

Final Fantasy: Crystal Chronicles Boss FAQ Final

by Auron255

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FINAL FANTASY: CRYSTAL CHRONICLES

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Boss FAQ Written by Auron255

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Disclaimer

I am in no way, affiliated with Square Enix, and I do not take credit for making this game. Any and all comments regarding the game should be forwarded to Square Enix or Nintendo. I hope this FAQ will help you defeat some of the more difficult bosses of Final Fantasy: Crystal Chronicles.

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Version 1.0 - FINAL
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This is a one time only FAQ, there will be no updates. This is my advice on how to defeat the bosses of FF:CC, and if you come up with better techniques, feel free to email them to me, or post them on the message boards. I usually would do updates, but I have about 3 other FAQs on the go, so if there ever will be updates, they won't happen for a long time. Please, enjoy.

THE BOSS STRATEGIES
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River Belle Pass: Giant Crab
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The main thing to keep in mind is to always keep moving. Never stop running unless you need to stop and cast a spell. The crabs main attack is to send "slow" bubbles at you, which, when in contact, will cast slow on you. Always run circles around him to dodge the bubbles. Make sure you're never too close, unless going in for an attack. In order to attack make sure the crab is not powering up to cast thunder on you, and then move in, and strike the boss a few times. If you like taking the magic approach, when he stops moving, get in close and cast holy on him. Holy is probably your best bet and doing decent damage with magic. Occasionally, mu's will appear, and try to damage you. Dispatch of them easily with a few physical attacks and focus on the boss. Always remember to keep moving, watch out for his bubbles, and make sure you keep an eye out on the ground for the magic casting circle, and avoid it. After he takes damage, his claws will be destroyed, essentially leaving his melee attacks useless. Just watch out and run out of his shadow when he starts jumping around, and stay out of his blast radius. This boss will fall fairly easily.

NOTE: On cycle three, he will cast Thundaga, which has a larger blast radius than thunder. So dodge carefully.

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Goblin Wall: Goblin King
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Again, Holy is your best bet at defeating this boss. This boss is very easy, but I'll give you the run down. You'll need to defeat some goblin minions before obtaining two keys to open the gate to reach the Goblin king. His only attacks are magic attacks, and they are easily dodged. Once the king starts casting a spell on you, run directly at him, and cast holy, OR use physical attacks, depending on which race you are using. When he takes enough damage he'll teleport to a different area of the room, and start casting spells from there, and his range of casting is obnoxiously long. Again, run up to him and attack. Eventually, more goblin archers will come out and try to distract you, but they are easily dispatched. When you see a green cloud forming at your toes that means you should run to the complete opposite side of the room and dodge his poison attack. It not only poisons you, but does a fair amount of damage as well. Like I said, this boss is easy, so long as you're always waiting for him to start casting a spell, run up to him, and slash away, rinse and repeat.

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Mushroom Forest: Malboro
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This boss can be difficult, if you dont take the right approach. First off, destroy the plant monsters surrounding him, as they will become a constant annoyance later on. The battle should start off with the Malboro doing an "inhale" attack, where he sucks everything up to him with his mouth. You shouldn't run away, instead, use this time to run up and get a few spells and attacks in. If you have fira, use it, and if not, use Holy or physical attacks. He will do no damage so long as he is inhaling. The main attack he uses, is when he sticks his tentacles into the ground, and senda them up at you on the other side. This is a good time to run around and getting a cure spell off if you need it. When he winds up as if to throw his head backward, run to the other side of the arena, as he is about to unleash his Bad Breath attack, which is truly devastating. Occasionally, he will cast slow and slowga, but you will see the casting area before hand, so you should have ample time to move out of the way. Fire is definitely the weapon of choice since it is his weakenss, but don't forget Clavats and Lilties are better off using physical attacks early on. The annoying plants you destroyed in the beginning will sometimes respawn, but they are easily dispatched again.

NOTE: On the second and third cycle, he will cast Blizzaga, so watch out!

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Mine of Cathruiges: Orc King
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Quite possibly one of the most annoying bosses up until this point, but definately not the hardest. When the battle starts off, take out the lesser orcs that will constantly chase you. Next up, keep a medium distance from the boss. If you go to far, he will charge at you, and if you get to close he'll use a devastating spin attack, that will stun you momentarily. You probably won't be able to get in close enough for very long to do some serious physical damage, so this battle inevitably comes down a magic cast-a-thon. The Orc King will constantly cast fire spells so long as you aren't too close. Dodge the casting circle, and cast a fast spell of your own. Its best to use a low level spell like Holy, which does decent damage, but doesn't take too long to cast like fira or blizzara. Keep dodgin his magic and casting your own, while dispatching any respawned lesser orcs. After a while, he may chase you down and try using a downward smash attack, but as long as you're constantly running, you should never get hit. When he starts going back to casting magic, repeat the same strategy. When his life widdles down to about 1/3 or 1/4, run up and start hitting him with your strongest attacks, because he will start charging up his Kamikaze attack which will pretty much kill you if it connects with you. If you're Clavat or Liltie, use strings of physical hits, where as the Yukes and Selkies should focus mainly on constantly casting spells to kill him. Kill him before he self destructs and you should be home free.

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Tida: Armstrong
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The tactics are fairly straight forward in this battle, but getting in enough time to attack is a different story. First off, never stray too far from Armstrong, as his cannonball attack is rather annoying, not to mention it will have inflicting status effects in later cycles. Never stay close longer than you need to, since his spinning fist attack will knock you back,

stunning you for a few seconds. Also, if see his body start to "squish", move away, since he is using is Toxic Cloud attack, which will slow and later poison you. When Armstrong is chasing you, run a little bit ahead and charge up a fire spell. By the time he gets within range, the spell will be ready, so let him have it. Now keep running and avoid his cannonball if he fires it, and never stay near him for too long. Keep finding room to charge up a fire spell, and keep chopping away at his health. Even though this tactic will take longer, its the safest way to take him down, especially in the later cycles when he is much stronger and faster. He will eventually fall.

NOTE: In cycle 3, his Cannon attack will cause Curse...avoid this attack at all costs.

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Moschet Manor: Gigas Lord
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This fight gets pretty annoying, thanks to the Lamia that constantly cures the Gigas. First things first: destroy the Lamia. Its not so much that the Lamia cures the Gigas, but if the Lamia is around, the Gigas can cure himself. Lure the Lamia to the other side of the cloister, and let her start casting stop and slow spells. Dodge out of the casting area and move in for some quick hits. You'll need to attack fast, and probably take a few hits while you're in there. If you take too long to kill her, the Gigas will cure her as well. Do NOT let this happen. If she winds up for a physical hit, move to the side to avoid it and keep slashing. She doesn't take long to kill, but is annoying difficult to do, especially with that ogre Gigas walking around, trying to take a swipe at your health. Once the Lamia (Maggie) is out of the way, focus on big ugly. He will constantly follow you, so you'll need to act fast. Run up to him, and wait for him to take a swipe. Move backwards, then to his side and deliver a few critical hits. You can use magic if you want, but physical hits are faster. He will occasionally do a slam attack which has a devastating blast radius, which will stun your character. When he leaps, move back, since the resulting shockwave will hurt. Always stay close, but not too close. By that I mean, stay close, but run backward, THEN to the side to avoid his attacks, while at the same time, delivering a few hits of your own. Lamia is annoyingly difficult, and the Gigas is annoyingly hard to beat, since his defense is so high, and he uses his physical attacks so frequently. The thing to remember is to always destroy the Lamia before you do ANYTHING.

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Veo Lu Sluice: Golem
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The best way to tackle this boss is to exploit your mog. Get him to drop the chalice, and fly free. This bosses initial attacks are easy to dodge, so as long as you stay inside the bubble, you're fine. His first attack is his rocket fist. He will straighten out his arms, and launch his fists at you. If you have no where to go, stand directly inbetween his fists, and both will miss you on either side. His second attack is his eye lasers, which make a criss cross pattern on the ground, but propagate in a straight line. So what do you do? The boss will eventually get closer and closer to you. When you see him prepare an attack, move to the side, since his attacks are purely linear, and get ready for some tricky magic casting. Hopefully, your mog will say "Hang in there, Kupo!". When this happens, start casting a Blizzara spell, and hopefully, the mog will cast a Blizzard spell at the same time, and you can unleash Blizzaga on him. It should take anywhere up to 1/10 of his health away. Keep

avoiding his attacks and keep trying to combine Blizzaga spells. This is the best way, since if you get too close to him, he will swing at you, taking away a whole heart.

Once half of his health is gone, its time to pick up the chalice. He will start casting a ring of fire, which he announces by emitting a glowing circle on the ground. Move outside the circle and run behind him. He is slow, so it will take a second for him to turn around. Once he is finished casting his ring of fire, move in for some quick strikes from your weapon OR cast another magic spell... Blizzaga if you want to take the time to do it. Other than that, this boss is finished. Keep dodging his normal attacks, and watch out for his ring of fire, and you're home free.

NOTE: During cycle three, he transforms into a "cyclone" of rubble, which you will need to avoid by running, which means picking up the chalice and moving to a different location to make your stand and combine Blizzaga spells.

Also, paint your moogle blue to increase the chance of him casting Blizzard.

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Daemon's Court: Lizardman King

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This boss is a bit of a pain in the ass as well. Again, you'll need to destroy the coeurls and lesser lizards before you start focusing on him, but that only requires a few good magic spells and physical attacks. Once the lesser enemies are disposed of, you can focus on the Lizardman. This has possibly one of the easiest strategies of any boss, if you know how to attack properly. His attacks are strong, which is why he is a pain in the ass, and they are unpredictable as well. His two regular attacks are his spear and his crossbow. If you see him straighten out his arm, run to his other side and get in a few physical hits, or use a couple holy spells. At the same time, you'll be dodging his devastating shock arrows, which will stun you if they hit you. Also, if he brings his arm back as if to take a cheap shot, dodge a few steps to the side, since he will try to attack you with his spear. Again, step to the side, and deal a little more damage. Try not to stay too close for too long, as he will employ a spinning melee attack which will knock you back and stun you. When you've lured the Lizardman to the side of the dueling arena, you'll see a red switch on the floor. Step on it, and buzz-saws will come out of the ground, attacking anything in it's path, even the Lizardman King. Even though they don't do much damage, it helps considering your physical hits and magic attacks will not be that effective against him, since he has very high defense.

NOTE: During cycles two and three, he will throw in a fire spell which is a little more damaging than fire, but not as bad as fire. Just avoid it at all costs, since it will set you on fire.

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Selepation Cave: Cave Worm

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The cave worm is easy, but only if you know the signs of it's attack. First off this battle is probably best left to melee attacks, since charging magic leaves you vulnerable in this fight. Run up to the boss, and start attacking. The sign that he is about to attack, is his mouth. It will open up, but only slowly at first, This is your chance to get out of the way. His attacks are linear, so stepping to the side is your best bet. His first attack is a gust of sand which he shoots from his mouth. The attack will push you back, but its not that

strong. His second main attack is his lasers. Again, watch for his mouth to open, and dodge to the side. The lazers inflict a heavy damage and slow on the character. Move to either side, and make your attack. Take the time to back away every now and then to cast a cure spell if need be. Once his health is about half gone, he'll throw in a sumo tackle attack into the mix. When the worm jumps up a bit, run backward to escape the resulting blast of his ground smash attack. Time it so that once he lands, you'll already be within range to use a focus attack, and then continue to use your regular string of attacks. Keep dodging his gust sand and his laser, as well, always back away when he jumps to do his ground smash attack. Like I said, easy as pie.

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Mt Kilanda: Iron Giant
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Again, another easy boss. He uses various sword swings to take you out. The best strategy is to wait until he breaks his sword. Once this happens, run up to him and start wailing on him. He will retaliate, but not without giving a warning. He will raise his hands in the air. This is your cue to get the heck out of the way, since the smashing shockwave that results has a very large radius. Once he does that, move in for some more physical attacks. Again, magic isn't as effective as physical attacks in this fight. If he uses his regular fist attacks, don't worry, they are weak. If you take enough weak hits while trying to pick away at his health, back up to cast a cure spell, and then resume fighting. He will eventually pick up another sword, and start throwing in a lunging sword slash. This is easily avoided by keeping your distance until his sword breaks again. Repeat the same steps as before, as his attacks never change. One thing to notice is the small pot hole in the sides of the crater. Lure the Iron Giant directly in front of one, and toss one of the local urns inside of it. It will send out a jet of steam, severely damaging the boss. Repeat this with all the urns in the crater, and this boss will go down in no time. Not a hard boss fight, just a little longer than others.

NOTE: During the second and thrid cycles, he will use a strong "Demi" spell, that isn't very strong, but has a humongous blast range. He only performs this when he is without his sword, so be careful. Its easy to dodge, but makes striking opportunities harder to find.

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Conall Curach: Zombie Dragon
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You're only given a small platform to make your attack from, and the only way to damage the boss is to use Holy spells. SO! Take out the Stone Sahagins first, since they will be more of an annoyance, than do any significant damage. The Dragon Zombies two main attacks are linear attacks, but are very damaging. The first is his gust breath. He will keel backward before unleashting this attack, so watch for the sign. When this happens, run to either side of him and cast holy. Since the Dragon is undead, he is invsible and immune to almost all attacks...so casting Holy will make him visible, and vulnerable. Now, I would usually suggest a fire based offense for undead monsters, BUT, Holy has the same effect on the Dragon as poison does on your character. So keep casting holy as much as you can. You will also want to watch out for his eye beams. There isn't much of a warning for these, and they will petrify your character, so watch your back, and always be running back and forth across the platform, unless you're stopping to cast holy. You may also want to use Gravity to take away a small portion of his health, but it only works once, so make it count.

His final, most devastating attack, is his Poison Breath. He will start breathing a green cloud at one side of the platform, and move across to the other. At this point, you should run to the other side of the platform. Make sure you are in the furthest corner on the platform, since being anywhere else, means being struck and poisoned by the gas. Its a hard attack to dodge, so if you don't want to waste any time, run into the cloud and immediately cast clear and cure when you get out on the other side. Aside from these attacks, the Dragon Zombie has no other attacks to speak of. Occasionally, the Sahagins will return, but by now, you should have no problem taking them out. Watch for the Dragon Zombie to turn invisible again, as the effect of Holy is not indefinite. Holy, Holy, Holy, Holy...the best and fastest way to defeat this menace.

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Rabena Te Ra: Lich
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This boss is notoriously difficult. There is no way around it. When the battle starts, keep moving, since he will constantly cast his Meteor spell. After a few meteor spells, he will start to cast his Shadow Flare attack. It takes a long time for Lich to charge it up, so move to the other side of the room when you see dark sphere being formed around you. When he starts casting his shadow flare, you should be moving out of the way and charging up a spell. Not at Lich, but at his two orb switches on either side of the room. Any magic will do, so make it fast. Once one is out, use the same tactic to take out the other one. Once both switches have been attacked by magic, wait for the shadow flare to form, and then move in close to Lich to cast Holy. He will be invisible like the Dragon Zombie, so use Holy to make him visible. Once you've hit him once, try to get in as many physical hits as possible, before he starts casting his thunder spell. Move back and keep avoiding his meteor spells until he charges up another shadow flare. Move in again, and cast Holy, then attack with your weapon. Back up, and repeat the process. Lich never throws in any suprise attacks, so as long as you take out his switches, Lich should be taken care of in no time. If you want, equip a Badge of the Thunderbolt to nullify his thunder attack, leaving you a lot more time to attack him, therefore taking him down quickly.

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Lynari Desert: Antlion
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The antlion's main attacks are breath based. The key here is to keep running in circles around the boss. When he stops to take a bite with his mandibles or to charge up a breath attack, run past his frontside, to his side, and start using physical attacks or ice based spells, whichever is your strongest. If you can, get to his backside, since he takes a very long time to turn around, it will give you enough time work with your mog and create a Blizzaga spell if you think you can cast it. If not, keep running in circles and using the same tactic. His attacks will never connect so long as your constantly running around him. Once he is severely weakened, you will notice that he will speed up a bit and start shooting a huge beam from it's mouth, causing heavy damage. The key to dodging this is the same as his other attacks, the only problem, when he speeds up like this, you won't get as many physical hits or casted spells in, since his attacks are much faster. Remember, RUN RUN RUN RUN RUN RUN RUN RUN...don't stop unless he stops. If he moves, you move. Remember this, and the antlion will never get a single shot off.

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Mount Vellenge: Meteor Parasite, Raem and Memiora (FINALLY, the last boss)
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NOTE: Always have a Phoenix Down in your inventory to take on this boss. He attacks often, and his strikes are deadly. Be ready for anything...

METEOR PARASITE

Form 1:

Focus on taking out the tentacles to the sides, whose weaknesses are displayed by their respective colours. Red for fire, and blue for blizzard. Make sure these are gone before attacking the main body. Once they are the dead, move into the centre to take on the parasite. A plant like body will emerge and take a quick swipe at you, Dodge backwards abnd then move in for a few quick strikes. You may want to use some fira magic if you're not comfortable using physical attacks against fast moving enemies. In any case, the parasite will move back inside it's shell, and the tentacles at the side will respawn. Use the same tactic to destroy them, and then wait for the parasite to reveal itself and strike at you. Dodge, and move in for the kill. Once he has sustained enough damage, he will change forms.

Form 2:

The only difference in his different forms are the addition of new attacks. One of his new attacks is a pink explosion that causes 2 hearts of damage. When you see a pink circle, move out of the way. He will also fire a laser from inside his shell, and the only way to dodge it, is to move to the far back of the battlefield, or move right up close to him. You'll need to keep taking out the tentacles as they reappear, and avoid his fast swipe attack, and you'll get very few chances to attack. The time you attack is the same as before, only this time you'll need to worry about his new attacks, once you've made your "attack and retreat" when he emerges. Once he has sustained enough damage, he transforms again...

Form 3:

The final form is possibly the hardest. He will have all the attacks hes had up until this point, only thistime, he has his super special move, which can pretty much kill you if it connects. Dodge the pink explosions, destroy the tentacles when you can, and avoid his laser attack. When the boss starts powering up glowing blue orbs, run to the far side up into the furthest corner to hide from his attack. Once again, look for that window of opprotunity when the parasite emerges, and takes that quick swipe at you. Cast as many spells as you can and then get out of there, and move to the sides to avoid any ensuing counterattacks he will employ. Your chances of hitting this boss are decreased even more in this form, but if you keep at it, you will kill him. Just don't get too greedy with your attacks and take your time. Depending on how careful you are, you may not need to use those phoenix downs in your inventory.

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FINAL BOSS: Raem
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Raem is considerably easier than the Meteor Parasite, but takes just as long

to defeat. First off, you'll notice two black minions chasing after you. DO NOT TAKE BOTH OF THEM OUT! Take the large Red minion, and allow the other little blue one to follow you. If you destroy both, they will respawn immediately. Once the red one is destroyed, cast slow on the smaller blue one, and get ready to launch a full fledged assault on Raem. The blue minion will constantly follow you and try to use it's swift tail to attack you, so try and run everytime it gets close to you.

As for Raem's attacks, they are deadly but easily avoided. The first is his ranged lasers. They will explode about a second after they are shot, so as soon as he starts firing them, move to the other side of the dueling area, and run in for ONE quick physical attack combo. His next attack is his Wing Swoop attack. He raises his arms back, and swings them down in front of him....but not directly in front of him. When he raises his arms in the air, BE QUICK, and run directly in front of him, taking ONE more quick physical attack combo, all the while, running from the minion if need be. His most common attack his is bubble attack, which is similar to the bubbles of the Giant Crab in River Belle Pass. Wait for them to converge on you, then run forward to avoid being hit. Employ these same tactics, and Raem will fall, eventually. Just remember that you should do only one combo when you get your chance to attack, since his attacks are swift and constant. Always have phoenix downs equipped and a cure spell on hand, just in case you mess up severely.

On to his final form...

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Memiroa: Raems Incarnation
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This battle is fairly straight forward, but again, a little challenging. The giant beast will constantly fire a large beam toward you. Keep dodgin out of the way of his energy attacks, and watch for magic spheres, with a character and their name inside to appear. When you get a chance, cast cure on the sphere to release it, and drop to the ground, Pick it up, and equip it. It will be labeled "???", but don't worry, its only one of three things. A high level spell like Blizzaga, Firaga, or Thundaga, or a level 3 cure spell, Curaga OR its a special spell designed to make you invincible for a period of time. Once you have the ??? magicite ready to be cast, run up the boss and cast the spell. If its a high level spell like Blizzaga and Thundaga, the casting circle will appear in front of you causing serious damage. If its a cure spell, the casting circle will appear on you, so move the casting slightly back to avoid curing the boss, and let it go. The third and most useful spell is the invincible spell. Once it's cast, a sheild will form around you, making you invulnerable to all attacks. When this is cast, run up to the boss and attack his bottom half with physical attacks, and keep doing this as long as the spell remains active. When it wears out, go back and cast cure on another orb, and collect the dropped ??? magicite. Eventually, the boss will lower it's top half to the ground, and this is your chance to run up and attack it's core with physical or magic attacks, depending on whether or not you have invincible cast on your character. This fight doesn't take long, so long as you utilize the ??? magicite orbs, and take advantage of your period of invulnerability.

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THE END!

Congratulations on completing the game!

Hopefully this FAQ has helped you in some way. feel free to contact me if
you have any questions or concerns at amacom@rogers.com!

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