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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

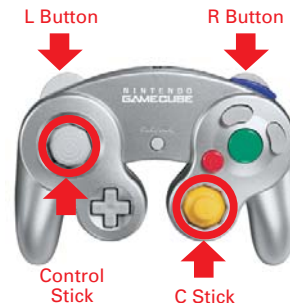
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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*MULTIPLAYER GAME REQUIRES UP TO FOUR GAME BOY ADVANCE SYSTEMS AND UP TO FOUR NINTENDO GAMECUBE GAME BOY ADVANCE CABLES (SOLD SEPARATELY).

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You can visit our website at www.nintendo.com for game play information.

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Prologue

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 protect 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 the 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.

Your Journey's Goal

Join a crystal caravan to seek out myrrh trees and collect their myrrh. Once you've filled your chalice, return home. By purifying the crystal with myrrh, you will renew its power to protect the village from miasma for another year.

Many dangers and mysteries lie along your journey. Your task is not an easy one, but you are not alone. Join forces with your fellow caravanners and make your mark together in the Crystal Chronicles.



The Crystal Chalice

Collect and carry myrrh in the crystal chalice. The crystal shard attached to it protects the caravan from miasma.



Basic Controls

Learn these basic controls before setting out on your journey.

Controller Configuration

For single-player mode, connect a Controller to Controller Socket 1. For more details, see p. 20. The Control Stick and the +Control Pad share the same functions.



Control Stick/ + Control Pad	Move characters / Move the targeting ring / Move the caravan / Move the cursor
START/PAUSE	Pause the game / Resume the game / Skip certain cut scenes
A Button	Confirm / Actions / Talk / Examine (in towns)
B Button	Cancel / Carry / Drop / Pick up / Throw / Open treasure chests / Talk (in dungeons) / Examine (in dungeons)
Y Button	Open the main menu
X Button	Ask Mog to carry or drop the chalice / Hold down to call Mog
Z Button	Not used
C Stick	Not used
L & R Button	Cycle through commands / Cycle through menus

Game Boy Advance Configuration

For multiplayer mode, a Game Boy Advance is connected with a Game Boy Advance cable and used in place of the Nintendo GameCube Controller. You cannot use the Controller to play multiplayer mode. For more details, see p. 26. Details on connecting the Nintendo GameCube Game Boy Advance cables can be found on p. 42.

In multiplayer mode, the +Control Pad replaces the Control Stick.



+ Control Pad	Move characters / Move the targeting ring / Move the caravan / Move the cursor
START	Pause the game / Resume the game / Skip certain cut scenes
SELECT	Toggle between systems to navigate menus
A Button	Confirm / Actions / Talk / Examine (in towns)
B Button	Cancel / Carry / Drop / Pick up / Throw / Open treasure chests / Talk (in dungeons) / Examine (in dungeons)
L & R Button	Cycle through commands / Cycle through menus

Getting Started

The following explains how to start a game from the title screen.

First, choose "New Game" or "Load Game."

New Game

Select this option to start the game from the beginning. Choose single-player mode or multiplayer mode, and the opening movie will play. Once you choose a name for your village, your journey will begin.



Load Game

Select this option to resume playing a previously saved game. Choose either single-player mode or multiplayer mode, and then select the save file you want to load. Any save file can be used for either mode.



Select Gameplay Mode

Final Fantasy Crystal Chronicles can be played in single-player mode for one player, or multiplayer mode for up to four players. Any character can be played in either mode.

Single-player mode p. 14

This gameplay mode is for one player using a Nintendo GameCube Controller. Mog will accompany you. You can connect a Game Boy Advance to view the radar screen.



Multiplayer mode p. 21

This gameplay mode is for one to four players. The Game Boy Advance is used in place of the Nintendo GameCube Controller. A GBA and Game Boy Advance cable are required for each player.



World Map Menu

The world map menu is used to create characters, change caravan members, save data, and more.

Menu for the Whole Caravan

At the world map, press the B Button to open the world map menu. Use the Control Stick to cycle through the menu options, and press the A Button to confirm your selections.

Set Out: Create or change caravan members

Create New Character

To create a new character, select an empty slot and press the A Button. Choose a name, gender, tribe, appearance, and family trade. In multiplayer mode, character creation is done on the GBA screen.



Select Character

Select the character you want to play, then press the A Button. In multiplayer mode, each player selects one character. Press START/PAUSE when finished.



Diary: Read entries in your diary

Here you can read all the entries in your caravan's diary. The entries are written automatically as you progress through the game. The Control Stick turns the pages one by one, while the L and R Buttons turn ten pages at once.



Save Game: Save your progress

Save your game progress to a Memory Card. Select Slot A or Slot B, then select the place where you want to save your data. One Memory Card can hold up to four save files. Press the B Button to return to the world map menu.

Options: Configure game settings

Change graphic, sound, and other game settings.

Bring a Friend: Load data for a guest player

Load data from another Memory Card so a friend's character can join your caravan (p. 35).

Game Progression

Basic steps to advance the game are outlined below. They generally apply to both single-player mode and multiplayer mode.

The Basics

Players are members of a crystal caravan that seeks out myrrh. Your adventure will unfold in the following manner:

1 Form a Party

From the world map menu, select "Set Out," then select a character or create a new one. You can have up to eight characters in a caravan.

2 Traverse the World Map

Use the Control Stick to move your caravan across the world map. When you reach your destination, press the A Button to enter.

3 Enter Dungeons

Once you enter a dungeon, the world map is replaced with the field map. You are given a chance to set up your command list (pp. 16 and 23) before advancing further.

4 Explore Dungeons

Defeat monsters you encounter and solve puzzles hindering your path. Collect treasure from monsters and treasure chests.



5

Challenge Boss Monsters

Deep within dungeons, formidable boss monsters await. Summon every power at your disposal to defeat them. Once a battle begins, you cannot flee.



6

Obtain Myrrh

After defeating a boss monster, you can collect a drop of myrrh. Each drop fills a third of your chalice. Once you collect myrrh from a myrrh tree, it takes several years for the tree to replenish its supply.



7

Receive Mail

A moogles will come to deliver mail while you rest after battle. You can send replies as well (p. 31). No mail will come if the myrrh tree there is dry.



8

Earn Bonus Points

Items and artifacts (p. 33) are divided among the members of the caravan. In multiplayer mode, the player who earns the most bonus points gets first choice. The number of points you accumulate depends on how well you fulfill the bonus condition displayed on your GBA screen.



Return to the World Map

Return to the world map to continue your journey. Be sure to purchase new equipment from blacksmiths in town now and then. You never know what you'll run into on your journey.

Single-Player Mode

In single-player mode, Mog joins you on your travels.

Single-Player Mode Features

Connect a Nintendo GameCube Controller to Controller Socket 1 to play single-player mode.

Major features include the following:



1 Take Mog with You

When you explore dungeons, Mog accompanies you and helps out with things like carrying the chalice (p. 19).



2 Check Your Radar

You can view a radar screen on the GBA by connecting a GBA to Controller Socket 2.



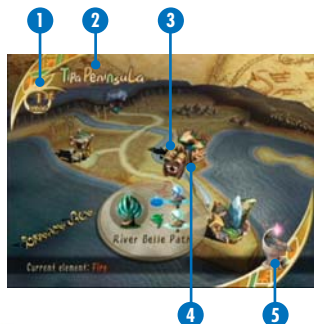
3 Fuse Spells on the Command List

You can fuse spells together on the command list to create new ones (p. 16).

Game Screens

Here is a guide to the three types of screens found in the game:

The World Map



1 Year

The number of years that have passed since your journey began. The current year ends once you fill your chalice and return to your village.

2 Region Name

The region through which your caravan is currently travelling.

3 Caravan

Your caravan. Move it with the Control Stick.

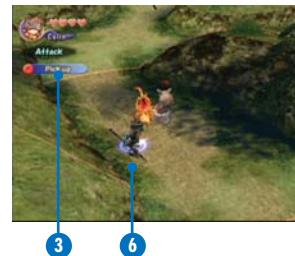
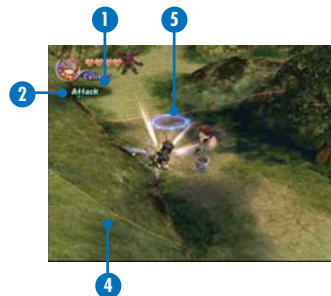
4 Destination

Displays the names of towns, villages, and dungeons when you approach them.

5 The Crystal Chalice

A cup for carrying myrrh. It shows how much myrrh you've collected as well as the current element of the chalice's crystal (p. 28).

The Field Map



1 Character Name and Health

Your character's name and current HP are displayed here. Monsters' attacks will drain your HP, but the Cure spell and various items can replenish it.

2 Action Commands

Press the A Button to perform the action shown here. Cycle through the command list with the L and R Buttons.

3 Secondary Commands

Press the B Button to perform actions that vary with the circumstances, like "Examine" and "Carry."

4 Crystal's Aura

The chalice's crystal generates an aura that protects you from miasma. If you step outside its bounds, your HP will gradually drain away. You can gradually recover HP by staying within the aura.

5 Targeting Ring

Press and hold the A Button to make the targeting ring appear. Move the ring with the Control Stick, then release the A Button to unleash an attack or spell upon your target.

6 Position Marker

Colored markers show each character's current position.

Radar



You can view a radar screen on the GBA by connecting a GBA to Controller Socket 2. There are four types of radars (p. 23). The color of Mog's fur determines which one is displayed at any given time.

The Menu System

While inside towns or dungeons, press the Y Button to open the main menu. It contains nine submenus. Once within a submenu, you can cycle through the others by pressing the L and R Buttons. Press the B Button to return to the main menu.



Main Menu

Attributes

- **Strength** Affects the power of your physical attacks.
- **Defense** Affects your resistance to damage.
- **Magic** Affects the strength of your spells.
- **Memories** Reflects the number of entries in your diary.



The Command List

Assign Commands and Use Spell Fusion

You can assign items and magicite to slots on your command list. Use the Control Stick to select a slot and press the A Button to display your inventory. Select the desired item, then press the A Button to confirm your selection.



Spell Fusion

Some magicite can be fused together or with weapons to create entirely new spells or attacks. Simply place the magicite or weapons into adjacent slots on the command list. To split a fused spell into its original components, select the spell, then select the "Split" option that appears. To fuse them together again, select a component, then select the "Fuse" option that appears along with your inventory. Some magicite combinations require three stones instead of two. Results also vary with the order in which the stones appear on the command list.

Items Assigned Automatically

If you have empty command slots and pick up magicite or phoenix down, it is automatically assigned to those command slots. This occurs in both single-player mode and multiplayer mode.



Items

Use Items

Select "Drop" to drop an item onto the ground. Select "Destroy" to destroy an item. You cannot select items that are currently assigned to command slots. Also, you cannot drop any items while carrying the chalice.



Equip

Equip Weapons and Armor

There are four equipment slots. You can equip a weapon, body armor, a piece of armor specially designed for your tribe, and an accessory. Some equipment can only be used by members of a particular tribe. Blacksmiths can craft weapons or armor for you if you have the required materials and designs (p. 27). You cannot change your equipment while carrying the chalice.



Artifacts

Artifacts You Own

Artifacts are special items that enhance your attributes or abilities. This menu lists the artifacts you own. It does not include artifacts picked up in the current dungeon. Select an artifact with the Control Stick to view its effects.



Treasures

Artifacts You're Holding

This menu lists artifacts you have collected in the current dungeon. The effects of these artifacts last only until you exit the dungeon.





Money

Current Funds

Here you can check how much money (gil) you currently have. You can also drop money onto the ground. Use the Control Stick to specify the amount of money to drop. You cannot drop money while holding the chalice.



Favorites

Food Preferences

This menu lists eight kinds of food according to your likes and dislikes, with your favorites at the top (p. 36). The more you like a certain food, the more HP it restores when you eat it. Depending on what you eat, your tastes may change over time.



Family

Family Bonds

A face icon appears beside the name of each family member. Its expression ranges from happy to angry, depending on how well you're getting along with that person. Correspondence and other communication with each family member affect your relationship. These relationships influence various events in the game as well.



Letters

Read Letters and Send Replies

Here you can read letters that your family sends you. Select a letter with the Control Stick and press the A Button to open it. You can send one reply for each letter you receive (p. 31).



Mog, Your Travel Companion

Whenever you venture out into the miasma, Mog will accompany you. If the chalice is on the ground, press the X Button to have Mog pick it up. Press the X Button again to have him drop it. You can also call Mog close by holding down the X Button.



Paint Mog

When you visit a moogles nest, Mog will ask you to paint him. You can paint him red, green, or blue. You can also trim or wash his fur. Mog's appearance affects certain aspects of combat. The radar section (p. 23) explains how to view the optional radar with a GBA connected to Controller Socket 2.



Painting Controls

Control Stick	Move the spray can
+ Control Pad	Make Mog spin, lie down, and stand up
A Button	Paint, trim, and wash Mog's fur
B Button	Finish painting
L & R Button	Cycle through commands

Fight Alongside Mog

Mog never suffers damage or physically attacks enemies. If he is not carrying the chalice, however, he will occasionally fuse his spells with your focus attacks or spells.



Multiplayer Mode

Multiplayer mode allows up to four people to play simultaneously.

Playing Multiplayer Mode

Coordination is crucial with several people playing at once. Here are some key ways that multiplayer mode differs from single-player mode:



Basic Controls

Movement - Control Stick, +Control Pad

Use the Control Stick or +Control Pad to move your character on-screen. You can also push some objects this way.



Talk, Examine: A Button

To talk to people, approach them and press the A Button. You can also inspect certain locations by pressing the A Button.



Open Menu: Y Button

Pause Game: START/PAUSE

Controls in Dungeons

Actions: A Button

Press the A Button to execute the action indicated in the upper left corner of the screen. Set the action to "Attack" and press the A Button repeatedly to perform combo attacks.



Focus Attacks, Spells: Hold A Button and release

Hold the A Button down until a targeting ring appears, line the ring up with an enemy, then release the A Button. If the current command is "Attack," you will unleash a focus attack upon the target. If the current command is a spell, you'll cast the spell.



Cycle through Actions: L and R Buttons

Press the L and R Buttons to cycle through action commands for the A Button. Press them simultaneously to return instantly to "Attack."



Pick up, Drop, Throw: B Button

Commands like "Carry," "Hold," "Drop," and "Throw" become available when you approach or carry certain objects.



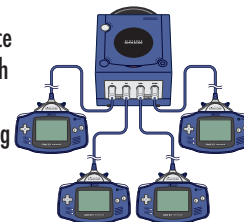
Direct Mog: X Button

Press the X Button to have Mog pick up or drop the crystal chalice. Hold it down to draw Mog close.



Use the GBA as a Controller

In multiplayer mode, you must use a GBA in place of a Nintendo GameCube Controller. Connect each GBA with a Nintendo GameCube Game Boy Advance cable. For details, please see "Connecting the Nintendo GameCube Game Boy Advance Cables" on p. 42.



If nothing appears on the GBA screen, the GBA may not be properly connected. Please make sure it is connected as described on p. 42.



Up to 4 Players

Up to four players can join a game by connecting a GBA with a Nintendo GameCube Game Boy Advance cable. A single player can also play multiplayer mode alone.



Combine Attacks and Create Magic Blasts

If players cast spells or unleash focus attacks with the right timing, they can create powerful attacks like magic blasts.



Personal Menus

Your character's menus and attributes are shown on your GBA screen, so only you can see them.

Game Screens

A guide to the three types of screens found in the game is shown below. They basically work the same way that they do in single-player mode.

The World Map

This map shows the current region. For more details, see p. 14. You can only move the caravan and perform other actions on the world map through the GBA connected to Controller Socket 1.



- 1 Player 1's Name and HP
- 2 Player 2's Name and HP
- 3 Player 3's Name and HP
- 4 Player 4's Name and HP
- 5 Action Command
- 6 Subcommand
- 7 Crystal Aura
- 8 Targeting Ring

9 Position Markers

Player 1 is blue, player 2 is red, player 3 is green, and player 4 is yellow.

10 GBA Icon

The GBA icon indicates that control has been transferred to the GBA. Whenever a player accesses his menu, the GBA icon appears, and his character automatically follows the person carrying the chalice.

GBA Screen

Please see "The Menu System" (p. 23).

The Menu System

Press SELECT while in towns or dungeons to access the main menu on the GBA. The main menu contains ten submenus. You can access any submenu from the main menu, or you can cycle through them with the L and R Buttons.



Radar

View Map and Enemy Data

The basic screen is the radar screen. Meeting the bonus point requirements shown in the lower left corner gives the player an advantage when artifacts are distributed among caravan members (p. 33).

Terrain Radar

with 2 players

Shows a map of the surrounding terrain. In single-player mode, this appears if Mog has not been painted.



Monster Radar

with 2 players

X marks indicate monsters in the vicinity. In single-player mode, this radar appears if Mog has been painted primarily red.



Scouter

with 3-4 players

Shows data on the last monster defeated. In single-player mode, this radar appears if Mog has been painted primarily green.



Treasure Radar

with 3-4 players

◆ marks indicate treasure chests in the vicinity. In single-player mode, this radar appears if Mog has been painted primarily blue.



The Command List

Assign Commands

You can assign items and magicite to slots on your command list. Use the +Control Pad to select a slot and press the A Button to display your inventory. Select the desired item, then press the A Button to confirm your selection.

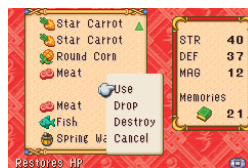




Items

Use Items

Select "Drop" to drop an item onto the ground. Select "Destroy" to destroy an item. You cannot select items that are currently assigned to command slots. Also, you cannot drop any items while carrying the chalice.



Equip

Equip Weapons and Armor

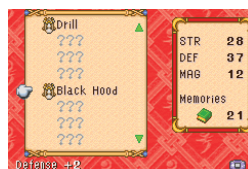
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Artifacts You Own

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Treasures

Artifacts You're Holding

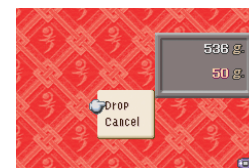
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Current Funds

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Food Preferences

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Family

Family Bonds

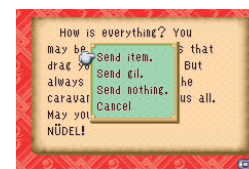
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Letters

Read Letters and Send Replies

Here you can read letters that your family sends you. Select a letter with the +Control Pad and press the A Button to open it. You can send one reply for each letter you receive (p. 31).



Basic Controls

Controls in multiplayer mode are similar to those used in single-player mode (p. 20). Whenever you access the main menu, the GBA icon appears, indicating that you cannot move your character manually.



+ Control Pad	Move
A Button	Talk / Examine
SELECT	Toggle between Nintendo GameCube and GBA
START	Pause

Controls in Dungeons

Work together in multiplayer mode to unleash powerful magic blasts.

A Button	Actions
Hold A Button	Focus Attacks / Spells
L & R Button	Cycle through commands
B Button	Pick up / Drop / Throw
Magic Blasts	Stack targeting rings and cast a spell

Players can unleash a magic blast by stacking their targeting rings and casting a spell together. You can either cast spells of the same type for more power, or you can mix different spells to create entirely new ones.



Enchant Your Focus Attacks

You can unleash magical attacks by combining focus attacks with spells. One player charges a spell while another charges a focus attack. Stack your targeting rings and have the spellcaster release first.



Shopping and Crafting

You can find all kinds of shops in towns and villages.

Buying and Selling Items

Speak to a shopkeeper to open the shop menu. Select "Buy" or "Sell," then press the A Button to open the corresponding menu. Select the item you want to buy or sell with the +Control Pad and press the A Button to confirm. Adjust the quantity you want to buy or sell with the +Control Pad.



Crafting Items

Blacksmiths can craft pieces of equipment for you, but you must provide them with the proper design, materials, and payment. Speak to a blacksmith to view the designs in your possession. Designs highlighted in blue can be crafted at the current shop. Select the design you would like to use and press the A Button. A screen confirming your choice will appear. Select "Craft" and press the A Button to proceed. Different blacksmiths handle different designs.



Visiting Shops in Multiplayer Mode

When you speak to shopkeepers in multiplayer mode, the shop menu will appear on your GBA. Aside from this, shopping and crafting are handled the same way as in single-player mode.



Adventuring Basics

Here are six important things every traveller should know:

Elements of the Crystal

Crystals can possess one of four elements: fire, water, wind, or earth. The element of your chalice's crystal affects the entire caravan. You cannot pass through certain places without the correct element.

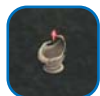


Changing Your Element at Hot Spots

You can change your crystal's element at hot spots, which are found inside dungeons. When you place the chalice upon a hot spot, the crystal gleams, and its element and color change. Each element grants the entire caravan a certain resistance.



Elements and Their Effects



Fire

Grants resistance to fire.



Water

Grants resistance to cold.



Wind

Grants resistance to lightning.



Earth

Grants resistance to poison and petrification.

Crossing Miasma Streams

Miasma streams divide the world into sections, and each stream possesses a certain element. To cross each stream, you must make sure your crystal's element matches that of the stream. The stream repels any who carry a different element.



Status Ailments

Some enemy attacks inflict status effects. All ailments except death can be cured with the spell Clear. Rotate the Control Stick or +Control Pad rapidly to shorten their duration.

Status Ailments



Burning

Fire engulfs you, inflicting damage and lowering your defense.



Shock

Electric shock immobilizes you.



Haste

Your movement quickens.



Curse

Your attributes are temporarily cut in half.



Petrification

You turn to stone and cannot move.



Freezing

You are encased in ice and cannot move.



Slowness

Your movement grows sluggish.



Paralysis

Time stops, immobilizing you.



Poison

Your HP dwindles away while the HP display remains purple.



Death

This occurs when you lose all HP. You can press the A Button to wave to your friends.

Game Over

The game ends when all members of the caravan are defeated in battle. Select "Continue" to resume the game from the area where you were defeated.



Puzzles and Special Objects

As you explore dungeons, you will encounter many puzzles that you must solve in order to proceed. Sometimes you'll find objects that prove useful in battle.



Objects Commonly Found in Dungeons



Keys

Place keys on pedestals. They often appear after you defeat a monster.



Treasure Chests

Bash treasure chests open to find items inside.



Oil Urns

Throw oil urns to break them open and spread oil over the ground. Then cast Fire to set it ablaze.



Hot Spots

Change your crystal's element here. You can also use hot spots to teleport out of the dungeon.



Pedestals

These open gates. Place keys upon pedestals to open new paths.



Switches

Activate switches by placing heavy objects upon them.



Water Urns

Throw water urns to break them open and spread water over the ground. It amplifies the effects of Blizzard and Thunder.

Activate Objects with Spell Fusion

Sometimes you must cast a certain spell on an object in order to proceed. Try casting fused spells if you come to a dead end.

Spell Fusion Examples

Gravity: Fire and Thunder, Fire and Blizzard, Blizzard and Thunder.

Holy: Fire and Life, Blizzard and Life, Thunder and Life.

Letters

Weary adventurers look forward to letters from home, especially after fighting long battles. Here are details on receiving letters and sending replies:



Receiving Letters and Sending Replies



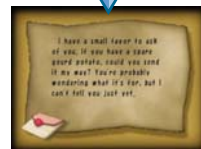
Moogles Mail Delivery

After you defeat a boss, a moogles will come and deliver the mail. The moogles will only come if you successfully collect a drop of myrrh.



Reading Letters

You should read letters as soon as you receive them. They sometimes include items.



Sending Replies

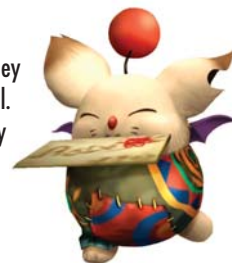
Reply to the person who sent you a letter. Select from the available replies with the Control Stick, then press the A Button to confirm your selection. You can send an item or money along with your reply.



Letters are generally handled the same way in multiplayer mode.

Moogles

These little creatures first appeared long ago. They understand our language, and some deliver mail. Miasma does not seem to harm them at all. They are found in a multitude of habitats and often burrow nests into the ground.



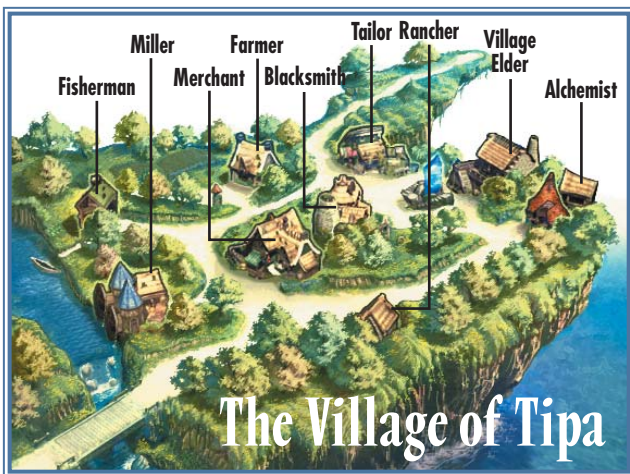
Families and Professions

Each family has its own family trade. Depending on your family's specialty and your relationship with them, they might give you a deal on items or grow certain foods for you. Send some seeds home in the mail, and your family will plant them to grow crops.



Family Trades

Blacksmith	Forges weapons and armor.
Tailor	Crafts accessories.
Farmer	Grows wheat from wheat seeds.
Rancher	Raises cattle for meat.
Miller	Mills wheat into flour.
Fisherman	Catches fish.
Merchant	Offers items for sale.
Alchemist	Creates designs for weapons and armor.



The Village of Tia

Artifacts

Artifacts are unique objects you can obtain from monsters and treasure chests. Artifacts have different properties than regular items.



Features of Artifacts

1

Various Effects

Some artifacts enhance your attributes, and some increase your HP. Many artifacts are hidden throughout the world.



2

Artifacts You Find

Artifacts you pick up inside dungeons grant their effects immediately. However, they disappear once you leave the dungeon. They remain in your possession until you defeat the boss of the dungeon.



3

Artifacts You Keep

Artifacts are distributed among caravan members after a dungeon's boss is defeated. Each player can pick one artifact to keep. In multiplayer mode, the player with the most bonus points gets first choice.



Bonus Points

Your current bonus condition appears on the GBA in the lower left corner. Follow the instructions to gain more bonus points. This is especially important in multiplayer mode!



Blazin' Caravans

Blazin' Caravans is a minigame for multiplayer mode.

Multiplayer Mode Only

A minigame called "Blazin' Caravans" is available once you fulfill certain requirements. You can only play it in multiplayer mode.

Playing the Minigame

After fulfilling the requirements, talk to a certain character and select "Let me play a minigame." Once the caravan selection screen appears on your Game Boy Advance, minigame data transfer is complete. Even if you disconnect the Nintendo GameCube Game Boy Advance cable, you can race alone against the computer.



Once a race ends, select "Resume Race" to race again or "Quit Race" to return to your adventure. If the cable is removed, you must turn the Game Boy Advance off and then on again in order to exit the minigame.

Your race results will be lost if the Game Boy Advance system is turned off.

Sleep Mode

If you disconnect the Game Boy Advance from the GameCube, you can activate sleep mode by pressing START and selecting the "Sleep Mode" option from the menu. Your race results will be lost if you turn the Game Boy Advance off, so use sleep mode if you just want to take a break from the minigame.



Exiting Sleep Mode

To exit sleep mode and return to the minigame, press the L and R Buttons and SELECT simultaneously.

Bring a Friend

You can invite a friend's character from a different Memory Card to join your adventure.

Inviting a Guest Character

First, load your own data from the Memory Card in Slot A, and insert your friend's Memory Card into Slot B. Select "Bring a Friend" from the world map menu, and two menus will appear. To invite a guest, select "Transfer Character" and then select the character you want to transfer. At least one host character from the Memory Card in Slot A must go along.



Guest Restrictions

- 1 Guest characters never receive letters.
- 2 When returned to their original game data, guest characters take only artifacts with them.

Returning a Guest Character

To return a friend's character to his original caravan, you must first save the game and turn off the Nintendo GameCube. Then swap the positions of the Memory Cards. In other words, insert the guest character's original Memory Card into Slot A, and insert your own Memory Card into Slot B. Next, load his original game data. Select "Bring a Friend" and then "Transfer Character," and choose the guest character you would like to return.

Deleting a Character

You can delete characters by selecting "Delete Character." By selecting a character that is currently abroad, you can cancel his "abroad" status and revert his data to the condition it was in before it was transferred. This is useful if that character's guest data is lost. Be aware that once you cancel a character's "abroad" status, the character's guest data can never be returned to its original Memory Card.

Items

Travellers depend on many items like food, equipment, and materials.

Useful Items

You can purchase items at shops in towns. You can also obtain them from treasure chests and monsters. Each character can carry up to 64 items.

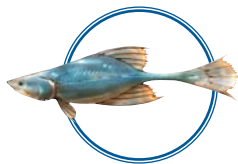


Food



Meat

Restores HP and temporarily boosts your strength.



Fish

Restores HP and temporarily boosts your strength.



Striped Apple

Restores HP and temporarily boosts your magic.



Cherry Cluster

Restores HP and temporarily boosts your magic.



Star Carrot

Restores HP and temporarily boosts your defense.



Round Corn

Restores HP and temporarily boosts your defense.

Equipment

Blacksmiths can craft equipment such as weapons and armor. You can give other characters designs for equipment. Once crafted, however, equipment cannot be given to other characters.



Steel Blade

A weapon made for Clavats. Enables the focus attack Bash.



Sonic Lance

A weapon made for Lillies. Enables the focus attack Avalanche.



Dual Shooter

A weapon made for Selkies. Enables the focus attack Dual Shot.



Rune Hammer

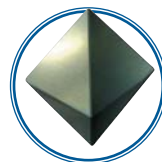
A weapon made for Yukes. Enables the focus attack Shock Bomb.

Materials

Certain materials are used for making weapons and armor.



Bronze



Iron

The Six Types of Magicite

Whenever you acquire a stone of magicite, you can cast the corresponding spell until you leave the area. There are six types of magicite: Fire, Blizzard, Thunder, Cure, Life, and Clear.



The Four Tribes

You can choose from four tribes with a total of 32 different appearances. Each tribe has its own combat specialties and exclusive equipment.



The Clavats

A gentle people that value harmony above all.

Many of Tifa's residents belong to this tribe of unity and friendship. They are gentle by nature and dislike conflict. When disputes arise, they do whatever they can to resolve them. It is said that an air of tranquility follows them wherever they go.

Specialty: Defense
Traits: High defense & skill in magic

Clavat Male



Cowlick



Natural



Headband



Cap

Clavat Female



Long Hair



Short Hair



Dark Coat



White Cap

The Lilties

A proud warrior tribe with infamously short tempers.

These little warriors have lived all over the world since ancient times. Long ago, they ruled the world, and many still believe themselves superior to others. Though they can be hotheaded, they are also confident and down-to-earth. Liltian merchants are some of the best around.

Specialty: Offense
Traits: High strength & proficiency with many types of spears



Lilty Male



Bare Head



Horned Helm



Steel Visor



Bucket Head

Lilty Female



Bare Head



Blue Armor



Elegant



Red Mask

The Yukes

A mysterious tribe of great lore and wisdom.

Many of these sages live quietly in Shella. In the ancient wars, they were able to resist the invading Liltian armies thanks to their magical prowess. Now they spend their days teaching magic to others. Some say that Yukes assumed their current form to augment their magical talents. They are a mysterious people indeed.

Specialty: Magic
Traits: Quicker spellcasting

The Selkies

Independent people who put themselves first.

These rugged individualists clothe themselves in fur decorated with stolen goods. Unlike other tribes, they believe in putting themselves first. Many Selkies are agile and athletic, traits they put to good use as thieves. Though the other tribes tend to scorn them, some Selkies now reside in Clavatian villages.

Specialty: Agility
Traits: Quicker focus attacks & longer range

Yuke Male



One Horn

Bumpy

Long Beak

Black Mage

Yuke Female



Spiral

Tulip

Spoon

Heart Top

Selkie Male



Wolfie

Shark Eyes

Bandanna

Raccoon Tail

Selkie Female



Wolfie

Raccoon Tail

Shark Eyes

Owl Head

Connecting the Nintendo GameCube Game Boy Advance Cables

Please follow the steps below to connect the Game Boy Advance to the GameCube with a Nintendo GameCube Game Boy Advance cable.

Transmitting the Minigame to the GBA

Required Items

Game Boy Advance system	1 per player
Nintendo GameCube	1
FINAL FANTASY Crystal Chronicles Game Disc	1
Nintendo GameCube Game Boy Advance cable	1 per player

Using the Game Boy Advance as a Controller

Required Items

Game Boy Advance system	1 per player
Nintendo GameCube	1
FINAL FANTASY Crystal Chronicles Game Disc	1
Nintendo GameCube Game Boy Advance cable	1 per player

Connecting

1. Connect the Nintendo GameCube Game Boy Advance cable to the Nintendo GameCube.
2. Connect the other end of the Nintendo GameCube Game Boy Advance cable to the Game Boy Advance.
3. Turn the Game Boy Advance ON.
4. For further instructions, see "Getting Started" (p. 10).

Caution

The following may interrupt gameplay or cause errors:

- A Game Pak incompatible with the disc is inserted.
- A cable other than the Nintendo GameCube Game Boy Advance cable is used.
- The Nintendo GameCube Game Boy Advance cable is not firmly connected.
- The Nintendo GameCube Game Boy Advance cable is not properly connected to the GameCube or Game Boy Advance.
- The Nintendo GameCube Game Boy Advance cable is disconnected during data transfer.
- The Game Boy Advance or Nintendo GameCube systems are turned off or reset during data transfer.

Connecting

1. Connect the Nintendo GameCube Game Boy Advance cable to the Nintendo GameCube.
2. Connect the other end of the Nintendo GameCube Game Boy Advance cable to the Game Boy Advance.
3. Turn the Game Boy Advance on.
4. For further instructions, see "Blazin' Caravans" (p. 34).

If the Nintendo GameCube Game Boy Advance cable is removed, an X will appear over the GBA icon (p. 22). If you cannot return to the game, try turning the Game Boy Advance off and then back on again.

Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV). In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual) and a Nintendo GameCube Component Video cable (available only through Nintendo. Visit www.nintendo.com or call 1-800-255-3700). To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Display in Progressive Scan mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.



Notes

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This image shows a single page of white paper with horizontal blue lines. The lines are evenly spaced and run across the width of the page, typical of notebook paper or a form designed for handwritten input. There are no margins, text, or other markings on the page.

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REV-D

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REV-D

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