pts (C3)	Wonder Bangle	Player 3	211+ Pts (C3)	Sprk. Bracer
Player 4	185+ Pts (C3)	Diamond Belt	Player 4	232+ Pts (C3)	Galatyn

Tida

Set 1	Bonus Score	Artifacts	Set 2	Bonus Score	Artifacts
Player 1	0 Pts (C1)	Dragon's Whisker	Player 1	155+ Pts (C1)	Moogle Pocket
Player 2	0 Pts (C1)	Slv. Spectacles	Player 2	167+ Pts (C1)	Shuriken
Player 3	0 Pts (C1)	Chocobo Pocket	Player 3	190+ Pts (C1)	Sparkling Bracer
Player 4	0 Pts (C1)	Twisted Headband	Player 4	208+ Pts (C1)	Kris

Set 3	Bonus Score	Artifacts
Player 1	193+ Pts (C1)/0 Pts (C2)	Silver Bracer
Player 2	208+ Pts (C1)/0 Pts (C2)	Maneater
Player 3	237+ Pts (C1)/0 Pts (C2)	Chocobo Pocket
Player 4	260+ Pts (C1)/0 Pts (C2)	Elvan Mantle

Set 4	Bonus Score	Artifacts
Player 1	241+ Pts (C1)/155+ Pts (C2)	Sasuke's Blade
Player 2	260+ Pts (C1)/167+ Pts (C2)	Sparkling Bracer

Player 3|295+ Pts (C1)/190+ Pts (C2)|Cat's Bell

Player 4|325+ Pts (C1)/208+ Pts (C2)|Power Wristband

Set 5 |Bonus Score |Artifacts

Player 1|193+ Pts (C2)/0 Pts (C3)|Ancient Potion

Player 2|208+ Pts (C2)/0 Pts (C3)|Wonder Bangle

Player 3|237+ Pts (C2)/0 Pts (C3)|Giant's Glove

Player 4|260+ Pts (C2)/0 Pts (C3)|Flametongue

Set 6 |Bonus Score |Artifacts

Player 1|241+ Pts (C2)/155+ Pts (C3)|Orichalcum

Player 2|260+ Pts (C2)/167+ Pts (C3)|Rune Bell

Player 3|295+ Pts (C2)/190+ Pts (C3)|Gold Hairpin

Player 4|325+ Pts (C2)/208+ Pts (C3)|Wonder Bangle

Set 7 |Bonus Score |Artifacts | |Set 8 |Bonus Score |Artifacts

Player 1|193+ Pts (C3)|Silver Bracer | |Player 1|241+ Pts (C3)|Green Beret

Player 2|208+ Pts (C3)|Chocobo Pocket | |Player 2|260+ Pts (C3)|Brigandology

Player 3|237+ Pts (C3)|Legendary Weapon| |Player 3|295+ Pts (C3)|Cat's Bell

Player 4|260+ Pts (C3)|Power Wristband | |Player 4|325+ Pts (C3)|Dweomer Sphere

Moschet Manor

Set 1 |Bonus Score|Artifacts | |Set 2 |Bonus Score |Artifacts

Player 1|0 Pts (C1) |Rune Staff | |Player 1|84+ Pts (C1) |Slv. Spectacles

Player 2|0 Pts (C1) |Flametongue | |Player 2|91+ Pts (C1) |Earth Pendant

Player 3|0 Pts (C1) |Chocobo Pocket | |Player 3|103+ Pts (C1)|Red Slippers

Player 4|0 Pts (C1) |Buckler | |Player 4|113+ Pts (C1)|Green Beret

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Set 3   |Bonus Score           |Artifacts
-----+-----+-----
Player 1|105+ Pts (C1)/0 Pts (C2)|Moon Pendant
-----+-----+-----
Player 2|113+ Pts (C1)/0 Pts (C2)|Fang Charm
-----+-----+-----
Player 3|129+ Pts (C1)/0 Pts (C2)|Book Of Light
-----+-----+-----
Player 4|141+ Pts (C1)/0 Pts (C2)|Black Hood
-----+-----+-----

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Set 4   |Bonus Score           |Artifacts
-----+-----+-----
Player 1|132+ Pts (C1)/84+ Pts (C2) |Faerie Ring
-----+-----+-----
Player 2|142+ Pts (C1)/91+ Pts (C2) |Chocobo Pocket
-----+-----+-----
Player 3|161+ Pts (C1)/103+ Pts (C2)|Kaiser Knuckles
-----+-----+-----
Player 4|177+ Pts (C1)/113+ Pts (C2)|Helm Of Arai
-----+-----+-----

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Set 5   |Bonus Score           |Artifacts
-----+-----+-----
Player 1|105+ Pts (C2)/0 Pts (C3)|Moon Pendant
-----+-----+-----
Player 2|113+ Pts (C2)/0 Pts (C3)|Chocobo Pocket
-----+-----+-----
Player 3|129+ Pts (C2)/0 Pts (C3)|Ice Brand
-----+-----+-----
Player 4|141+ Pts (C2)/0 Pts (C3)|Sage's Staff
-----+-----+-----

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Set 6   |Bonus Score           |Artifacts
-----+-----+-----
Player 1|132+ Pts (C2)/84+ Pts (C3) |Orichalcum
-----+-----+-----
Player 2|142+ Pts (C2)/91+ Pts (C3) |Masquerade
-----+-----+-----
Player 3|161+ Pts (C2)/103+ Pts (C3)|Mage's Staff
-----+-----+-----
Player 4|177+ Pts (C2)/113+ Pts (C3)|Wonder Bangle
-----+-----+-----

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Set 7   |Bonus Score |Artifacts   | |Set 8   |Bonus Score |Artifacts
-----+-----+-----+-----+-----+-----
Player 1|105+ Pts (C3)|Lord's Robe   | |Player 1|132+ Pts (C3)|Legendary Shld
-----+-----+-----+-----+-----+-----
Player 2|113+ Pts (C3)|Chocobo Pocket | |Player 2|142+ Pts (C3)|Gekkabijin
-----+-----+-----+-----+-----+-----
Player 3|129+ Pts (C3)|Legendary Weapon| |Player 3|161+ Pts (C3)|Candy Ring
-----+-----+-----+-----+-----+-----
Player 4|141+ Pts (C3)|Power Wristband | |Player 4|177+ Pts (C3)|Chocobo Pocket
-----+-----+-----+-----+-----+-----

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Selepation Cave

Set 1	Bonus Score	Artifacts	Set 2	Bonus Score	Artifacts
Player 1	0 Pts (C1)	Dragon's Whisker	Player 1	158+ Pts (C1)	Slv. Spectacles
Player 2	0 Pts (C1)	Ogrekiller	Player 2	170+ Pts (C1)	Ashura
Player 3	0 Pts (C1)	Chocobo Pocket	Player 3	193+ Pts (C1)	Ring Of Thunder
Player 4	0 Pts (C1)	Buckler	Player 4	212+ Pts (C1)	Rune Bell

Set 3	Bonus Score	Artifacts
Player 1	197+ Pts (C1)/0 Pts (C2)	Moon Pendant
Player 2	212+ Pts (C1)/0 Pts (C2)	Sparkling Bracer
Player 3	241+ Pts (C1)/0 Pts (C2)	Mage Masher
Player 4	265+ Pts (C1)/0 Pts (C2)	Kaiser Knuckles

Set 4	Bonus Score	Artifacts
Player 1	246+ Pts (C1)/158+ Pts (C2)	Ring Of Thunder
Player 2	266+ Pts (C1)/170+ Pts (C2)	Power Wristband
Player 3	302+ Pts (C1)/193+ Pts (C2)	Rune Staff
Player 4	332+ Pts (C1)/212+ Pts (C2)	Teddy Bear

Set 5	Bonus Score	Artifacts
Player 1	197+ Pts (C2)/0 Pts (C3)	Kris
Player 2	212+ Pts (C2)/0 Pts (C3)	Black Hood
Player 3	241+ Pts (C2)/0 Pts (C3)	Diamond Armor
Player 4	265+ Pts (C2)/0 Pts (C3)	Sasuke's Blade

Set 6	Bonus Score	Artifacts
Player 1	246+ Pts (C2)/158+ Pts (C3)	Orichalcum
Player 2	266+ Pts (C2)/170+ Pts (C3)	Gold Hairpin

Player 3|302+ Pts (C2)/193+ Pts (C3)|Twisted Headband

Player 4|332+ Pts (C2)/212+ Pts (C3)|Moon Pendant

Set 7 |Bonus Score |Artifacts | |Set 8 |Bonus Score |Artifacts

Player 1|197+ Pts (C3)|Ring Of Thunder | |Player 1|246+ Pts (C3)|Earth Armor

Player 2|212+ Pts (C3)|Loaded Dice | |Player 2|266+ Pts (C3)|Ogrekiller

Player 3|241+ Pts (C3)|Wind Crystal | |Player 3|302+ Pts (C3)|RingOf Protect

Player 4|265+ Pts (C3)|Sage's Staff | |Player 4|332+ Pts (C3)|Wonder Wand

Daemon's Court

Set 1 |Bonus Score|Artifacts | |Set 2 |Bonus Score |Artifacts

Player 1|0 Pts (C1) |Winged Cap | |Player 1|103+ Pts (C1)|Slv. Spectacles

Player 2|0 Pts (C1) |Loaded Dice | |Player 2|111+ Pts (C1)|Moon Pendant

Player 3|0 Pts (C1) |Chocobo Pocket | |Player 3|126+ Pts (C1)|Wonder Wand

Player 4|0 Pts (C1) |Buckler | |Player 4|138+ Pts (C1)|Shuriken

Set 3 |Bonus Score |Artifacts

Player 1|128+ Pts (C1)/0 Pts (C2)|Chocobo Pocket

Player 2|138+ Pts (C1)/0 Pts (C2)|Maneater

Player 3|157+ Pts (C1)/0 Pts (C2)|Candy Ring

Player 4|172+ Pts (C1)/0 Pts (C2)|Rat's Tail

Set 4 |Bonus Score |Artifacts

Player 1|160+ Pts (C1)/103+ Pts (C2)|Moon Pendant

Player 2|173+ Pts (C1)/111+ Pts (C2)|Double Axe

Player 3|197+ Pts (C1)/126+ Pts (C2)|Dragon's Whisker

Player 4|216+ Pts (C1)/138+ Pts (C2)|Sparkling Bracer

Set 5 | Bonus Score | Artifacts

Player 1 | 128+ Pts (C2) / 0 Pts (C3) | Moon Pendant

Player 2 | 138+ Pts (C2) / 0 Pts (C3) | Giant's Glove

Player 3 | 157+ Pts (C2) / 0 Pts (C3) | Rune Bell

Player 4 | 172+ Pts (C2) / 0 Pts (C3) | Wonder Bangle

Set 6 | Bonus Score | Artifacts

Player 1 | 160+ Pts (C2) / 103+ Pts (C3) | Orichalcum

Player 2 | 173+ Pts (C2) / 111+ Pts (C3) | Ogrekiller

Player 3 | 197+ Pts (C2) / 126+ Pts (C3) | Dark Matter

Player 4 | 216+ Pts (C2) / 138+ Pts (C3) | Chocobo Pocket

Set 7 | Bonus Score | Artifacts | | Set 8 | Bonus Score | Artifacts

Player 1 | 128+ Pts (C3) | King's Scale | | Player 1 | 160+ Pts (C3) | Diamond Shield

Player 2 | 138+ Pts (C3) | Flametongue | | Player 2 | 173+ Pts (C3) | Ice Brand

Player 3 | 157+ Pts (C3) | Kris | | Player 3 | 197+ Pts (C3) | Red Slippers

Player 4 | 172+ Pts (C3) | Diamond Gloves | | Player 4 | 216+ Pts (C3) | Aegis

Veo Lu Sluice

Set 1 | Bonus Score | Artifacts | | Set 2 | Bonus Score | Artifacts

Player 1 | 0 Pts (C1) | Ring Of Blizzard | | Player 1 | 92+ Pts (C1) | Slv. Spectacles

Player 2 | 0 Pts (C1) | Ice Brand | | Player 2 | 99+ Pts (C1) | Moon Pendant

Player 3 | 0 Pts (C1) | Silver Bracer | | Player 3 | 112+ Pts (C1) | Sage's Staff

Player 4 | 0 Pts (C1) | Buckler | | Player 4 | 123+ Pts (C1) | Green Beret

Set 3 | Bonus Score | Artifacts

Player 1 | 115+ Pts (C1) / 0 Pts (C2) | Moon Pendant

Player 2 | 124+ Pts (C1) / 0 Pts (C2) | Fang Charm

Player 3|140+ Pts (C1)/0 Pts (C2)|Cat's Bell

Player 4|154+ Pts (C1)/0 Pts (C2)|Elvan Mantle

Set 4 |Bonus Score |Artifacts

Player 1|143+ Pts (C1)/92+ Pts (C2) |Ring Of Blizzard

Player 2|155+ Pts (C1)/99+ Pts (C2) |Shuriken

Player 3|176+ Pts (C1)/112+ Pts (C2)|Faerie Ring

Player 4|193+ Pts (C1)/123+ Pts (C2)|Sparkling Bracer

Set 5 |Bonus Score |Artifacts

Player 1|115+ Pts (C2)/0 Pts (C3)|Moon Pendant

Player 2|124+ Pts (C2)/0 Pts (C3)|Heavy Armband

Player 3|140+ Pts (C2)/0 Pts (C3)|Rat's Tail

Player 4|154+ Pts (C2)/0 Pts (C3)|Wonder Wand

Set 6 |Bonus Score |Artifacts

Player 1|143+ Pts (C2)/92+ Pts (C3) |Orichalcum

Player 2|155+ Pts (C2)/99+ Pts (C3) |Loaded Dice

Player 3|176+ Pts (C2)/112+ Pts (C3)|Noah's Lute

Player 4|193+ Pts (C2)/123+ Pts (C3)|Ring Of Blizzard

Set 7 |Bonus Score |Artifacts |Set 8 |Bonus Score |Artifacts

Player 1|115+ Pts (C3)|Green Sphere |Player 1|143+ Pts (C3)|Diamond Armor

Player 2|124+ Pts (C3)|Green Beret |Player 2|155+ Pts (C3)|Fang Charm

Player 3|140+ Pts (C3)|Winged Cap |Player 3|176+ Pts (C3)|Candy Ring

Player 4|154+ Pts (C3)|Diamond Helm |Player 4|193+ Pts (C3)|Taotie Motif

Kilanda

Set 1	Bonus Score	Artifacts	Set 2	Bonus Score	Artifacts
Player 1	0 Pts (C1)	Moon Pendant	Player 1	102+ Pts (C1)	Star Pendant
Player 2	0 Pts (C1)	Engetsurin	Player 2	110+ Pts (C1)	Power Wristband
Player 3	0 Pts (C1)	Book Of Light	Player 3	125+ Pts (C1)	Kris
Player 4	0 Pts (C1)	Drill	Player 4	137+ Pts (C1)	Drill

Set 3	Bonus Score	Artifacts
Player 1	127+ Pts (C1)/0 Pts (C2)	Ring Of Fire
Player 2	137+ Pts (C1)/0 Pts (C2)	Green Beret
Player 3	156+ Pts (C1)/0 Pts (C2)	Silver Bracer
Player 4	171+ Pts (C1)/0 Pts (C2)	Main Gauche

Set 4	Bonus Score	Artifacts
Player 1	159+ Pts (C1)/102+ Pts (C2)	Ring Of Fire
Player 2	172+ Pts (C1)/110+ Pts (C2)	Fang Charm
Player 3	195+ Pts (C1)/125+ Pts (C2)	Cat's Bell
Player 4	214+ Pts (C1)/137+ Pts (C2)	Drill

Set 5	Bonus Score	Artifacts
Player 1	127+ Pts (C2)/0 Pts (C3)	Star Pendant
Player 2	137+ Pts (C2)/0 Pts (C3)	Mjollnir
Player 3	156+ Pts (C2)/0 Pts (C3)	Red Slippers
Player 4	171+ Pts (C2)/0 Pts (C3)	Chicken Knife

Set 6	Bonus Score	Artifacts
Player 1	159+ Pts (C2)/102+ Pts (C3)	Orichalcum
Player 2	172+ Pts (C2)/110+ Pts (C3)	Flametongue
Player 3	195+ Pts (C2)/125+ Pts (C3)	Mage's Staff
Player 4	214+ Pts (C2)/137+ Pts (C3)	Ring Of Fire

Set 7	Bonus Score	Artifacts	Set 8	Bonus Score	Artifacts
Player 1	127+ Pts (C3)	Red Eye	Player 1	159+ Pts (C3)	Celestial Wpn
Player 2	137+ Pts (C3)	Twisted Headband	Player 2	172+ Pts (C3)	Masamune
Player 3	156+ Pts (C3)	Wonder Wand	Player 3	195+ Pts (C3)	Rune Bell
Player 4	171+ Pts (C3)	Legendary Weapon	Player 4	214+ Pts (C3)	Main Gauche

Conall Curach

Set 1	Bonus Score	Artifacts	Set 2	Bonus Score	Artifacts
Player 1	0 Pts (C1)	Sage's Staff	Player 1	193+ Pts (C1)	Teddy Bear
Player 2	0 Pts (C1)	Giant's Glove	Player 2	208+ Pts (C1)	Flametongue
Player 3	0 Pts (C1)	Goblin Pocket	Player 3	237+ Pts (C1)	Gold Hairpin
Player 4	0 Pts (C1)	Rat's Tail	Player 4	260+ Pts (C1)	Ring Of Cure

Set 3	Bonus Score	Artifacts
Player 1	240+ Pts (C1)/0 Pts (C2)	Wonder Bangle
Player 2	260+ Pts (C1)/0 Pts (C2)	Ice Brand
Player 3	295+ Pts (C1)/0 Pts (C2)	Star Pendant
Player 4	324+ Pts (C1)/0 Pts (C2)	Wonder Wand

Set 4	Bonus Score	Artifacts
Player 1	301+ Pts (C1)/193+ Pts (C2)	Rune Bell
Player 2	325+ Pts (C1)/208+ Pts (C2)	Loaded Dice
Player 3	370+ Pts (C1)/237+ Pts (C2)	Rat's Tail
Player 4	406+ Pts (C1)/260+ Pts (C2)	Ring Of Cure

Set 5	Bonus Score	Artifacts
Player 1	240+ Pts (C2)/0 Pts (C3)	Teddy Bear
Player 2	260+ Pts (C2)/0 Pts (C3)	Gold Hairpin

Player 3|295+ Pts (C2)/0 Pts (C3)|Ogrekiller

Player 4|324+ Pts (C2)/0 Pts (C3)|Star Pendant

Set 6 |Bonus Score |Artifacts

Player 1|301+ Pts (C2)/193+ Pts (C3)|Sasuke's Blade

Player 2|325+ Pts (C2)/208+ Pts (C3)|Kris

Player 3|370+ Pts (C2)/237+ Pts (C3)|Orichalcum

Player 4|406+ Pts (C2)/260+ Pts (C3)|Ring Of Cure

Set 7 |Bonus Score |Artifacts | |Set 8 |Bonus Score |Artifacts

Player 1|240+ Pts (C3)|Twisted Headband| |Player 1|301+ Pts (C3)|Tome Of Ultima

Player 2|260+ Pts (C3)|Dragon's Fang | |Player 2|325+ Pts (C3)|Diamond Armor

Player 3|295+ Pts (C3)|Lunar Weapon | |Player 3|370+ Pts (C3)|Engetsurin

Player 4|324+ Pts (C3)|Red Slippers | |Player 4|406+ Pts (C3)|Ring Of Life

Rebena Te Ra

Set 1 |Bonus Score|Artifacts | |Set 2 |Bonus Score |Artifacts

Player 1|0 Pts (C1) |Star Pendant | |Player 1|149+ Pts (C1)|Mage's Staff

Player 2|0 Pts (C1) |Main Gauche | |Player 2|160+ Pts (C1)|Black Hood

Player 3|0 Pts (C1) |Mjollnir | |Player 3|182+ Pts (C1)|Flametongue

Player 4|0 Pts (C1) |Sage's Staff | |Player 4|200+ Pts (C1)|Goblin Pocket

Set 3 |Bonus Score |Artifacts

Player 1|186+ Pts (C1)/0 Pts (C2)|Wonder Wand

Player 2|200+ Pts (C1)/0 Pts (C2)|Chicken Knife

Player 3|228+ Pts (C1)/0 Pts (C2)|Ice Brand

Player 4|250+ Pts (C1)/0 Pts (C2)|Star Pendant

Set 4 | Bonus Score | Artifacts

Player 1 | 232+ Pts (C1) / 149+ Pts (C2) | Rune Bell

Player 2 | 250+ Pts (C1) / 160+ Pts (C2) | Goblin Pocket

Player 3 | 284+ Pts (C1) / 182+ Pts (C2) | Helm Of Arai

Player 4 | 312+ Pts (C1) / 200+ Pts (C2) | Loaded Dice

Set 5 | Bonus Score | Artifacts

Player 1 | 186+ Pts (C2) / 0 Pts (C3) | Star Pendant

Player 2 | 200+ Pts (C2) / 0 Pts (C3) | Elven Mantle

Player 3 | 228+ Pts (C2) / 0 Pts (C3) | Kris

Player 4 | 250+ Pts (C2) / 0 Pts (C3) | Masquerade

Set 6 | Bonus Score | Artifacts

Player 1 | 232+ Pts (C2) / 149+ Pts (C3) | Orichalcum

Player 2 | 250+ Pts (C2) / 160+ Pts (C3) | Goblin Pocket

Player 3 | 284+ Pts (C2) / 182+ Pts (C3) | Noah's Lute

Player 4 | 312+ Pts (C2) / 200+ Pts (C3) | Ogrekiller

Set 7 | Bonus Score | Artifacts | Set 8 | Bonus Score | Artifacts

Player 1 | 186+ Pts (C3) | Red Slippers | Player 1 | 232+ Pts (C3) | Twst. Headband

Player 2 | 200+ Pts (C3) | Dark Weapon | Player 2 | 250+ Pts (C3) | Drill

Player 3 | 228+ Pts (C3) | Engetsurin | Player 3 | 284+ Pts (C3) | Forbidden Tome

Player 4 | 250+ Pts (C3) | Etheral Orb | Player 4 | 312+ Pts (C3) | Ribbon

Lynari Desert

Set 1 | Bonus Score | Artifacts | Set 2 | Bonus Score | Artifacts

Player 1 | 0 Pts (C1) | Sage's Staff | Player 1 | 144+ Pts (C1) | Noah's Lute

Player 2 | 0 Pts (C1) | Main Gauche | Player 2 | 156+ Pts (C1) | Black Hood

Player 3	0 Pts (C1)	Masquerade		Player 3	177+ Pts (C1)	Flametongue
Player 4	0 Pts (C1)	Star Pendant		Player 4	194+ Pts (C1)	Goblin Pocket

Set 3	Bonus Score	Artifacts
Player 1	180+ Pts (C1)/0 Pts (C2)	Wonder Wand
Player 2	195+ Pts (C1)/0 Pts (C2)	Chicken Knife
Player 3	221+ Pts (C1)/0 Pts (C2)	Goblin Pocket
Player 4	243+ Pts (C1)/0 Pts (C2)	Ice Brand

Set 4	Bonus Score	Artifacts
Player 1	226+ Pts (C1)/144+ Pts (C2)	Star Pendant
Player 2	244+ Pts (C1)/156+ Pts (C2)	Heavy Armband
Player 3	277+ Pts (C1)/177+ Pts (C2)	Helm Of Arai
Player 4	304+ Pts (C1)/194+ Pts (C2)	Rune Bell

Set 5	Bonus Score	Artifacts
Player 1	180+ Pts (C2)/0 Pts (C3)	Loaded Dice
Player 2	195+ Pts (C2)/0 Pts (C3)	Dark Matter
Player 3	221+ Pts (C2)/0 Pts (C3)	Elven Mantle
Player 4	243+ Pts (C2)/0 Pts (C3)	Hero's Weapon

Set 6	Bonus Score	Artifacts
Player 1	226+ Pts (C2)/144+ Pts (C3)	Wonder Bangle
Player 2	244+ Pts (C2)/156+ Pts (C3)	Kris
Player 3	277+ Pts (C2)/177+ Pts (C3)	Ogrekiller
Player 4	304+ Pts (C2)/194+ Pts (C3)	Orichalcum

Set 7	Bonus Score	Artifacts	Set 8	Bonus Score	Artifacts
Player 1	180+ Pts (C3)	Red Slippers	Player 1	226+ Pts (C3)	Twst. Headband
Player 2	195+ Pts (C3)	Desert Fang	Player 2	244+ Pts (C3)	Diamond Armor

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Player 3|221+ Pts (C3)|Engetsurin      | |Player 3|277+ Pts (C3)|Sun Pendant
-----+-----+-----+-----+-----+-----+-----+-----+-----+
Player 4|243+ Pts (C3)|Goblin Pocket    | |Player 4|304+ Pts (C3)|Tome Of Ultima
-----+-----+-----+-----+-----+-----+-----+-----+

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***XIX Bestiary**

CC19

<North American Version>

This is a list of the monsters in the game and other various stats. Note that the values like HP are what the monster has the first time you meet it because they get more HP through the cycles and i think on how many players you have.

As you may notice i've totaly re-worked this section because the old table wasnt large enough to contain all the information there is about a monster for the North American Version however i have left it at the bottom of the section for the japanese version. For the North American Version i've decided to not make a table and just list them in alphabetical order. The boss' can be found at the bottom of the list.

Here is an example of what this section will look like:

```

-----
Name Of Monster
-----
HP                x
Strength          x
Defense           x
Magic             x

Weakness: _____

Resistance: _____

Type: _____

Common Item: _____

Location: _____

```

Name Of Monster - This will tell you what monster you are looking at, they will be arranged in alphabetical order to make finding them easier although bosses will be listed at the bottom.

HP - The Health Points of the monster in cycle one of single player.

Strength - The Strength of the monster in cycle one of single player.

Defense - Defense of the monster in cycle one of single player.

Magic - Magic attack power of the monster in cycle one of single player.

Weakness - The spell that will do the most damage to the monster in cycle one of single player.

Resistance - The spell that will be absorbed by the monster in cycle one of single player.

Type - The type of monster. There is two types, Flying and Undead. If it is flying then you should use Gravity against it, if it is undead then you should use holy against it. If the monster has no type then it is a normaly monster.

Common Item - The common item that the monster will drop.

Location - The location and cycle the monster can be encountered in.

Before reading on remember that all these stats are based on the first time you see that monster which for most of them will be in cycle one.

Abaddon

HP: 32
Strength: 6
Defense: 5
Magic: 6

Weakness: None

Resistance: None

Type: Flying

Common Item:

Location: Tida Village (Cycle 2/3)

Ahriman

HP: 10
Strength: 4
Defense: 2
Magic: 4

Weakness: Fire

Resistance: None

Type: Flying

Common Item: Artifact, Magicite

Location: Mushroom Forest

Bat

HP: 5

Strength: 4

Defense: 2

Magic: 2

Weakness: Fire

Resistance: None

Type: Flying

Common Item: Gil

Location: The Mines Of Cathuriges

Behemoth

HP: 72

Strength: 8

Defense: 5

Magic: 6

Weakness: None

Resistance: None

Type:

Common Item: Orichalcum

Location: Conall Curach

Blazer Beetle

HP: 32

Strength: 6

Defense: 5

Magic: 2

Weakness: Thunder, Blizzard, Fire

Resistance: None

Type:

Common Item: Magicite

Location: Selepation Cave

Blue Minion

HP: 15
Strength: 11
Defense: 9
Magic: 2

Weakness: None

Resistance: None

Type:

Common Item: None

Location: Nest Of Memories

Bomb

HP: 12
Strength: 4
Defense: 2
Magic: 4

Weakness: Thunder, Blizzard

Resistance: None

Type:

Common Item: Flame Craft

Location: The Mines Of Cathuriges, Daemon's Court

Cactuar

HP: 15
Strength: 6
Defense: 5
Magic: 6

Weakness: Fire

Resistance: Thunder

Type:

Common Item:

Location: Lynari Desert

Carrion Worm

HP: 24
Strength: 4
Defense: 2
Magic: 4

Weakness: Fire

Resistance: Thunder

Type:

Common Item:

Location: Mushroom Forest

Carrion Worm

HP: 24
Strength: 5
Defense: 3
Magic: 5

Weakness: Fire

Resistance: Thunder

Type:

Common Item:

Location: Tida Village

Cerberus

HP: 32
Strength: 6
Defense: 5
Magic: 6

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Goblin Wall

Chimera

HP: 48
Strength: 6
Defense: 5
Magic: 7

Weakness: None

Resistance: None

Type:

Common Item:

Location: Lynari Desert

Cockatrice

HP: 18
Strength: 5
Defense: 4
Magic: 2

Weakness: Fire

Resistance: None

Type:

Common Item: Gil, Cockatrice Scale

Location: The mines Of Cathuriges, Selepation Cave

Coeyrl

HP: 20
Strength: 4
Defense: 3
Magic: 5

Weakness: None

Resistance: None

Type:

Common Item:

Location: Moschet Manor, Daemon's Court

Dark Flan

HP: 20
Strength: 6
Defense: 4
Magic: 3

Weakness: Fire

Resistance: None

Type: Undead

Common Item:

Location: Conall Curach

Dark Hedgehog Pie

HP: 15
Strength: 4
Defense: 2
Magic: 4

Weakness: None

Resistance: None

Type: Undead

Common Item:

Location: River Belle Path (Cycle 3)

Death Knight

HP: 48
Strength: 12
Defense: 10
Magic: 12

Weakness: None

Resistance: None

Type:

Common Item:

Location: Mount Vellenge

Electric Jellyfish

HP: 12
Strength: 4
Defense: 2

Magic: 4

Weakness: Blizzard

Resistance: Thunder

Type:

Common Item: Magicite, Spring Water

Location: The Mines Of Cathuriges, Selepation Cave

Electric Scorpion

HP: 15

Strength: 6

Defense: 5

Magic: 6

Weakness: Blizzard

Resistance: Thunder

Type:

Common Item:

Location: Lynari Desert (Cycles 2 and 3)

Flan

HP: 20

Strength: 6

Defense: 5

Magic: 6

Weakness: Fire

Resistance: None

Type:

Common Item:

Location: Conall Curach

Flan

HP: 10

Strength: 4

Defense: 2

Magic: 3

Weakness: Fire

Resistance: None

Type: Magicite

Common Item:

Location: Goblin Wall

Gargoyle

HP: 5

Strength: 4

Defense: 16

Magic: 4

Weakness: Gravity

Resistance: Fire, Thunder, Blizzard

Type: Flying

Common Item:

Location: Moschet Manor

Ghost

HP: 20

Strength: 5

Defense: 4

Magic: 6

Weakness: Thunder, Holy

Resistance: Blizzard

Type: Undead

Common Item:

Location: The Mines Of Cathuriges

Gigan Toad

HP: 32

Strength: 6

Defense: 6

Magic: 6

Weakness: Fire

Resistance: Blizzard

Type:

Common Item:

Location: Conall Curach

Gigan Toad

HP: 24

Strength: 5

Defense: 3

Magic: 5

Weakness: Fire

Resistance: Blizzard, Stop, Slow

Type:

Common Item:

Location: Veo Lu Sluice

Gigas

HP: 60

Strength: 5

Defense: 4

Magic: 5

Weakness: Fire

Resistance: Blizzard

Type:

Common Item:

Location: Selepation Cave

Goblin

HP: 12

Strength: 4

Defense: 2

Magic: 2

Weakness: Thunder, Fire

Resistance: None

Type:

Common Item: Phoenix Down, Magicite

Location: River Belle Path,Goblin Wall

Goblin (Axe)

HP: 18
Strength: 4
Defense: 2
Magic: 2

Weakness: Thunder,Fire

Resistance: None

Type:

Common Item:

Location: River Belle Path (Cycle 3),Goblin Wall (Cycles 2 and 3)

Goblin (Lance)

HP: 15
Strength: 4
Defense: 2
Magic: 2

Weakness: Thunder, Fire

Resistance: None

Type:

Common Item: Magicite

Location: River Belle Path,Goblin Wall (Cycles 2 and 3)

Goblin Chieftain

HP: 24
Strength: 4
Defense: 3
Magic: 2

Weakness: Fire

Resistance: None

Type:

Common Item: Artifact, Material(Bronze, Iron)

Location: River Belle Path,Goblin Wall

Goblin Mage

HP: 12
Strength: 2
Defense: 2
Magic: 4

Weakness: Fire

Resistance: None

Type:

Common Item:

Location: Goblin Wall

Gremlin

HP: 12
Strength: 4
Defense: 2
Magic: 2

Weakness: Blizzard

Resistance: None

Type:

Common Items: Magicite, Gil, Round Corn, Stiped Apple

Location: Mushroom Forest, Tida Village

Griffin

HP: 32
Strength: 5
Defense: 4
Magic: 2

Weakness: Fire

Resistance: None

Type: Flying

Common Item: Artifact

Location: River Belle Path (Cycle 3), Veo Lu Sluice

HedgeHog Pie

HP: 12
Strength: 4
Defense: 2
Magic: 4

Weakness: Thunder, Blizzard

Resistance: None

Type:

Common Item: Material (Gold, Silver, Crystal Ball)

Location: River Belle Path, Mushroom Forest

Hell Plant

HP: 12
Strength: 4
Defense: 2
Magic: 2

Weakness: Fire

Resistance: None

Type:

Common Item: Magicite, Phoenix Down, Mythril Shield

Location: Mushroom Forest, Tida Village

Ice Ahriman

HP: 20
Strength: 6
Defense: 2
Magic: 5

Weakness: Fire, Gravity

Resistance: Blizzard

Type: Flying

Common Item:

Location: Mushroom Forest (Cycles 2 and 3)

Ice Bomb

HP: 15
Strength: 5
Defense: 3

Magic: 5

Weakness: Thunder, Fire

Resistance: Blizzard

Type:

Common Item: Frost Craft

Location: Conall Curach

Killer Bee

HP: 6

Strength: 5

Defense: 2

Magic: 5

Weakness: Fire

Resistance: None

Type: Flying

Common Item:

Location: Daemon's Court

Lamia

HP: 15

Strength: 6

Defense: 6

Magic: 6

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Lynari Desert

Lava Ahriman

HP: 20

Strength: 6

Defense: 2

Magic: 5

Weakness: None

Resistance: Fire

Type: Flying

Common Item:

Location: Kilanda

Lava Mu

HP: 18

Strength: 6

Defense: 4

Magic: 2

Weakness: Blizzard

Resistance: Fire

Type:

Common Item:

Location: Kilanda

Lizard Captain

HP: 15

Strength: 5

Defense: 4

Magic: 5

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Lizard Mage

HP: 15

Strength: 2

Defebse: 3

Magic: 5

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Lizard Skirmisher

HP: 18

Strength: 5

Defense: 4

Magic: 2

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Lizard Skirmisher (Gold)

HP: 18

Strength: 5

Defense: 4

Magic: 2

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Lizard Soldier

HP: 18

Strength: 5

Defense: 4

Magic: 2

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Lizardman

HP: 15
Strength: 5
Defense: 3
Magic: 2

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Lizardman (Axe)

HP: 15
Strength: 5
Defense: 3
Magic: 2

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Lizardman (Lance)

HP: 15
Strength: 5
Defense: 3
Magic: 2

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Lizard Warrior

HP: 30
Strength: 5
Defense: 3
Magic: 2

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Lizard Wizard

HP: 18
Strength: 2
Defense: 4
Magic: 5

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Daemon's Court

Magic Plant

HP: 18
Strength: 5
Defense: 4
Magic: 6

Weakness: None

Resistance: None

Type:

Common Item:

Location: Tida Village, Conall Curach

Mimic

HP: 20
Strength: 6
Defense: 5
Magic: 6

Weakness: None

Resistance: Thunder, Fire, Blizzard

Type:

Common Item:

Location: Revena Te Ra

Magic Blue Minion

HP: 24
Strength: 2
Defense: 9
Magic: 11

Weakness: None

Resistance: None

Type:

Common Item: None

Location: Nest Of Memories

Monstrous Minion

HP: 120
Strength: 12
Defense: 9
Magic: 12

Weakness: None

Resistance: None

Type:

Common Item: None

Location: Nest Of Memories

Mu

HP: 10
Strength: 4

Defense: 2

Magic: 4

Weakness: Fire,Blizzard

Resistance: None

Type:

Common Item: Gil, Striped Apple

Location: River Belle Path

Nightmare

HP: 30

Strength: 6

Defense: 4

Magic: 6

Weakness: None

Resistance: None

Type: Undead

Common Item:

Location: Rebena Te Ra

Ochu

HP: 40

Strength: 5

Defense: 3

Magic: 5

Weakness: Fire

Resistance: None

Type:

Common Item: Material (Iron)

Location: Mushroom Forest (Cycles 2 and 3),Moschet Manor

Ogre

HP: 48

Strength: 5

Defense: 2

Magic: 2

Weakness: None

Resistance: Thunder

Type:

Common Item: Artifact

Location: The Mines Of Cathuriges

Ogre

HP: 48

Strength: 6

Defense: 5

Magic: 2

Weakness: None

Resistance: Thunder

Type:

Common Item:

Location: Kilanda

Orc

HP: 16

Strength: 4

Defense: 2

Magic: 2

Weakness: Fire

Resistance: None

Type:

Common Item: Magicite, Phoenix Down

Location: The Mines Of Cathuriges

Orc (Axe)

HP: 18

Strength: 4

Defense: 2

Magic: 2

Weakness: Fire

Resistance: None

Type:

Common Item: Magicite

Location: The Mines Of Cathuriges (Cycles 2 and 3)

Orc (Lance)

HP: 18

Strength: 4

Defense: 2

Magic: 2

Weakness: Fire

Resistance: None

Type:

Common Item: Material

Location: The Mines Of Cathuriges (Cycles 2 and 3)

Orc Mage

HP: 16

Strength: 2

Defense: 2

Magic: 4

Weakness: Fire

Resistance: None

Type:

Common Item: Magicite, Material

Location: The Mines Of Cathuriges

Practice Goblin

HP: 12

Strength: 4

Defense: 2

Magic: 2

Weakness: Fire, Thunder

Resistance: None

Type:

Common Item: None

Location: Port Tipa (Stiltzkin Training)

Red Minion

HP: 24
Strength: 12
Defense: 9
Magic: 2

Weakness: None

Resistance: None

Type:

Common Item: None

Location: Nest Of Memories

Rock Scorpion

HP: 6
Strength: 6
Defense: 16
Magic: 6

Weakness: None

Resistance: Thunder, Fire, Blizzard

Type:

Common Item:

Location: Lynari Desert (Cycles 2 and 3)

Sand Sahagin

HP: 18
Strength: 6
Defense: 6
Magic: 6

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Lynari Desert

Sahagin

HP: 18
Strength: 5
Defense: 4
Magic: 5

Weakness: Fire

Resistance: None

Type:

Common Item:

Location: Selepation Cave, Conall Curach

Sahagin Lord

HP: 30
Strength: 7
Defense: 6
Magic: 7

Weakness: None

Resistance: None

Type:

Common Item:

Location: Conall Curach

Scorpion

HP: 15
Strength: 6
Defense: 5
Magic: 6

Weakness: Blizzard

Resistance: None

Type:

Common Item:

Location: Lynari Desert

Shade

HP: 25
Strength: 11
Defense: 7
Magic: 11

Weakness: None

Resistance: None

Type: Undead

Common Item:

Location: Mount Vellenge

Shade (Axe)

HP: 25
Strength: 11
Defense: 7
Magic: 11

Weakness: None

Resistance: None

Type: Undead

Common Item:

Location: Mount Vellenge

Shade (Lance)

HP: 25
Strength: 11
Defense: 7
Magic: 11

Weakness: None

Resistance: None

Type: Undead

Common Item:

Location: Mount Vellenge

Skeleton

HP: 15

Strength: 5
Defense: 3
Magic: 2

Weakness: Fire

Resistance: None

Type:

Common Item:

Location: Tida Village

Skeleton (Axe)

HP: 15
Strength: 5
Defense: 3
Magic: 2

Weakness: Fire

Resistance: None

Type:

Common Item:

Location: Tida Village

Skeleton (Lance)

HP: 15
Strength: 5
Defense: 3
Magic: 2

Weakness: Fire

Resistance: None

Type:

Common Item:

Location: Tida Village

Skeleton Mage

HP: 15
Strength: 2
Defense: 3
Magic: 5

Weakness: Fire

Resistance: None

Type:

Common Item:

Location: Tida Village

Skeleton Mage

HP: 18

Strength: 2

Defense: 4

Magic: 6

Weakness: Fire

Resistance: None

Type:

Common Item:

Location: Rebena Te Ra

Skeleton Mage (Blizzard)

HP: 9

Strength: 2

Defense: 4

Magic: 4

Weakness: Blizzard

Resistance: Thunder, Fire

Type:

Common Item: None

Location: Rebena Te Ra

Skeleton Mage (Fire)

HP: 9

Strength: 2

Defense: 4

Magic: 4

Weakness: Fire

Resistance: Blizzard,Thunder

Type:

Common Item: None

Location: Rebena Te Ra

Skeleton Mage (Thunder)

HP: 9

Strength: 2

Defense: 4

Magic: 4

Weakness: Thunder

Resistance: Blizzard,Fire

Type:

Common Item: None

Location: Rebena Te Ra

Snow Mu

HP: 18

Strength: 6

Defense: 4

Magic: 2

Weakness: Fire

Resistance: Blizzard

Type:

Common Item:

Location: Selepation Cave

Sonic Bat

HP: 6

Strength: 4

Defense: 2

Magic: 2

Weakness: Fire

Resistance: None

Type: Flying

Common Item:

Location: Selepation Cave

Sphere

HP: 18
Strength: 12
Defense: 7
Magic: 12

Weakness: None

Resistance: None

Type: Flying

Common Item:

Location: Mount Vellenge

Stone Hedgehog Pie

HP: 8
Strength: 4
Defense: 16
Magic: 4

Weakness: None

Resistance: Blizzard, Fire, Thunder

Type:

Common Item: Meat

Location: River Belle Path (Cycles 2 and 3)

Stone Plant

HP: 8
Strength: 4
Defense: 16
Magic: 2

Weakness: None

Resistance: Blizzard, Fire, Thunder

Type:

Common Item:

Location: Mushroom Forest (Cycles 2 and 3),

Stone Sahagin

HP: 8
Strength: 6
Defense: 16
Magic: 6

Weakness: None

Resistance: Blizzard, Fire, Thunder

Type:

Common Item:

Location: Conall Curach

Tentacle (Blizzard)

HP: 48
Strength: 12
Defense: 9
Magic: 12

Weakness: Fire

Resistance: Blizzard

Type:

Common Item: None

Location: Mount Vellenge

Tentacle (Dark)

HP: 48
Strength: 12
Defense: 9
Magic: 12

Weakness: None

Resistance: None

Type:

Common Item: None

Location: Mount Vellenge

Tentacle (Fire)

HP: 48
Strength: 12
Defense: 9
Magic: 12

Weakness: Blizzard

Resistance: Fire

Type:

Common Item: None

Location: Mount Vellenge

Tentacle (Thunder)

HP: 48
Strength: 12
Defense: 9
Magic: 12

Weakness: None

Resistance: Thunder

Type:

Common Item: None

Location: Mount Vellenge

Thunder Bomb

HP: 15
Strength: 5
Defense: 3
Magic: 5

Weakness: Blizzard, Fire

Resistance: Thunder

Type:

Common Item: Material

Location: The Mines Of Cathuriges (Cycles 2 and 3), Conall Curach

Tiny Worm

HP: 12
Strength: 4
Defense: 2
Magic: 2

Weakness: Fire

Resistance: Thunder

Type:

Common Item: Magicite

Location: Mushroom Forest

Tonberry

HP: 24
Strength: 12
Defense: 10
Magic: 12

Weakness: None

Resistance: None

Type:

Common Item:

Location: Mount Vellenge

Tonberry Chef

HP: 15
Strength: 4
Defense: 3
Magic: 4

Weakness: None

Resistance: None

Type:

Common Item:

Location: Moschet Manor

Vampire Bat

HP: 20
Strength: 6
Defense: 2

Magic: 2

Weakness: Fire

Resistance: None

Type: Flying, Undead

Common Item:

Location: Rebena Te Ra

Water Flan

HP: 14

Strength: 5

Defense: 3

Magic: 3

Weakness: Fire

Resistance: Blizzard

Type:

Common Item:

Location: Veo Lu Sluice

Wraith

HP: 20

Strength: 6

Defense: 4

Magic: 4

Weaknes: Blizzard, Fire, Thunder

Resistance: None

Type: Undead

Common Item: Gil

Location: Daemon's Court, Rebena Te Ra

Zu

HP: 48

Strength: 7

Defense: 3

Magic: 7

Weakness: Fire

Resistance: None

Type: Flying

Common Item:

Location: Lynari Desert

GIANT CRAB

HP: 240

Weakness: None

Resistance: Thunder

Type:

Common Item: Artifact Set

Location: River Belle Path Boss

MALBORO

HP: 240

Weakness: None

Resistance: None

Type:

Common Item: Artifact Set

Location: Mushroom Forest Boss

ORC KING

HP: 240

Weakness: None

Resistance: None

Type:

Common Item: Artifact Set

Location: The Mines Of Cathuriges Boss

GOBLIN KING

HP: 80

Weakness: None

Resistance: None

Type:

Common Item: Artifact Set

Location: Goblin Wall Boss

ARMSTRONG

HP:

Strength:

Defense:

Magic:

Weakness: None

Resistance: Thunder

Type:

Common Item: Artifact Set

Location: Tida Village Boss

GIGAS LORD/JACK MOSCHET

HP: 120

Weakness: None

Resistance: Thunder

Type:

Common Item: Artifact Set

Location: Moschet Manor Boss

QUEEN LAMIA/MAGGIE

HP: 50

Weakness: None

Resistance: Thunder

Type:

Common Item: None

Location: Moschet Manor Boss

CAVE WORM

HP: 200

Weakness: None

Resistance: Blizzard

Type:

Common Item: Artifact Set

Location: Selepation Cave Boss

LIZARDMAN KING

HP: 160

Weakness: None

Resistance: Fire

Type:

Common Item: Artifact Set

Location: Daemon's Court Boss

GOLEM

HP: 160

Weakness: None

Resistance: None

Type:

Common Item: Artifact Set

Location: Veo Lu Sluice Boss

IRON GIANT

HP: 200

Weakness: None

Resistance: Thunder

Type:

Common Item: Artifact Set

Location: Kilanda Boss

DRAGON ZOMBIE

HP: 120

Weakness: Holy

Resistance: None

Type: Undead

Common Item: Artifact Set

Location: Conall Curach Boss

Lich

HP: 200

Weakness: Holy

Resistance: Blizzard, Fire, Thunder

Type: Undead

Common Item: Artifact Set

Location: Rebena Te Ra Boss

ANTILION

HP:

Strength:

Defense:

Magic:

Weakness: None

Resistance: None

Type:

Common Item: Artifact Set

Location: Lynari Desert Boss

METEOR PARASITE

HP: 450

Weakness: None

Resistance: Gravity

Type:

Common Item: None

Location: Mount Vellenge Boss

RAEM

HP: 300

Weakness: None

Resistance: Gravity

Type:

Common Item: None

Location: Nest Of Memories Boss

MEMIROA

HP: ???

Weakness: None

Resistance: Gravity

Type:

Common Item: None

Location: Final Boss

<Japanese Version>

Key-

F-Fire

T-Thunder

B-Blizzard

G-Gravity(in weakness and attribute section)

H-Holy

S-Stop

AM-All Magic
 x-No weakness/Attribute/Drop
 PH-Phoenix Down
 DS-Demon Stone
 AR-Artifact
 SA-Stripped Apple
 SD-Seed
 MI-Milk
 PO-Potatoe
 G-Gil(in dropped items section)
 CH-Cherry
 CA-Carrot
 WH-Wheat
 M-Material
 B-Bag(For synthing)
 SC-Scroll
 U-Unknown (If you know what goes here then please email me)
 x?-Anything with a ? at the end means i'm not positive its that drop/location

Enemy Name Key-

S-Stone(e.g stone hedgehog Pie)
 D-Dark(e.g Dark Hedgehog Pie)
 M-Magic
 T-Thunder or Electric/Electro
 Cap-Abbreviation for Captain
 Sld-Abbreviation for Soldier
 Sho-Abbreviation for Shooter
 Wiz-Abbreviation for Wizard
 Mst-Abbreviation for Master
 1)1st form
 2)2nd form
 3)3rd form

```

*****
Name          | HP| Weakness| Attribute| Dropped Items| Location found
*****
Goblin        |  8| F/T/G   |    x     | PH,DS         | River Belle Path
-----
Large Goblin  | 12| F       |    x     | Artifact      | River Belle Path
-----
Hedgehog Pie |  8| B/T/G   |    x     | SA,DS         | River Belle Path
-----
Mu            |  5| F/B/G   |    x     | DS,G,CH,CA   | River Belle Path
-----
ELECTRO CRAB | 80| x       |    T     | x             | RIVER BELLE PATH BOSS
-----
Ahriman      | 10| G       |    x     | U             | Fungi Forest
-----
Imp          | 12| B/S/G   |    x     | DS?           | Fungi Forest
-----
Crawler      | 12| F       | T/H/S    | DS            | Fungi Forest
-----
Hedgehog Pie | 12| B/T/G   |    x     | G,CH          | Fungi Forest
-----
Plant Brain  | 12| F/G/S   |    x     | M?,B?,SC?    | Fungi Forest
-----
MARLBORO     |160| x       |    x     | x             | FUNGI FOREST BOSS
-----
Orc          | 16| F/S/G   |    x     | U             | Carthulige Mine
  
```

Cockatrice	16	F/G/S		x		G,DS		Carthulige Mine
Bomb	12	B/T		F		DS		Carthulige Mine
Ogre	48	T		x		DS,G		Carthulige Mine
ORC KING	160	x		x		x		CARTHULIGE MINE BOSS
Goblin	12	F/T/G		x		PH		Goblin Wall
Goblin Mage	12	F/T/G		x		PH		Goblin Wall
Large Goblin	24	F		x		DS,M		Goblin Wall
Ghost	10	F/H		x		G		Goblin Wall
T Jellyfish	12	B/G		T		DS		Goblin Wall
GOBLIN KING	80	x		x		x		GOBLIN WALL BOSS
Bomb	12	B/T		x		M,G		Tida Village
Carrion Worm	24	F		T		G,CH,M,DS		Tida Village
Plant Brain	12	F/G/S		x		SD,PH		Tida Village
Skeleton	15	H/G/S		x		G,M		Tida Village
Skeleton Mage	15	H/G/S		x		MI,DS,PO		Tida Village
ARMSTRONG	160	x		T		x		TIDA VILLAGE BOSS
Coerl	20	G		x		AR		Mansion Of Jack
Gargoyle	5	x		x		M,DS		Mansion Of Jack
Tonberry	15	x		x		G,CH,SD,DS,M		Mansion Of Jack
Imp	12	B/G/S		x		DS		Mansion Of Jack
JACK MOSCHEAT	160	x		x		x		MANSION OF JACK BOSS
QUEEN LAMIA	50	x		x		x		MANSION OF JACK BOSS
Griffon	48	F/G		x		AR,G		River Belle Path
SHedgehog Pie	20	G		F/B/T/H		M		River Belle Path
D HedgehogPie	36	H		x		M		River Belle Path
Ochu	60	F/G/S		x		M		Fungi Forest
M Plant Brain	36	x		x		DS		Fungi Forest
S Plant Brain	10	G		F/T/B/H		DS		Fungi Forest
T Jellyfish	12	B		T		DS,PO		Selepation Cave
Killer Bee	6	G		x		MI,M		Selepation Cave

Beetle	32	T		x	DS	Selepation Cave
Cockatrice	18	x		x	DS	Selepation Cave
SahaGa	60	x		x	M	Selepation Cave
Lizzard Man	15	x		T	DS, SA, M, PH	Selepation Cave
Lizzard Mage	15	x		T	DS	Selepation Cave
Cap Lizzard	30	x		T	M, SC	Selepation Cave
LAND WORM	200	x		F	x	SELEPATION CAVE BOSS
Ghost	20	H		x	DS	Daemons Court
Killer Bee	6	G		x	CA	Daemons Court
Bomb	12	B/T/G		F	x	Daemons Court
Coeurl	20	G		x	DS	Daemons Court
Lizard Sld	18	x		x	DS, M	Daemons Court
Lizard Sho	18	x		x	WH	Daemons Court
Lizard Wiz	18	x		x	DS	Daemons Court
LIZARD KING	160	x		F	x	DAEMONS COURT BOSS
Beetle	32	AM		x	DS	Mt.Kilanda
Ogre	36	F/T/G		x	DS, WH	Mt.Kilanda
Goblin Knight	18	G		x	DS	Mt.Kilanda
IRON MAN	160	x		T	x	MT.KILANDA BOSS
Griffon	32	G		x	DS, AF	Veo Lu Sluice
Water Flan	14	T/S		B	SD	Veo Lu Sluice
Lizard Man	15	B/G/S		x	DS, G, CH	Veo Lu Sluice
GOLEM	160	x		x	x	VEO LU SLUICE BOSS
Zu	36	G		x	DS, WH	Lynari Desert
Chimera	48	G/S		x	DS, B	Lynari Desert
Scorpion	8	G		F/B/T/H	x	Lynari Desert
Cactuar	?	x		x	G	Lynari Desert
ANTILION	250	x		T	x	Lynari DESERT BOSS
Mu	12	F/B/G		x	DS, WH	Conal Curach
Aqua Bomb	24	F/T/G		B	DS, WH	Conal Curach

Cockatrice	24	T/G/S		x	DS,WH		Conal Curach
Thunder Bomb	18	F/B/H		T	DS,WH,M		Conal Curach
Flan	12	F		x	DS,WH,PH		Conal Curach
Behemoth	36	G/S		x	DS,M		Conal Curach
SahaGa	10	G		F/B/T/H	WH		Conal Curach
Dark Flan	18	H		x	PH		Conal Curach
DRAGON ZOMBIE	240	H		x		x	CONAL CURACH BOSS
Mimic	24	x		AM		x	Rebena Te Ra
Skeleton	12	F/G/S		x		x	Rebena Te Ra
Skeleton Mage	12	F/G/S		x		x	Rebena Te Ra
Ghost	18	H		x	DS,PH		Rebena Te Ra
Sonic Bat	8	G		x	WH		Rebena Te Ra
Gargoyle	12	G		x	DS,AF		Rebena Te Ra
LICH	240	H		x		x	REBENA TE RA BOSS
Chimera	48	G/S		x	DS,WH		Mt.Vallenge
Shade	25	H		x	DS,WH,PH		Mt.Vallenge
Death Knight	48	G/S		x	DS		Mt.Vallenge
Tonberry Mst	24	x		x		x	Mt.Vallenge
METEO	1)150	x		x		x	MT.VALLENGE BOSS
PARASITE	2)150	x		x		x	
	3)150	x		x		x	
Small Shadow?	15	G/S		x		x	Lost In Memory
Medium Shadow	24	G/S		x		x	Lost In Memory
Large Shadow	120	G/S		x		x	Lost In Memory
FINAL BOSS							
RAMOE	300	x		x		x	LOST IN MEMORY BOSS
1st Form							
FINAL BOSS							
RAMOE	???	x		x		x	LOST IN MEMORY BOSS
FINAL FORM							

[Notes on Bestiary]

-Most of the names of the monsters are translations by myself with the help of the translation of the last boss.

-The names for the shadow type monsters are what i gave them due to their appearance. If anyone knows the real name please email me.

-Not all the items are listed in the drops section so if anyone knows of anymore please email me.

-Also i think i may have missed out a few monsters and again if you know of any i have missed please email me.

-If i have translated any of the monsters wrong then that is for two reasons, one being that i was tired at that time(yes i stay up quite late doing this) or the second reason being that i couldnt translate it so i gave it the name of the corresponding monster from other Final Fantasy games or what they look like.

-If there is anything else that seems out of place or done wrong again please email me.

Please send any emails to xxchardy2xx@hotmail.com and put "Bestiary" as the subject.

XX Boss Strategy

CC20

This is a section that contains all the strategies for the boss' in the game that are found within the walkthrough. The strategy is exactly the same but i decided to make another section to save you the trouble of looking through the guide for a particular boss.

<River Belle Path>

[Giant Crab]

I find this boss easier on Single Player because you dont have to mess around with moving the Crystal Cage as this boss moves around a lot. At the start of the fight he will use a Lightning charge which is easy to tell as you can see the crab gathering the lightning. It will also use a slow ball that on impact will cause Slow to your character. If you like using magic then use the Fire spell against him otherwise use three hit combos against him and soon he will lose part of his armor. Now he will have a new attack where he will jump to different places in the arena and sometimes after casting the Slow Ball it will run towards you and use a Fire Pound on you. After losing three quarters of its health it will lost part of its head and will begin casting Thunder which can paralyze you if it catches you. Just move when you see the Crab's casting circle and then continue to keep using combos/magic. Its best to kill the Mu that spawns otherwise it can cause you a lot of trouble, the Crab is also immune to Thunder spells.

If you're playing multiplayer a good tactic is to have one person healing and raising the one or two fighting members and have someone else cast magic and move the cage around.

In Cycle's 2 and 3 when you get to the last part of the crab it will start doing Thundara and Thundaga which can hurt a lot and most of the time it will combo with you like casting Thundara to paralyze you and then cast a Tundaga right after.

<Mushroom Forest>

[Malboro]

This can be tricky if you dont kill of the two plants to the side of Malboro first, that way you can concentrate on Malboro himself. Malboro's main attack is plunging his vines from within the ground at you and taking at least one or two hearts of each time. Its good to cure after each time this happens as you can die easily. If you're at a distance then Malboro will likely use a Gravity spell on you which will pull you in. He also does Poison on you so if you have Clear with you go ahead and cure yourself. Malboro casts Slowga every now and then which can also be a pain. Just keep bashing and curing until Malboro dies. Also make sure you kill the plants whenever they respawn.

<The Mine of Cathuriges>

[Orc King]

This is the hardest out of the first three stages as he can deal quite a lot of damage and on top of that you have orcs spawning that can deal a fair amount of damage. Start of by killing the orcs and then head for the Giant. Whenever you're attacking and you see a fire circle on you move out the way as its about to use one of its attacks. It will also use Wind bash on you when you're close so whenever you lose any health heal right away. After a certain amount of damage the Giant will be surrounded in a yellow glow. This means its about to self destruct which will most likely kill you. As this takes some time you can try and finish it off yourself or you can get as far away as possilbe. If it does self destruct then you win the battle providing you survived the attack.

On Cycles 2 and 3 the orcs in the arena and Orc King himself will have a massive boost in strength and defense. This time when the Orc King goes to self destruct you will have less time to finish it off so play it safe and hide in the corner.

<Goblin Wall>

[Goblin King]

This boss can be quite hard as theres more to it than just hack and slash. When you enter you'll find yourself in an area that requires two Gate Key's to go forward towards the boss. Also at this time there will be two goblins running towards you. Deal with them using simple combos and then wait at the left side so that the next goblin comes out and you can kill it for one of the gate keys. Now run over to the right to make the next one come out and kill it for the other gate key which you can now put on the pedestals to gain access towards the boss.

When you run towards it you will immediately attract another two goblins so make sure they're following you and then run back into the area you were in just a moment ago and fight them down there. Take care to not get hit by any

of Goblin King's spells whilst fighting them and if you get poisoned, heal it with Clear straight away (If you have it). Now that they're out of the way (They will respawn every now and again and if they do, repeat the same step.) run over to the boss and start attacking it. When you're at a distance it will use spells like Poison and Thunder on you and when you're up close he will attack you with his staff. Like most boss fights heal when you're low on health or make sure you have a Phoenix Down or two equipped so you don't die. Another thing this boss likes doing is teleporting to different places of the area which shouldn't be too much of a problem on Single Player but can get annoying on Multiplayer. When you see that it only has a little bit of health left go all out, don't worry about the goblins or his poison spell.

In Cycles 2 and 3 the Goblin King's spells will have upgraded to the -ra type spells with them almost always causing status effects on you.

<Tida Village>

[Armstrong]

Armstrong is a lot like the Giant Orc boss in the way that he attacks etc. Your first priority should be to rid the boss arena of the smaller enemies as they can gradually take down your health whilst you're going for Armstrong himself. Fira and Firaga are some good spells you could use against him and like always Cure and Life are the most important spells.

One of the best ways to take Armstrong out is by running around him performing combos on him and then when the other enemies regenerate take them out and repeat the combos on Armstrong. This boss isn't very hard so just keep on top with your healing and this battle will be over in no time.

Some of Armstrong's attacks include 1000 needles which does little damage if you have quite good defense, Slow Storm which is a swirling mist of which if you get hit by causes Slow and Swipe where it hits you with its claws.

On Cycles 2 and 3 Armstrong will acquire two new cannon attacks in which can hurt and cost you dearly if you're caught with it.

<Moschet Manor>

[Jack Moschet/Gigas Lord & Maggie Queen Lamia]

When you first hit Jack, Maggie will come out and defend her husband by casting status effects like Slow on the whole party and healing Jack when he gets low on health so the first thing to do here is to take care of Maggie. Make sure you focus all your attacks on her whilst healing from the blows that Jack is most probably dealing to you. After quite a beating you'll see Maggie run off and you don't need to follow her as that's her gone for good leaving just you and Jack.

Jack can do some damaging attacks like one that freezes you, do a punch on you which shouldn't be too bad if you have the latest armour and a jump which also isn't too much to worry about. All in all if you keep on top of you're healing then this is a very easy battle.

Not much difference on Cycles 2 and 3 except for the addition of Maggie using the Stop spell as well.

<Selepation Cave>

[Cave Worm]

In my opinion this is one of the hardest battles in the game as the Cave worm can cause massive amounts of damage so you really have to be on top with your healing here or make sure you have enough Phoenix Downs equipped. The first thing you should do is kill the one or two Electric Jellyfishes that plague this area and then head for the boss himself. You should Just hack and slash at this boss unless you're a Yuke in which case stand back as far as you can and use your strongest spells.

The Cave worms attacks are a Gravity Pull which drags your characters in towards him which i find that when hes doing this you should run in and attack like crazy and then when he finishes run back out of the way. He also has a move where he spits sand around a wide range which if you have Diamond Armour equipped will do one heart of damage. Finally if you're close to him he will jump on the ground stunning you and doing a few hearts of damage. This may take a few tries but if you keep at it you'll beat him eventually.

The only difference on cycles 2 and 3 is the boost in all stats for the Cave Worm.

<Daemon's Court>

[Lizardman King]

This boss can be quite easy but the monsters around here can put you off so its up to you if you want to take care of them or not, i usually go all out on Lizardman King as he dosen't have much HP. Be sure to always heal when you need to and if you find the other monsters are getting a bit too much back away and kill one at a time. The Lizardman King normally just punches you but when you are far away he will shoot his needle gun at you which spreads out and can be quite hard to dodge sometimes. Also there will be blades flying about that you should try and dodge. This battle is very easy compared to the Cave Worm.

The switches in the arena are there to make Saw Blades rise and spin around from the ground and can be activated by anyone in the arena and also hurt anyone in it.

On cycle 2 the Lizardman King gains a fire spell and on cycle 3 an ice spell.

<Veol Sluice>

[Golem]

This battle will be much easier if you dispose of the Flans first as they can start to get annoying always casting spells on you which sometimes freeze you. When you have dealt with them go for the Golem himself. He has some lethal attacks which include an Arm Spin which can cause some nasty damage, A slow spell which does the obvious, Rocket Punch which shoots his arms at you if you are quite far away from him, Ice beam which freezes you if you come into contact and a Spinning Fire Beam which causes fire damage in an area that he does it in.

Most of these you can dodge easy so make sure you heal frequently

and then just start laying into him. He should go down easy enough if you make sure you keep on top of your healing.

On cycle 3 the Golem gains a new attack in which he will jump up into the air and start spinning around leaving you very little space to stand in to avoid it.

<Kilanda>

[Iron Giant]

Ok this battle can be tough and there is two strategies you can use to kill it. First of all like every boss battle take out all of the smaller monsters before concentrating on the boss himself. Iron Giant deals a lot of damage so make sure you heal whenever you reach lower than three hearts. Now for the strategies.

The first is the way you fight the other boss battles by slashing and healing which is probably the best way and the quickest way. After a certain amount of time Iron Giant's weapon will break and he will try hitting you with punches and charges which is normally the best time to hit him. He will then jump out of the boss arena and pick up another sword. Remember to heal and kill any respawning monsters and he will go down quite easy.

The other way is to kill all the small monsters first and then you can lure the Iron Giant to any of the fire holes around the arena and then when he comes near throw a Water pot into it to have some Fire spit out and damage whatever comes into contact with it. This does hardly any damage at all to him but its probably the safest way to kill him. I would go for the first way though as its just easier.

Iron Giants attacks are a Charge and Punch when he has no sword but when he has a sword he does a Blade Hurl which is very hard to dodge but he only does it when you are at a distance, A normal swipe that does one heart of damage to Diamond Armour, Sword break which breaks his sword but at the same time does a few hearts of damage and also a Thunder Slam which causes thunder damage around an area.

On cycles 2 and 3 the Iron Giant gains a large Gravity spell that is not too damaging if you have the latest equipment and his stats will increase too.

<Conall Curach>

[Dragon Zombie]

Now that is one HUGE dragon, you wasnt expecting this to be an easy boss was you? Many people consider this to be one of the hardest bosses in the game and i agree also.

The first thing you should always be doing is killing the smaller monsters so you can attack the monster without any other troubles. The first thing to remember here is that Dragon Zombie is without a doubt a Dead monster meaning you should always be using Holy to weaken its defense. This boss also has some very strong attacks which you need to watch out for and if that wasnt the only problem you can only attack it with Magic or special attacks for the majority of the fight with Dragon Zombie putting its head forward for a slashing every now and again.

Dragon Zombie's attacks include a Petrify beam that does the obvious, Poison Breath which again does the obvious and various elemental magic which does status effects like Freeze and Stun. The main problem is the Sahagins that keep spawning as they can deal some heavy damage and are also a pain to take out so make sure you have a Phoenix Down equipped at all times.

If you thought that this boss was hard on cycle 1 then you will have a big surprise on cycles 2 and 3 as its even harder. The Stone Sahagins will spawn quicker than usual and the boss itself has increased stats. If you are playing multiplayer then pull of the stronger versions of Holy on it.

<Rebena Te Ra>

[Lich]

Now this is not a nice sight, you would hope for a nice easy boss fight after all you're work to get here but no, one last task to perform here. Like the Dragon Zombie, Lich is dead meaning that if you want to hurt this guy you're going to need to do Holy on him first.

This means that whenever he isn't visible (or near enough) make sure you cast Holy before attacking him otherwise your attacks will do minor damage. Make sure that all the skeletons are dead here as well before taking Lich on himself.

His attacks include Thunder Globe where a globe will appear near you followed by a massive Thunder attack stunning you if it connects, Meteor which explains itself, Ground stun which stuns you wherever you are in the arena and Dimension explosion which is a huge gravity attack.

Now in order to attack Lich at all you need to first disable the orbs to the left and right which is done using the same method outside the temple. After that is done Holy him and then slash away to end this hard boss fight.

Note that Lich will only start using the ground stun attack in cycles 2 and 3.

<Lynari Desert>

[Antilion]

This boss is quite tough but not as hard as the Dragon zombie or Lich so you should be relieved. First things first make sure that all the other scorpions are dead before taking Antilion on. This boss is immune to thunder based attacks so don't bother with that in fact it is best to attack this boss instead of using magic.

It's best to attack from behind the monster to avoid getting hit and always make sure you move to the back of it when he turns to face you.

Some of its attacks include a thunder beam attack that will stun you upon impact, a petrify attack which can sometimes kill you if you don't recover out of it quick, Claw swipe which explains itself and Sand Foil which causes you to freeze.

The boss shouldn't be too hard if you remember to keep moving and curing yourself. You must make sure that all the other scorpions are dead otherwise they could poison you which is bad for this fight.

I have noticed no changes to his boss on cycles 2 and 3.

<Mount. Vellenge>

[Meteor Parasite]

Now this is one tough boss and comes in three forms. For this boss fight i will give a strategy for both single and multi player because i find its harder on multi player.

[1st Form - Single player]

The main thing to worry about here on single player is the two Tentacles either side of the centre that continually cast spells on you so make sure you take them out as quickly as possible but note that they have a normal attack that stuns you and a ground stun move so be careful when taking them on.

As for the Meteor Parasite on this form theres not much to it, his head comes out and that is what you need to aim for when attacking. When you get close it will attack by swinging its head so remember when to run back and heal. The only real attack this form has is poison cloud which poisons all near it but as long as you keep curing or use clear this is nothing to worry about.

[1st Form - Multi Player]

Now for multi player i find it a bit harder because you cannot move wherever you like because you dont have a moogle to carry the cage for you and wherever the person carrying the cage is standing he will be attacked.

On 2 player kill the other Tentacles like normal and then put the crystal cage down close to where his head comes out and attack like crazy.

On 3 player one person should carry the crystal cage around to make it easier for the other two fighters but also act as a backup healer incase things look ugly.

4 Player again should have one person looking after the cage whilst another acts as a main healer. These two players should stand either side of each other where the Tentacles spawn and kill them when they come back. The other two players should go out on the offensive.

[2nd Form - Single Player]

For this part you have a lot more room to move in but there is still two Tentacles either side but theres an easy way to doing this on single player. where there are two bumps near the middle is a place you can stand and from there only the meteor parasite can hit you and you will also avoid its laser attack.

It has some more attacks this time around which include a head bash but you can see on the ground where its aiming so run back from where you are before it strikes. He also has a wide range laser attack that if you're not standing where i said in the last paragraph will hit you for some nasty damage.

The main thing to do here is just attack the head when it comes out and be sure to stay in between those two bumps and you wont have to worry about the other Tentacles.

[2nd Form - Multi Player]

Again it normally works out harder on multi player and its likely that some people will die. The Tentacles are probably best to be killed on multi player so your other friends have somewhere to stand.

On 2 player you should leave the crystal cage in between the two bumps and one person should stand near it attacking the meteor parasite whilst the other heals that person.

On 3 player the person who is holding the crystal cage should stand as far back as they can but directly south of the middle of the two bumps and support heal. The other two people can stand in the middle and keep attacking the boss.

On 4 player i would advise you to take out the two Tentacles and have two healers on either side whilst you have two attackers in the middle which is where the crystal cage should be placed.

3rd Form - Single Player]

This is the last form but at the same time very very hard. You have hardly no space and the two Tentacles this time are right next to where the meteor parasite's head comes out.

You have no choice but to take out the two Tentacles every time they spawn on this form and then go for the head when they are dead. Be careful of the stun attacks because if both plants are alive and you get stunned its likely you wont survive this.

It again has some new attacks for this form which include a gattling like attack which attacks the whole area so its best if you keep moving to try and minimize damage when it does this attack.

Expect to use a lot of Phoenix Downs on this form because you wont get through it easily.

[3rd Form - Multi Player]

Now this can be hard if you're not organised and i think its easier with the more people you have playing so make sure that every person playing has at least one Phoenix Down equipped.

On 2 player put the crystal cage down near the head of the meteor parasite again and then have each player take out a Tentacle whilst always moving. Each player should have several Phoenix Downs equipped because theres not much time to stop and heal.

On 3 player you can have one person act as a healer whilst the other two players are busy fighting. Make sure the healer moves however when it starts to do the gattling like attack otherwise it will hurt a lot.

On 4 player you should find this form a lot easier than Single or Multi player with less people. Again leave the crystal cage near the meteor parasite's head and have one/two healers whilst the others attack. You can have one person that makes sure both Tentacles are dead once they spawn back again.

<Nest of Memories>

****FINAL BOSS: RAEM****

Like Meteor Parasite i will give a strategy for both single and multi player as it can be done easier for multi player.

[SINGLE PLAYER]

As you can see Raem is massive and he is not to be taken lightly as he can be even more deadly than meteor Parasite.

The Minion enemies you were fighting earlier are in this boss fight and keep spawning so like always make sure they are killed before taking on Raem himself.

The best place to hit Raem is on his body but whilst hitting it you will be attacked by its two heads. The best way i found to deal with this is to either attack him a few times then run back to avoid being hit or keep attacking him and heal when your HP gets low, like two hearts. The second way makes this battle a lot quicker but you're more likely to die doing it that way.

His attacks are body shuffle which is where he will hit you with his body if you are attacking at close range, Spectral bomb which shoots a bomb out towards you and freeze's you upon impact, Twin head attack which explains itself, Holy Burst which causes a massive holy spell to shoot up from the centre and Respawn which causes the two Minions to resurface.

This isnt too tough so if you keep at it and heal when needed he will go down pretty easy.

[MULTI PLAYER]

Again you can do it a little easier on multi player depending on how many players you have.

On 2 player have one person healing whilst the other goes out on the offensive.

On 3 player have one person take care of the Minions, one person heal and the other person go out on the offensive.

On 4 player have the healer and Minion killer and then have two people go on the offensive against Raem. If you like you can have one of those players cast magic against it although i find physical attacks to be more effective because Raem is resistant to all magical attacks.

****END FORM****

*****FINAL BOSS: MEMIROA*****

This is it, the final battle that will decide the outcome of the planet and all life on it. Again i will give a strategy for both single and multi player because again it is more difficult on single player.

[SINGLE PLAYER]

Raem looks a lot like the final boss from FFIIX i think but however he is no pushover like that one was. This will be very hard on single player because he only has one target to focus on and to go on top of that he has a load of HP (I'm not sure of actual amount, the game's monster scan says "???").

Did you wonder what the number of chronicles was for? Well here's your answer, it affects this battle because during it Memiroa will release your memories in the form of people in a bubble and try to devour it. It's helpful when he does this because if you cast Cure on the bubble the memory is freed and drops a small silver ball on the floor. These are the best Magicite in the game, "???"

[Item Update] ??? Magicite- The secrets of these demon stones have been long sealed away because of the immense power it contains. It will cast a random spell when used including the -ga spells. It also contains the hidden spell "Invulnerable" which protects the caster from all attacks for a short period of time. The Magicite vanishes upon use meaning you get one use per Magicite.

The spell is very powerful and that is why you want to have a lot of memories so that you can receive a lot of them.

The best way to attack Memiroa is by using the "???" Magicites or just plain old attacking but beware of his short range attack. At the start you can only attack the bottom part of Raem so go near and use any "???" Magicites you have and if you are lucky enough to get "Invulnerable" then go crazy with physical attacks on him until it runs out and go back to the "???" Magicites

After receiving a lot of damage he will lower himself allowing you to attack his body but his claws will attack you when you go in to attack it so only do that if you have Invulnerable on otherwise use the spells from "???".

His attacks include Holy beam which does a high damage attack on the user in a line, Claw stomp where he will throw one of his claws at you dealing at least one heart of damage, Gravity pull where he attempts to suck you in and Darkness blast which is a devastating line attack which causes massive amounts of damage.

Keep attacking the body and repeating the process and eventually Raem will finally perish.

[MULTI PLAYER]

This can be easier if you know what you're doing and heal well.

On 2 player have one person concentrate on healing and reviving whilst the other goes out on the offensive.

On 3 player have one person heal, one person be the provoker and one person go on the offensiver. By provoker i mean keep Memiroa focused on him/her by moving about and staying quite far away so it does its beam attacks on that person.

On 4 player this becomes really easy and quick as two people can go on the offensive and if you're feeling really comfortable send everyone to attack it and Memiroa will perish quickly

*****END FINAL BOSS*****

Let me know if you need more help by sending an email to me and i will try and add more to it if i can.

This section is what the Crystal Chronicles looks like during my play through the game. Obviously it contains spoilers about all the stories and the sidequests. If you are having troubles in the last area of the game then you may find some answers here.

Year 1

Page 1

The morning of my departure was here at last.
I tried to brace myself for the journey ahead.

There was a field along the main road where
I decided to camp until sunrise. Tomorrow
I set out in search of myrrh.

Year 1

Page 2

I visited a moogles nest for the first time.

The moogles there cheerfully welcomed
me into his home. When it was time
to go, I thought he looked a bit sad.
I patted the bonbon on his head
and bade him farewell.

I wonder if all moogles live so
comfortably.

Year 1

Page 3

Not far from the village, someone
called to me.

The man introduced himself as Sol Racht,
leader of the caravan from Alfitaria. It
seems that news of my caravan had already
reached them. They showed me much kindness,
and a moogles names Stiltzkin gave me a lesson
in combat.

Year 1

Page 4

I wound my way through the vivid green hills
and followed the path to reach the River Belle.

All my tension seemed to flow away with
the River Belle's serene currents. As i
passed onward, i slew many goblins. I
soon saw a rainbow over a great waterfall.

Who could have known that i would fight
the giant crab surrounded by such beauty!

Year 1

Page 5

I came across the caravan from Alfitaria today.
The town was already abuzz with the talk of the
Black Knight, but Sold had more tales to tell.

Sol spoke with such enthusiasm that he
actually seemed to admire him.

It is astonishing how quickly word of the
Black Knight has spread in spite of the
way miasma isolates every town.

Year 1

Page 6

The miasma stream.

Many caravans have passed through,
and now i will follow in their tracks.
Someday, others will follow me.

I feel like i have become a small part
of history.

Year 1

Page 7

Marr's Pass.

This land was once the home of the Lilties.
With the iron weapons they wrought here,
they once ruled the entire world. Now, this
place is a small town at the crossroads.

Time washes away everything. Joy. Agony.
Everything.

Year 1

Page 8

Early this morning, i passed the caravan from Alfitaria.

They proudly marched right past me! I must admit, they were an impressive sight.

Year 1

Page 9

As i approach the Mushroom Forest, I somehow feel like i'm shrinking. Each toadstool i pass seems taller than the last.

Now i know i am inside the forest. I'm walking along a rooftop of mushrooms.

Although a malboro blocked my path, I prevailed and collected a drop of myrrh.

Year 1

Page 10

I was robbed by the Striped Brigands!

I had no idea it happened, but when supper time came round, one of my favorites was missing!

Well, i'm lucky that was all they took.

Year 1

Page 11

The Mine Of Cathuriges is a relic of the age of Liltian reign. Orcs rule it now.

As i ventured deep into the mine, I kept jumping at my own shadow, cast on the walls by the flickering lamps overhead.

I found the orc king waiting for me in the deepest cavern within. After my victory, I collected a drop of myrrh.

Year 1

Page 12

With my first journey behind me, my caravan was finally home.

Before setting out, i had heard only stories of the world outside. Once out there, I found excitement, surprise, and a bit of hardship. Whenever I close my eyes, I vividly remember all my adventures as i searched for myrrh.

Tonight is the festival, It's time to celebrate!

Year 2

Page 13

I came upon the caravan from Marr's Pass. It was overturned. Few monsters prowl the road, and i've rarely seen such things in all my travels. The sight was so bizarre that I merely stared in amazement before it ocured to me to lend a hand. Thankfully, no one was badly hurt. They said they were attacked by the infamous Black Knight. Why would he do such a thing?

Year 2

Page 14

I was amazed to meet a traveller who did not belong to any caravan. He was stranded since his papaopamus was injured. I lent him some ointment from back home. In return, he showed me his compact crystal, something i had only heard of. Imagine, a portable crystal! But carrying something like that around is just asking for a visit from a band of... No, could he have been...?

Year 2

Page 15

Goblin Wall lies east of Tipa, nestled among the mountains of Kutliema.

As expected, the place was infested with goblins. They engage in dark and sinister ceremonies, so the people of my village fear them. I planned a daring raid into the goblins' lair to collect the myrrh there.

It worked. The village should be safe for now.

Year 2

Page 16

As i rode along the stone path, someone called

out to me. It was the caravan from Shella.

I drew nearer, wondering what they wanted.
They asked me to make a trade and seemed
to know exactly what i carried.

Intrigued by their offer, I agreed.

Year 2

Page 17

My first visit to Alfitaria.

Huge buildings, crowded together.
Lots of strange people hurrying about.

To me, they all look the same. They all
wear the same hunted expression, as
though something is chasing them down.

Year 2

Page 18

Today i learned of flan.

Their gelatinous bodies have no arms or
legs. They attack by coiling up their
bodies and then springing at foes in a
ferocious head butt. They also spit a
sticky, acid substance from their gaping
mouths. Though this acid lacks the power
to melt weapons or armor, it can restrict
the victim's movements.

Year 2

Page 19

Today i saw the caravan from Alfitaria again.

The Lilties have always been a proud people,
but the leader of this caravan, Sol, still
speaks fondly of the age when the Lilties
reigned supreme. He is proud of his tribe
and especially kind to his brethren.

Still, they gave me supplies for my
journey, so who can complain?

Year 2

Page 20

They say that the myrrh tree sprouted

in Tida after the village fell to ruin.

The tree grew from the hopes of people waiting for the caravan to return home. But at the same time, those hopes also gave rise to Armstrong.

Now i understand why caravans try to avoid this place.

Year 2

Page 21

I ran across the caravan from Leuda.

Those two selkies are some characters. They seemed to be enjoying the journey more than observing their duty. It was a refreshing outlook, but it worried me.

I began to understand how Sol of Alfitaria must have felt about me.

Year 2

Page 22

Today i defeated the giant crab at River Belle Path and quickly collected a drop of myrrh.

It was an easy fight, so i spent a peaceful interlude over a light meal.

I was a little surprised. I never considered myself a fighter.

Year 2

Page 23

So ends the second year of my caravan.

Miasma indered my steps, and monsters struck at me from behind. Still, I'll always look back fondly on the warm smiles that greeted me in villages i visited, and it was always a joy to meet other caravans on the long, lonely road.

I hope I see them again next year.

Year 3

Page 24

I spotted the Striped Brigands by the main road. I recently heard they'd killed a man, so I asked them for the truth.

They claimed that they never take lives.

As i taked with them, I realized they are good people at heart. I think I can trust them.

Year 3

Page 25

I wonder why anyone would actually want to travel into Miasma. Today i met a stranger named Gurdy who was nearly killed by the caravan from Marr's Pass.

Lightning brings the cactus pain
Now it all begins again

I'm not quite sure what the verse means, but I think he recited it to me as thanks.

Year 3

Page 26

I was surrounded by the Striped Brigands, and they took everything of value.

Actually, it was more like i gave it to them. Why did i do that?

I should get some sleep now.

Year 3

Page 27

Today i defeated a maboro at the Mushroom Forest and quickly collected a drop of myrrh.

It was an easy fight, so i spent a peaceful interlude over a light meal.

I was a little surprised. I never considered myself a fighter.

Year 3

Page 28

Today i defeated the orc king at

the Mine of Cathuriges and quickly collected a drop of myrrh.

It was an easy fight, so i spent a peaceful interlude over a light meal.

I was a little surprise. I never considered myself a fighter.

Year 3

Page 29

Today i paid a visit to Moschet Manor. I felt small in the Mushroom Forest, but here i'm like an ant!

I met the gigas master and his lamia wife, together with their tonberry chefs. I almost felt sorry for the chaos I brought into their home.

Perhaps i should have knocked.

Year 3

Page 30

My third year with the caravan draws to a close.

As I made new memories this year, those from the last began to fade. In one fairy tale, memories that grow dim are eaten by a terrible demon. I wonder what happens to memories when they're completely forgotten...

I supposed looking back and cherishing the past can bring sadness when we face the future.

Year 4

Page 31

Today i saw the caravan from Alfitaria.

Sol was shocked that the Black Knight had attacked the caravan from Marr's Pass. Furious, he began to look into the history of the Black Knight.

The last thing anyone heard was that a preacher had hired him, and the pair had headed deep into the swamp.

Year 4

Page 32

Gurdy again. Today he was arguing with a lady from Fum. Why does he argue with caravanners when he cannot travel without one?

Of crumbled inn few reminisce
Its faulty beams will not be missed.

I wonder if this is a famous verse. Well, I don't expect him to repay me anytime soon.

Year 4

Page 33

The Fields of Fum.

If it is said that Clavats work tirelessly to cultivate the land. But it is also said that Yukes irrigated this land and that the main road was built by Lilties long ago. This place truly demonstrates the potential of peace.

Year 4

Page 34

Winds have always come from Selepation Cave, beyond the southern forests of the plains of Fum. But who could have known it was the cave worm's doing?

After collecting the myrrh there, i looked back from the mouth of the cave. No wind stirred now that the monster had drawn its last breath. Legends are only legends, after all. But as I turned to leave, a gust of wind brushed my cheeks.

Year 4

Page 35

Today i decided to take a side road for a change of pace.

To my surprise, I heard someone call out to my caravan.

It was a group of kindly-looking Clavats. A look at their clothes told me that they probably hailed from the Fields of Fum.

Year 4

Page 36

I shared a meal with the caravan from Fum.

They offered me bread and meat fresh from their farm. The bread was incredibly soft, and the meat was tender and delicious.

But the tough bread Mother bakes is still one of my favorites.

Year 4

Page 37

By the time caravans reach Daemon's Court, the long journey has made many weary and some arrogant.

The name of the place is intended to be a warning to stay alert and not succumb to fatigue or overconfidence.

I must brace myself.

Year 4

Page 38

I camped with the caravan from Fum and walked with them for a while this morning.

Their gentle manner reminded me of my family. When I spoke of my parents' profession, they gave me some advice on farming.

Perhaps i'll send some seeds back home.

Year 4

Page 39

Today i defeated a malboro at the Mushroom Forest and quickly collected a drop of myrrh.

It was an easy fight, so I spent a peaceful interlude over a light meal.

I was a little surprised. I never considered myself a fighter.

Year 4

Page 40

My fourth year with the caravan is over.

So many memories from my earlier adventures have dimmed, from the joys of chance encounters to the suspense of my first battles. It would be a pity if the goal of gathering myrrh became the only thing that drove me forward.

But I can't look back only at the past. The quest for myrrh means hope for the future.

Year 5

Page 41

So that was the Black Knight.

Beserk is the only word that comes to mind. Swinging his weapon wildly, he hunted something I could not see.

In a weary voice, he claimed his memory had been stolen and that he is now searching for the thief.

Year 5

Page 42

I can't believe it! I knew there was something suspicious about Gurdy, but to think he's a swindler! I saw him cheat the caravan from Shella. At any rate, his verse today follows:

Lonely mushroom bursts into flame
In the land that quicksands claim

Apparently, he penned all of these himself.

Year 5

Page 43

I found the caravans from Alfitaria and from Marr's Pass shouting at each other.

Though all were Lilties, it seems that city folk and country folk don't get along.

Who can blame them? They've each chosen different paths in life.

Year 5

Page 44

Today i defeated the giant crab at
River Belle Path and quickly
collected a drop of myrrh.

It was an easy fight, so I spent a
peaceful interlude over a light meal.

I was a little surprised. I never
considered myself a fighter.

Year 5

Page 45

After eating, I was preparing to set off,
when suddenly some Lilties ran by, in hot
pursuit of a monster.

They were possibly from Marr's Pass.

That village has been long been home to
blacksmiths, so they were probably
out gathering materials.

Year 5

Page 46

I heard voices up ahead, and sure enough,
they belonged to the couple from Leuda.

They seemed truly distressed this time,
so I bought what they offered and
even paid more than what they asked.

I think that I did the right thing, but I
was also amazed at how some people never
change.

Year 5

Page 47

Today a voice hailed me from a distance.
Amidatty of Shella beckoned me closer.

Pointing to a loaf of ordinary bannock, he
boasted that it was a model of the whole
world, I simply nodded along.

Ah, now I remember! It was the same loaf
that Gurdy was hawking before.

I ran across the caravan from Marr's Pass.
They were heading home with their chalice
full of myrrh.

They were quite generous with weapons they'd
found, as some were of no use to them.

I suppose that great blacksmiths like them
prefer their own weapons over those wrought
by others anyway.

Today i defeated the orc king at
the Mine of Cathuriges and quickly
collected a drop of myrrh.

It was an easy fight, so I spent a
peaceful interlude over a light meal.

I was a little surprised. I never
considered myself a fighter.

Today i defeated the goblin king at
Goblin Wall and quickly
collected a drop of myrrh.

It was an easy fight, so I spent a
peaceful interlude over a light meal.

I was a little surprised. I never
considered myself a fighter.

Five years have passed since I first set out.

There was a man who lost his memory and spent
his days chasing some sort of light. How
could anyone go on without any memory at all?
Perhaps he hunts the light because, stripped
of his memory, he has nothing left.

If he still had his memory, he would surely
have chosen a different path.

Today I witnessed the death of the Black Knight.

A boy named Leon Esla was riding the caravan from Alfitaria. He drove his spear into the Knight.

The Black Knight seemed at peace when he died. I wish I knew why.

Was I dreaming? Or did I really see something on Gurdy's back?

He mentioned something quite strange. He said he had a brother whom he had never met. What could he mean by that?

Three rocks await the winter's kiss
One by one they find their bliss

Leuts of Marr's Pass gave me some advice:

"Flan carry nothing worthy or note. Well, water flan sometimes yield some chilly gel, which may come in handy."

At dawn I met the caravan from Fum.

Every time we meet, the conversation turns to nature or farming.

Everything about them is down to earth. Hearing their stories, I can't help but feel that such a life is a good way to survive in this miasma-infested world.

Shella, citadel of the Yukes.

There is a slight chill in the air, and
I felt it hard to believe that Tipa
and Shella are part of the same world.
They say that Yukes dress in strange
ways to maximize their magical abilities.
Someone once said that they have no
bodies, only souls. Yukes are a
mysterious people indeed.

Year 6

Page 57

Veo Lu Sluice is a monument to peace.
The myrrh tree sprouted here as if to
celebrate the coming of such times.

It is unfortunate, however, that the tree
grew near the golem, who was left there
to protect the sluice from monsters.

I suppose it just goes to show that
nothing can be gained without toil.

Year 6

Page 58

Leuts of Marr's Pass gave me some advice:

"Goblins are saucy little buggers and
are quick to take flight. They never
carry anything special, even the bigger
ones. I once got some alloy and mythril
by chance, though."

Year 6

Page 59

Today I visited Conall Curach. As I marched
over those endless planks, I began to
understand how the selkies must have felt.

The dragon zombie awaited me at the end.
Long ago, Selkies must have fought this
creature in search for a new home.

The myrrh tree drooped mournfully, as if it
marked where the Selkies' dreams were buried.

Year 6

Page 60

Rebena Te Ra.

They say this city was built by misguided
souls who clung to dreams of reviving the
long lost age of prosperity.

Now, ots king and his subjects dwell here
in eternal afterlife.

After the lich vanished through the portal,
a ghostly silence gripped the chamber.

Year 6

Page 61

Today was the end of my sixth year.

I later heard more about the child who slew
the Black Knight. Apparently, his father had left
before he was even born.

I wondered whether the boy simply wanted some
sort of memory with his father. By avenging his
father's death, he would form an unbreakable link
with a man he never had the chance to know.

Year 7

Page 62

A band of thieves and a swindler!

Lightning brings the cactus pain
Of crumbled inn few reminisce
Lonely mushroom bursts to flame
Three rocks await the winter's kiss
In the end shall bloom a flower
Sacred light reveals its power.

Maybe I can look for buried treasure there.

Year 7

Page 63

I heard music coming from the dirt road,
where I found the couple from Leuda.

It was much too soon for the myrrh festival,
but I stayed long enough to watch the girl
dance and to reminisce about life back home.

As the music played, I couldn't sit still,
and I got up to join the dance. It was fun,
but a bit embarrassing.

I sailed to the island of Kilanda
and landed safely, much to my relief.

Mount Kilanda fumed angrily in the distance.
I hurried onward.

At the summit waited the iron giant, who
gave me a fair amount of trouble. All is
well, though, and I am back on the coast.

This is the village of the Selkies.
At first, I felt a little scared.

Even now, I shiver when I remember
the old pier and the sharp winds.

I also shivered when I realized that
someone had snatched my wallet.
I never want to come here again.

Here I am in the Lynari Desert.
A sea of sand stretches in every direction.
Buried treasure? I feared I wouldn't
even find a myrrh tree in this desolation.

The legendary treasure had to wait.
I fought the antlion and collected
a drop of myrrh.

My, I'm a long way from home!

A queen must lead here people. She
cannot turn her back on her duty.

To be honest, I have wanted to leave the
caravan at times. I felt that I wasn't truly
needed. But I concluded that I wanted to stay.
I don't know why, exactly. I guess not knowing
is what keeps me here.

Today I learned of ahriman.

They are one-eyed winged creatures that strike with sharp claws as they swoop down from above.

They slow their prey by firing beams of light from their eyes, and they can cast other spells as well.

Today i defeated the gigas lord at Moschet Manor and quickly collected a drop of myrrh.

It was an easy fight, so I spent a peaceful interlude over a light meal.

I was a little surprised. I never considered myself a fighter.

Today i celebrate the end of my seventh year.

"In ages past, there was no miasma, and all the world was a paradise. A princess drew radiance from memories, and with them she made the crystal shine."

Our world used to be this paradise. How could we forget to hope for a world without miasma?

Today I walked for a while with the caravan from Alfitaria.

The entire time, Sol spoke of nothing but his fondness for days long gone. I suppose some people never change.

I heard music coming from the dirt road.

I knew that sound well. It was the couple from Leuda, of course.

They asked if I could stay for a song, but I was hardly in a festive mood, so I hurried on toward my next destination.

Year 8

Page 73

I ran across the caravan from Alfitaria.

There was one less person among them. I was afraid a monster had gotten someone, but they said that Sol had retired!

He had become a father, so he returned to the city. Speaking of family, I wonder how everyone back home is doing...

Year 8

Page 74

A long shadow stretched across the dirt path. It belonged to Amidatty.

He pointed to a loaf of moldy bannock and declared that the mold represents miasma. I was a bit weary of this by now, but I humored him.

For all his quirks, he is a surprisingly clever man.

Year 8

Page 75

I came across Amidatty and his caravan.

He knew it was nothing but bannock, but he would not let himself think that way. His kind are peculiar folk, but now i believe that this is how they seek knowledge. Maybe that loaf was merely a tool for his philosophy.

Never underestimate Amidatty!

Mag Mell, village of legend.

Or rather, a village trying to disappear
from legend.

Has time stopped here?

The air is stifling.

A peculiar wind blows through.

Note (Not in game diary)

From this point on all the diary entrys you receive for finishing a dungeon
are the same (see page 69) apart from the name of whatever boss you have
defeated. As a result of this i will not write these here because there is no
need however i will write down all the other important entrys along
with the page number and year it happens.

I saw the couple from Leuda.
The two Selkies from the caravan
from that distant village.

They asked me how my quest for myrrh
was going, but they seemed awfully
nonchalant about their own.

According to ancient Yukish lore, flan
dislike fire, for heat can melt their
gelatinous flesh.

For reasons unknown, they are unaffected by
spells that alter time, such as slow and stop.

The more powerful dark flan cannot be
harmd until a Holy spell is cast upon them.

This morning I ran into the caravan from
Marr's Pass.

They are always hunting monsters, and sometimes they catch one. Today they shared some of their bounty with me.

I know I can't worry for every village out there, but I wonder how their hunt for myrrh is going.

Year 8

Page 82

I was surprised to find the caravan from Fum travelling near the main road.

They rarely come out this far, but today they were selling their surplus items.

I decided to buy something. It wasn't anything I needed, but I figured it might come in handy someday.

Year 8

Page 84

My eighth year comes to a close.

"One day, a star fell from the heavens. Memories lost their glow, and the crystal grew dim. From the darkness, a great evil soon emerged."

The rest can be heard in Shella, but this is no children's tale. The meteor was as real as monsters and miasma.

Year 9

Page 86

Jake, a caravanner from Fum, mentioned something interesting today: Every plant contains the power of myrrh.

That hadn't occurred to me, but he may be right. No plant is ever affected by miasma.

Come to think of it, monsters aren't affected by miasma either. Could that mean the power of myrrh is present within monsters, too?

Year 9

You may notice lots of random events that happen in this game when you are travelling from place to place on the world map. There is certain stories here and many times you will be given a choice. This section will list what the stories are and how you can advance them to the end part of the story.

The Caravan of Alfitaria

As you may expect, this caravan is made up of Lilties who still dwell in the past of the Lilties greatness. They can give you information on monsters or even some items to aid you.

Part 1

You will first see them during the first and second years which is only a small scene basically introducing them.

Part 2

The next time you can see them is on years two/four where Sol Racht will again warn you to be careful and then present you with a gift to help you in your travels. The items he gives you are random but all from the food type.

Part 3

Part three is also another scene that will contain more helpful information. Sol Racht will tell you to be careful about a certain monster and then when you check your diary you can find more information on that monster. This can happen up to 51 times getting information on most the monsters in the game.

Part 4

Part four only occurs anytime after year 5 and is quite amusing. Both the Alfitaria caravan and the Marr's Pass Caravan will meet up and exchange some words with each other.

Part 5

The fifth part of this story occurs on the sixth year where you will find out more about the proud Lilties and their history.

Finale

The story finally comes to an end after the ninth year where you will finally say goodbye to Sol Racht.

The Caravan of Shella

Like the Alfitaria caravan this caravan is made up off all Yukes who are quite strange indeed.

Part 1

The first time you meet with the caravan you will meet the leader, Amidatty who will ask to trade with you. Say yes because the trade is worth it.

Part 2

Again like the Alfitaria Caravan there will be a chance where you can gain details of the monsters within the world but you will have to pay 10 gil for the information from this caravan.

Part 3

The next part of the story will only happen if you have seen the first three parts of Gurdy's Story (see below) and are on year eight. I think you also have to have at least two spaces in your inventory.

Part 4

Part four will happen the year after you saw part three and will expand on the story that you were told in part three.

Finale

The story will finally come to an end starting anytime after year seven. Amidatty will finally complete the story he started in part three.

The Caravan Of Leuda

This is the story of a caravan who does not really care for myrrh but more of dancing and singing. There is only two members of this caravan, both of which are selkie's.

Part 1

Not much to see in the first part as they encourage you on in your journey.

Part 2

The second event will happen near the end of the second year where the selkies will now be non stop arguing.

Part 3

The next part occurs on year three and involves the selkie's offering you some basic materials if you need any.

Finale

This final part will occur on year five most of the time and the selkies this time will perform a dance for you.

The Caravan Of Marr's Pass

This is another caravan which consists of all Liltie's however these ones are less proud than the ones found in the Alfitaria Caravan.

Part 1

This part will show the caravan trying to defeat a monster, although this scene occurs many times, they will start offering info about the monster they are trying to defeat after the second time you've seen this scene.

Part 2

This next part is a good one because providing you have the space in your inventory the caravan will issue you with the Marr's Sword which cannot be obtained via a scroll. This part will occur on the third year.

Part 3

Again make sure you have space in your inventory because part three can happen anytime after part two and this time the Liltie's will give you a random item.

Finale

Starting the fifth year you can begin trading with this caravan and you can determine the price you charge them.

The Caravan Of Fum

This story is about the peace loving farmers of the Fields Of Fum who during the course of this story will hand you various food items.

Part 1

The first part is a simple introduction between the two caravan's and you will be told more about how their life works.

Part 2

The second part is like an invitation to a picnic with the farmers where you will be given the leftovers if you have any space in your inventory.

Part 3

Part three will occur in year four where you will learn more about the life in Fum followed by a seed being sent to your family.

Finale

The final part of this story can take place anytime after part three and the caravan will offer to sell you items which if you double the asking price will reward you with two of that item.

The Striped Bandits

This story is about a gang of bandits that follow the caravan around with their leader, Bal Dat. This is probably one of my favourite stories.

Part 1

The first part can happen numerous times and it involves the bandits stealing an item from your supplies. Don't worry though because nothing rare will be stolen.

Part 2

Upon your fifth myrrh droplet Bal Dat and his companions will pretend to be another caravan.

Part 3

Part three can occur starting the fourth year and this time they will try to make you pay up for a ransom. To advance this story you MUST PAY UP otherwise you will knock them over and the story will never continue.

Part 4

If you paid them in part three then this part will happen the year after most of the time. Again you will lose an item here which most of the time happens to be a Striped Apple.

Finale

The story ends anytime after you have finished Gurdy's Story and shows you what became of the bandits.

Gurdy's Story

Gurdy is a weird looking Clavat who has some very valuable information. His songs will hint at the secret that the Lynari Desert contains and how to solve it.

Part 1

After eight myrrh droplets you will first meet Gurdy along with the Marr's Pass Caravan.

Part 2

This part happens after eleven myrrh droplets and this time Gurdy will be with the Caravan of Fum. If you do decide to lend him the 1,000 gil remember that you wont receive it back.

Part 3

Part three will only occur after you have fourteen myrrh droplets and this time he will be with the Caravan of Shella.

Part 4

This occurs after seventeen myrrh droplets and this time he is with the Caravan of Leuda. You will find out about his brother here.

Finale

This part can occur anytime after part four and it involves the Stiped Bandits. They will tell you to pay a ransom for him of a striped Apple of 1,000 gil which you should pay.

The Black Knight

This is in my opinion the best story in the game due to the black knight looking so good. He is a Lilty who has lost his memories but on some kind of journey.

Part 1

This first part occurs after just one myrrh droplet and will invloved Sol Racht telling you of the Black Knight.

Part 2

Four myrrh droplets are needed here to see this part where a fellow traveller

has been attacked by the Black Knight.

Part 3

Seven myrrh droplets are required for this next part where a caravan will praise the Black Knight.

Part 4

After ten myrrh droplets you will once again meet up with Sol Racht who tells you even more about the Black Knight.

Part 5

Collecting thirteen myrrh droplets is an exciting time because you will finally encounter the Black Knight. He will exchange a few wise words with you.

Finale

To see the end of this story you will need to have obtained sixteen myrrh droplets.

****XXI Mini-Games***

CC21

This section is for the mini-games that i have played/know of so far in this great game.

Kechirase Caravan Road/Blazin' Caravans!

Info-

Blazin' Caravans! is a little mini-game like Mario Kart. You can play with 2-4 players meaning that you can only access it whilst playing Multiplayer. There is only one track (That i know of) and there is a selection of four Carts that you can use. Also on the tracks you can get power ups to make your cart go faster/slower and items that you can use to hit the other carts.

Items-

Fire Magicite - Fire Attack on another Cart

Gravity Magicite - Gravity Attack on another Cart

Blizzard Magicite - Blizzard Attack on another Cart

Fish- Slow down cart

Stripped Apple- Speed up Cart

Grapes- Speed up Cart

Meat- Slow Down Cart

Gameplay Tips-

The best thing to do whilst trying to win the race is to try and take the corners from the inside and always try to collect the fruit that speeds up your cart. It is quite hard to win the race so you will probably have to get used to it before you can even think about winning. Another good thing to do is to make sure you always get a magicite so that you can hit any Carts that you dont think you'll catch up with. If you win the race you'll receive 5000 gil.

How To Play-

I'm not sure if you have to go to a certain mog house or not but after you have enough stamps you will be offered the game in one of the mog houses. Speak to the moogles again and select the game and the Title Screen for KCR will boot up. Note that you have to use the GBA's to control and that the display of your cart will be on your GBA.

That's all I have for this section, if anyone can think of anything that should go here please email me with "KCR" as your subject and tell me what you think/would like me to add.

Cow Gambling

This game can be found at Fam Farm which is located near Daemons Court. Not much about this game but I think it's a quite tedious game as it takes a while for each race to finish because the cows walk slow. As the title says you get to gamble on a cow (complete with race odds) and then watch the long slow race to see if it wins. If it does you get a cash prize based on its odds. Also I don't know if you get any special items out of this or not I will have to experiment with it a bit more.

Selkie Jump

In Ruda Village, the town near Lynari Desert there is some kids jumping on a net and if you're a Selkie you can also have a go at jumping. It plays a little like the skip rope mini-game from Final Fantasy IX. You use the A and B buttons to operate the jumping and you get points for how long you jump for.

How to play-

Once you are on the net the selkie next to it will shout out the button that you need to press if you press the right button then you will continue jumping otherwise you will jump off. Note that the only buttons used in this game are the A and B buttons. Sometimes you might get a "A.A" meaning press A once and then again shortly after.

Prizes-

500-999= Copper

1000-1999= Iron

2000-3999= Mythril

4000+= Orichalcum

I dont know if you can get anything else so if anyone has anymore information on it please let me know. I know the prizes are not that great but its quite fun to play.

If you have anything you would like me to add to the mini-games section send an email to xxchardy2xx@hotmail.com and put "mini-games" as your subject.

****XXII Secrets and Sidequests****

CC22

In this section you can find out all the games secrets and sidequests that you can do. You will also find out how to create the best weapons the game has to offer.

Ferry Discounts and Lifetime Pass

Not so much of a secret but handy nonetheless. If you have a kilanda Sulfur or Cactus flower when speaking to Tristan he will offer you a 25% discount for each item totalling 50% per each ride. Do this for a few years and Tristan will offer you the chance to buy a lifetime pass for 50,000 gil.

Cecil's Story

Before doing this short sidequest note that you will not receive anything just more information on the people of the Final Fantasy Crystal Chronicles world.

First head to Marr's Pass and speak to Cecil.

Speak to Leu Tipa in Leuda.

Go to Tida and find the old tree. Examine it and a letter will pop out.

Head to Marr's Pass and show the letter to Cecil.

Head to Leuda and show the letter to Leu Tipa.

Head back to Tida and to the tree to conclude the story.

The Missing Princess

You could consider this as the only real sidequest in the game because you get a reward for your efforts. This is a story about the missing princess of Alfitaria.

Head to Alfitaria and speak to Knocfelna.

Head over to Marr's Pass when Te Odow the peddler is there to continue the story.

See the princess in disguise at Jegon River.

Head to the Fields Of Fum and speak to both Knocfelna and the princess.

Head to Leuda and see both the princess and Knocfelna again.

Exit Leuda and direct your caravan to Lynari Desert to view an event about the princess.

Finally head back to Alfitaria to see the ending event to this story and receive your reward, 100,000 Gil.

Letters From De Nam

When you first head to Shella talk to De Nam who is a selkie on a journey to find out more about the miasma. He will then begin to send you letters which after you're ninth will come to an end.

Head into Conall Curach and fight the enemies there and one will drop the bandanna he used to wear insiting he has met an untimely end.

Cow For the Family

Thats right, when you reach the Fields Of Fum you can purchase your very own Cow for a small fee of 5,000 gil. He will automatically be sent home to your family in which they will start producing milk for your journey.

Extended search of Conall Curach

When you head to Conall Curach you will see that there is an area that you

cannot reach. There is a way to reach it however but not here so head out and go back to Daemon's Court.

Once you reach here head to the right at the start and defeat the bomb on the bridge. It will explode so head out and come back in and do the same again this time the bridge will collapse and float downstream to Conall Curach.

Now you can access the area you previously could'nt access which includes several tasty treasure chests and one of which will contain the Holy Scroll on the second cycle.

The not so sleepy Carbuncle

When you first enter Mag Mell you will notice the carbuncle not say much due to it being a sleep or tired. Each year you come back he will reveal more and more about the mysterious happenings of the world and the carbuncles.

Gurdy's Mystery

During random events you will most likely see Gurdy who will every now and again perform a song or some poetry for you. Pay close attention to this as he is hinting on the secret of Lynari Desert and the unknown element.

Ultimate Weapons

This game has two types of ultimate weapons, one that must be done through family occupations and production levels and one that must be obtained through bonus points.

Here is how to obtain the first set of ultimate weapons.

Have at least three characters each with a occupation of Blacksmith, Merchant and Alchemist. Follow the information on the occupations section to raise their production levels to the highest.

Upon the highest level you will receive the Greatest Weapon Scroll that will needed to be crafted by a blacksmith at the highest level but only with the materials bought from a merchant at the highest level. These weapons are aimed towards multiplayer otherwise you have a hard job of raising three characters in order to get their production levels that high.

The second set is for all races excluding the Yuke. These weapons have the same attack power as the Ultima Weapons except for the Lilties weapon which is in fact the strongest weapon in the game. What i think is better about these weapons are the fact that they come with a focus attack only available on that weapon.

Here is how to obtain them:

Clavats - Ragnarok

The scroll needed for this is called "Dark Weapon" and is obtained by getting a score of at least 186 points on cycle 3 of Revena Te Ra which is not an easy thing to do at all.

The best way to go about this is to keep re-entering until you get a bonus condition like "Inflict Damage" making it a lot easier to get those points.

The materials are not hard to obtain so take a look at the materials section to see where you can obtain them.

Selkie - Dreamcatcher

This scroll is a lot harder to obtain than the "Dark Weapon" and it is called "Lunar Weapon" and can be found in Conall Curach by scoring at least 260 points on cycle 3. Again make sure you get an easy bonus condition because this is very hard to obtain if you are not very good with bonus conditions.

Lilty - Longinus

This weapon is the strongest weapon in the game with an attack power of 40 and a very cool focus attack to top it off. The scroll for this weapon is called "Celestial Weapon" and can be obtained by scoring at least 214 points on cycle 3 in Kilanda. This is not very hard to do so again pick an easy bonus condition and bring this weapon home.

Chocobo Shield and Gaia Plate

The Clavats get an additional armor and shield to boost their defense with and in fact they are also the best defensive equipment available in the game.

To obtain the chocobo shield you need the scroll "Legendary Shield" which can be obtained by scoring at least 177 points on Cycle 3 of Moschet Manor which is not too hard to do if you pick a bonus condition you are good at.

To obtain the Gaia Plate you need the scroll "Earth Armor" which can be obtained by scoring at least 302 points on Cycle 3 of Selepaton Cave which can be quite hard if you're not too good with the dungeon.

The World of Secret Items

In the towns of Final Fantasy Crystal Chronicles there are secret or hidden items you can find with a little bit of searching. What item you get depends on how many you pick up meaning that it doesn't matter where you pick an item up but how many you've picked up. Below is the list of items that you can

get and where to find them. Remember that once you have collected an item you have to wait until you have collected another droplet of myrrh before you can find another. Also once you have all the items on the list then the items will start back at the first one again.

Locations

[Tipa]

From the entrance head to where the towns crystal is then from that point head west and up the small hill to the highest point in the town. Search around here for the item.

[Marr's Pass]

Simply walk forward from the entrance and examine the well there for the secret item.

[Alfitaria]

From the entrance head west and you should see some stairs going up so check to the side of it to find the secret item.

[The Fields Of Fum]

Another easy one to find. Head west from the entrance again to reach the bridge which is where the secret item is lying.

[Shella]

To find the secret item here head to the house in the most northern part of the map and check the two barrels on the right side of it.

[Leuda]

To find the secret item in Leuda head north of the ferry and then check to the left of the first tent you come pass.

The Items

Wheat Seed
Bronze Shard
Bronze
Iron Shard
Fruit Seed
Alloy
Fruit Seed
Iron
Fruit Seed
Mark Of Shella
Spring Water
Vegetable Seed
Ruby
Vegetable Seed
Jade

Vegetable Seed
Silver
Gold
Mythril
Pressed Flower
Remedy
Bannock
Spring Water
WSpring Water
Ancient Potion

XXIII Moogle Nest Locations

CC23

In this section i will try my best to describe where you can find the moogle nest locations in the game. As you should already know, each moogle nest you go to you get a stamp which goes on your postcard. Here you will find out how to reach every one.

Location | Where to find Moogle Nest

Tipa | Behind the town's crystal

River Belle Path | Once you can head across the Drawbridge, keep heading
| north east until you reach a dead end and the moogle
| nest is in the hill there.

Port Tipa | Head down the hill as if you were going to get on the
| ship and head in the small cave there, you cant miss
| it.

Goblin Wall | On the area where you go up the hill and there is
| several switches to hit. One of the switches opens up
| a small cave which is where the moogle nest is.

Fungi Forest | Head the way you would to fight the boss and on the
Mushroom Forest | last path there is a jumping mushroom which takes you
| to a chest with an artifact. To the left of that chest
| is the moogle nest.

Marl Ridge | From the south entrance, go up to the well. Here, go
Marr's Pass | left till you see a postbox. Go down the stairs and
| enter the cave.

Carthulige Mine | Go to the last area where you're running across the
The Mine of Cathuriges | tracks and when you come to the second large opening
| head to the south east and run across the path there.

Tida | Near a Hotspot there is a large house which when you
| go to the door is a moogle nest.

Alfitaria Castle | Once you cross the bridge head east and then down the
| stairs and then follow the path to the end (you'll
| run past a young girl if you're going the right way)

| and check the wall there.

Mansion Of Jack | In the table with the huge table go to the west of it
Moscheat | and by the chair there is the moogle nest located
| under the table.

Moschet Manor |

Shella Village | To the right of the shop there should be a barrel which
| is where the moogle nest is located

Veo Lu Sluice | When you are at the gate to the boss keep heading north
| and then follow the path round. At the fork head east
| and the moogle nest will be at the end there.

Jegon River | After you get of the ship and you're heading out to go
| to Daemons Court etc. there should be a hole to the
| right which is where the moogle nest is.

The Fields Of Fum | From the entrance, hug the left wall and follow it
| until you reach a door. Enter.

Selepation Cave | From the entrance head left and open the gate then head
| north east and follow the path east and then at the
| next fork head south and follow the path down till the
| next fork and head west and to the west of the chest
| is a small path leading to the moogle nest.

Daemon's Court | From the entrance head around the west of the entrance
| to the boss area and you should be under some stairs
| which is where the moogle nest is.

Conall Curach | When you first reach the second area head north at the
| first fork then west at the next two forks then head
| South for a while and check the west side of the large
| area you come to.

Rebena Te Ra | After you have unlocked the gate at the back there
| should be a gazebo with water and near the bottom
| right of this there is a circular wall with a door.

Mt. Kilanda | To the right of the signboard when you go in the area.
Kilanda |

Leuda Village | When you go to leave the town and you head west go
| behind the only tent there and the moogle nest is there

Lynari Desert | From the entrance keep heading north until you cant go
| anymore then follow the path to the west which will
| lead to a small cave and the moogle nest.

Mag Mell | From the entrance check behind the sphere to the left.

Mt.Vellenge | Enter the cave (2nd area) from the west side and follow
| the path down to the crossroads. Take a right and
| when you find yourself below a path above search the
| area for the final Moogle Nest.

The reason why there is two names for each location is because the first one
is the translated name/real name in the Japanese version.

This section is for the answers to the many questions i get through emails. Many of these questions can be found in the FAQ. Note that if i receive any of these questions here again i will not read them.

Q. Do i need 4 GBA/SP's to play four player or multiplayer at all?

A. Yes and this is the most annoying question that is being asked now, you can also find this in about 100 posts on the gamefaqs message board and also in the game manual and back of the package.

Q. Whats the difference between Single player and Multiplayer?

A. There is hardly any differences at all apart from more spells can be fused in multiplayer, more monsters and higher stats for monsters in multiplayer. In single player you have a mog that follows you that can carry the crystal chalice or fuse basic spells with you.

Q. Is this game like all the other Final Fantasy games?

A. No the battle system is not Turn based like most the other games, you only have yourself in the party unless you are playing multiplayer in which you can have four human characters. There is also not many FMV's in the game like Final Fantasy X.

Q. Should I buy this game?

A. I have no idea if you should buy this game or not, i like the game but others may not. If you have second thoughts about it then rent the game first.

Q.

In this section you can find my recommendations and help for getting through this game alive.

- When playing single player, Phoenix Downs are vital as they give you another chance basically. You can equip them where you can equip Magicite and if you have one equipped when you die then you'll be revived. So to sum it up they act like the Auto-Life spell found on other Final Fantasy games.

- Another tip for single player is try to dodge a monster attack before going in for the kill. What i do is wait till they're about to hit me and then move out the way quickly which then leaves the monster open ready for a 3-hit-combo.

- When you start each stage and you want to go straight for a boss always make sure you have a Cure Magicite on both Single and Multiplayer and a Life Magicite on Multiplayer for everyone who is playing. Clear is also useful to have sometimes.

- Always take time to go back through the stages you have done and try to obtain all the Artifacts you can. Rushing through the game will probably lead you into an impossible situation later on in the game.

- Make sure you always have the best equipment you can have at that point in the game. You want to make sure you have the best or second best weapon before heading to Mt.Vallenge.

- When replaying stages for Artifacts in cycles 2 and 3 you will probably be trying to obtain the rare ones. If so make sure you always pay attention to the bonus condition found at the bottom of the GBA screen. If you do you will finish the stage with a high score and get the rare Artifacts from that area and if you're playing Multiplayer then you'll probably get the first pick too.

- Dont let your inventory clutter up too much. If you have the same material more than three times sell some so that you have 3 max, same goes for all Materials excluding the rare ones. Also make sure to sell any scrolls that you cant make or you have already made.

- Alchemist is probably one of the best occupations your parents can have as you

can obtain rare scrolls that way including the Ultima Weapons. Merchant is another good one and if you speak to the Merchant every year then you can buy the rarest material after a certain year providing your production level is high enough (3).

-Before heading to Mt.Vallenge to finish the game try to have high stats and make sure your memories are over the 100 mark. I would recommend the following stats the minimum for trying to finish the game:

Strength-60
Defense-60
Magic-35
Memories-105

Having these will make your trip to Mt.Vallenge a lot easier but at the same time making the final boss a challenge still. If you want to make it really easy then have your Strength and Defense in the 70's. Of course you could also be daring and try the boss at low stats but i doubt you would get through the dungeon at all.

-When fighting Dark/Dead monsters always, ALWAYS use holy on them first which will materialize them. Doing this will mean that you will no longer have to hack away at them for a long period of time. The monster will have less defense causing them to go down easier.

-Just like the Dark/Dead monsters always, ALWAYS use Gravity on Flying enemies as that will ground them thus making the very strong enemies like Zu and Griffin a piece of cake.

-Finally dont try to be too competitive when playing Multiplayer and try to remember you're working as a team and it will be best if all your characters are equal instead of trying to steal the Orichalcum that drops on the floor so you can sell it for gil instead of helping your team mate make some Diamond Armour. There should be exceptions if you have a friend saying he is better than you and you know he's not than you should shut them up :)

XXV Next Update

CC25

This FAQ is pretty much finished now and theres only a few minor things to do.

- Add a "My Diary" section which will be what my diary looks like page for page whilst working on this FAQ.
- Add a "FAQ" section because i keep receiving the same questions.

The next update should be within this week which is where i'll try and wrap everything up.

You can contact me on xxchardy2xx@hotmail.com

Credits

- CJayC for putting my FAQ on his great site
- The Japanese Official Strategy Guide for which i found information on the mechanics of artifacts and bonus conditions.
- The Nintendo Power Players Guide for some help with the item lists.

I would also like to thank Evil, Dan_iz_a_G, Tyris and everyone else at the square-cubed translation team for all their help. I would also like to thank Ndufer, ilovegames, mog7, Bluemax, Revolva and helpmeandihelpyou for the help they have given on the gamefaqs message boards.

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