

# PART THREE:

# “THE POWER OF BELIEVING”

## Hill Caves/Valley of Heroes

With new Hatchet in hand, Yuri and Chelinka wander off to their “usual place” deep in the caves behind their home village. Just before the twins arrive, a band of moogles makes plans to plant signs in the area to help the twins learn some basic survival skills.



**ICE BOMB**

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	222	1466	2666
EXP	21	536	1072

**SKELETON**

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	81	1405	2705
EXP	8	536	1072

**SKELETON (AREA J ONLY)**

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	136	1476	2776
EXP	12	552	1104

**BAT**

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	38	934	1834
EXP	5	496	992

**BOMB**

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	69	1282	2482
EXP	6	520	1040

**MU**

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	57	1057	2262
EXP	3	480	960

**SKELENTON**

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	500	2250	3750
EXP	80	880	1760

**RARE**

**SCORPION**

	PLAYTHROUGH		
	1ST	2ND	3RD
HP	810	2715	4215
EXP	100	960	1920

**BOSS**

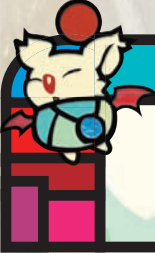
### ITEM LOCATION LIST

ITEM	NAME	RATE	NAME	RATE	NAME	RATE	NAME	RATE	1	2	N	H	MULTI
1	Fire Magicite	100	Fire Magicite	100	Fire Magicite	100	-	-	-	-	-	G	
2	Fire Magicite	100	Fire Magicite	100	-	-	-	-	-	G	-	-	
3	Blizz. Magicite	100	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	-	G	
4	Blizz. Magicite	100	Blizz. Magicite	100	-	-	-	-	-	G	-	-	
5	Thunder Magicite	100	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	-	G	
6	Thunder Magicite	100	Thunder Magicite	100	-	-	-	-	-	G	-	-	
7	Cure Magicite	100	Cure Magicite	100	Cure Magicite	100	-	-	-	-	E	G	
8	Cure Magicite	100	Clear Magicite	100	-	-	-	-	-	K	-	-	
9	Raise Magicite	100	Raise Magicite	100	-	-	-	-	-	-	K	I	
10	Clear Magicite	100	Clear Magicite	100	Clear Magicite	100	-	-	-	F	-	-	
11	Potion	100	Ether	100	-	-	-	-	-	G	-	-	
12	Round Corn	33	Star Carrot	33	Gourd Potato	34	10 gil (20 gil)	100	D	-	D	-	*
13	Round Corn	33	Star Carrot	33	Gourd Potato	34	-	-	G	-	G	-	
14	Striped Apple	33	Cherry Cluster	33	Rainbow Grapes	34	10 gil (20 gil)	100	F	-	F	-	*
15	Fire Pocket	100	Blizz. Pocket	100	Thunder Pocket	100	-	-	J	J	J	J	
16	Best Bronze Helm	50	Dashing Disguise	50	-	-	-	-	-	-	-	G	
17	Sturdy Green Hat	50	Dark Kitty Hat	50	-	-	-	-	-	E	-	E	
18	Savior Suit	50	Durable Clothing	50	-	-	-	-	-	-	-	G	
19	Bronze Harness	50	Dark Kitty Cloak	50	-	-	-	-	-	G	-	G	
20	Steel Cloth	100	Miracle Cloth	100	25 gil	100	-	-	-	D	-	D	
21	Refined Iron	100	-	-	-	-	-	-	-	-	G	-	
22	Refined Ruby	33	Refined Sapphire	34	Refined Citrine	33	-	-	-	C	-	C	
23	Refined Emerald	25	Refined Amethyst	25	Refined Onyx	25	Refined Crystal	25	-	G	-	G	
24	Ruby	33	Sapphire	34	Citrine	33	-	-	-	F	-	F	
25	Emerald	33	Amethyst	34	Onyx	33	-	-	-	-	-	G	
26	Petite Ruby	33	Petite Sapphire	34	Petite Citrine	33	-	-	-	D	-	D	
27	Petite Emerald	33	Petite Amethyst	34	Petite Onyx	33	-	-	-	F	-	F	
28	Copper	90	Iron	90	Mythril	100	Garnet	75	-	F	-	F	
29	Orichalcum	67	Meteorite	33	25 gil	100	-	-	-	E	-	E	
30	Copper Shard	80	Copper	20	-	-	-	-	-	E	-	E	
31	10 gil (40 gil)	100	-	-	-	-	-	-	-	G	-	G	
32	20 gil (80 gil)	100	-	-	-	-	-	-	-	C	-	C	G
33	30 gil	100	-	-	-	-	-	-	-	G	-	-	

\* Number in ( ) signifies amount acquired during Multiplay

## OVERVIEW: HILL CAVES/VALLEY OF HEROES

The Hill Caves region functions as an in-game tutorial. Enemies and puzzles here are relatively easy to master, and the moogles strewn about give you plenty of hints and guidance. Focus on learning the game's basic controls, as well as how to interact with the various devices—switches, keys, and other basic mechanisms that appear throughout the Caves region.



### No Magicite the First Time Through

You won't find any magicite in the Hill Caves during your first playthrough. But magicite will be available here from your second playthrough on.



### MAPS: Hill Caves

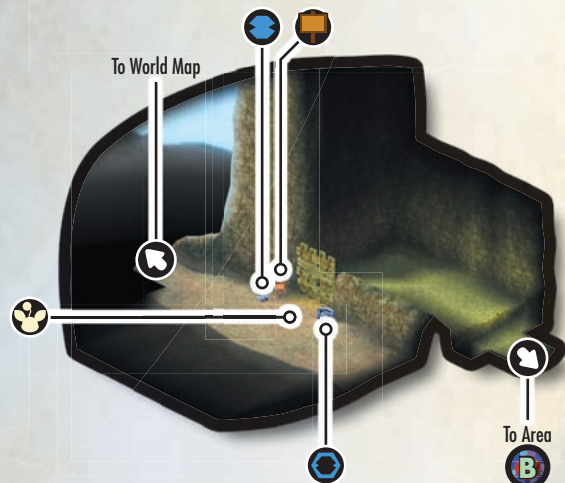
#### MAP KEY

Save Crystal	Key	Pot Tile (Levitating Pot)	Magicite Stand
Treasure Chest	Keyhole Stand	Pot Tile (Barrier Pot)	Lever
White Barrel	Floor Switch	Target	Red Barrel
Mooglet	Magic Switch	Magic Candle	Ramp
Mage's Needle	Movable Block	Elemental Spring (1)	Mooglet Plant
Mooglet Sign	Pot Tile (Winged Pot)	Elemental Spring (4)	Phoenix Down



## AREA

When you arrive in this first area, a mooglet gives you a stamp card, suggests you read the area signs, and then asks if you know how to unlock the lock. Answer appropriately. If you select “No, tell me!”, he shows you how to put keys in keyhole stands: press **Y** to pick up the key, approach the lock device, then press **Y** again to insert the key in the keyhole. (In this case the unlocking happens automatically as you scroll through the dialogue.) The gate opens and you can proceed to the next area. Be sure to read the nearby mooglet sign before you move on.



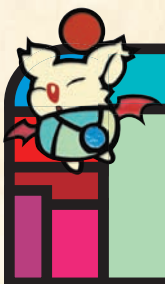
# AREA B

Your arrival in this area triggers a scene in which Yuri asks Chelinka to use her crystal to light the way. She does so and you see a quick preview of the area as the camera pans around. You also learn that the crystal works only in Chelinka's hand.

When you regain control, Stiltzkin arrives and offers to teach you some combat basics. If you answer "Great! Teach me, please!", the moogles run through the fundamentals of fighting and tribal abilities. Pay close attention! After the lesson, fight your way across the area. A squirrel-like monster called the Mu predominates in this cavern.



When you reach the door area, approach the treasure chest up on the ledge and hit your **A** Button to whack it open, then use the **A** Button again to gather up whatever falls out. Follow the instructions on the mooglet sign and jump onto the floor switch to open up the big gate. Then proceed through the doorway to Area C.



## Nab the Loot

Don't forget to use the **A** Button to pick up items dropped by defeated enemies.



# AREA C

Plunder the treasure chest just inside the entry. Read the nearby mooglet sign to learn about pushing and pulling blocks. Walk right into the block behind the sign to "grab" it, then keep walking forward to push it down the channel. (You can let go of the block at any time by pressing the **A** Button.) Keep pushing until the block drops into the gap. Then continue forward to read the next mooglet sign about rolling boulders.

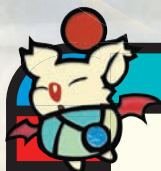
Climb up the slope to the button. Hop on the floor switch to open the nearby gate and release a boulder, which smashes through a rock wall to open a passage. Follow the new passage into the next area.



## AREA D

Here you face a new foe, a Bat. Press **B** to jump up at the Bat, and then **A** to whack it while you're in the air. Remember that you can also press **Y** to snag the flying creature then **Y** again to slam it into a wall or keep pressing the **A** Button to hit it repeatedly as you hang below the beast. Raid the two treasure chests in the room—one up on the high north ledge, another on the east side.

Approach the lever on the platform and hit the **A** Button to lower the lever. This opens the entrances to Areas **E** and **F**, and also makes hostile creatures appear. Defeat these foes and proceed into one of the newly opened areas. (You might want to read ahead before you make your choice between Area **E** or **F**.)

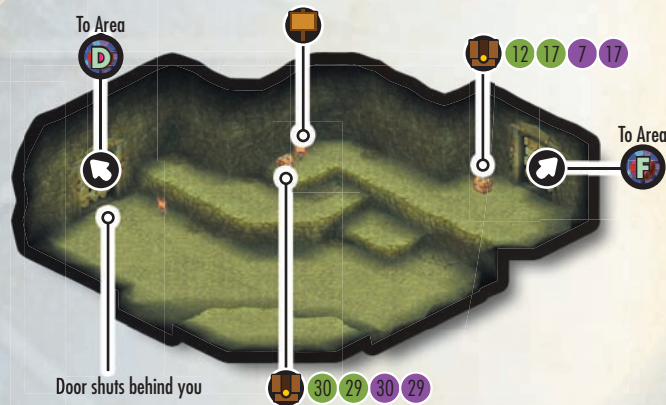


### Refreshing Crystal

If your HP is low, you can go directly from Area **D** to Area **H** where a Crystal is located.

## AREA E

The door to this area slams shut behind you! You can't exit until you defeat all enemies in the room, which include tough Skeletons. Enter only if you're in the mood for a fight, your HP is high, and you want to rack up some EXP. You'll find a couple of treasure chests in here too. Otherwise you can skip this room, wait until after you replenish your health at the Crystal in Area **H**, then return here for the brawl.



## AREA F

A key on the upper level of Area **F** unlocks the northwest door so you can enter the upper level of Area **H** and keep advancing through the Hill Caves. But you can't just jump to this key; the upper level is too high. To reach the key, you must take a roundabout route via Area **G**.

### Part 1:

Work your way northwest to the spiky passage. Read the mooglesign next to it for a clue: the cave spikes inflict damage if you touch them, but they're also breakable. Attack the spikes to clear the passage to Area **G**.

Skip past **Part 2** of the Area **F** walkthrough for now and go to the Area **G** walkthrough.





### Spikes!

Don't try to hop over the cave spikes! You can't get over them, and you'll hurt yourself in the process.

#### Part 2:

After you work your way through Area G:

Once you enter the upper level of Area F via Area G, a moogles sign points out the key on the ground along the back wall. Go pick it up. (Remember: press **Y** to pick up a key.) Hop onto the nearby floor switch to lower the rope ladder. This lets you go quickly between upper and lower levels.

Toss the key down and climb down to the lower level. Pick up the key and proceed to the west exit gate, then place the key in the keyhole next to the gate. Go through the opening to the upper level of Area H.

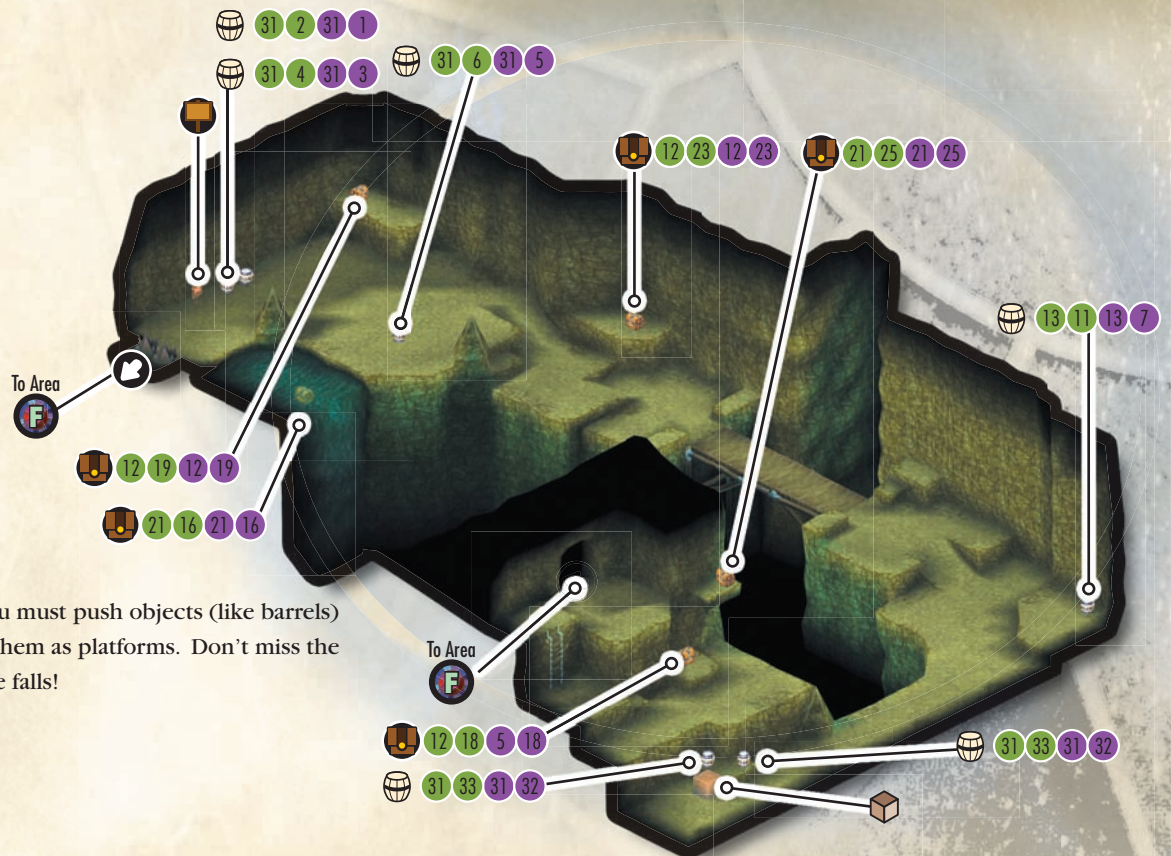
### Chest Hopper

Don't forget to plunder the two treasure chests in the lowest level of Area F. You can jump down, raid the pair of chests, then hop back up to the middle level from atop the westernmost chest.



## AREA G

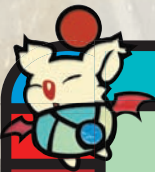
Numerous treasure chests and white barrels loaded with valuable items dot this map. You can break open barrels to score the goods, but before you start indiscriminately bashing away, keep in mind that some of the treasure chests are stashed on high ledges that you can't reach by jumping from the ground. In order to reach them, you must push objects (like barrels) under the ledges and use them as platforms. Don't miss the chest in the water near the falls!





## Get a Boost: Part 1

It's tricky, and you need patience, but you can push white barrels by walking into them. Shove a barrel under a high ledge, jump atop the barrel, then leap up onto the ledge to reach treasure.



## Get a Boost: Part 2

Enemies can serve as jumping platforms too! Hop atop foes and use them to reach the treasure chests on high ledges.

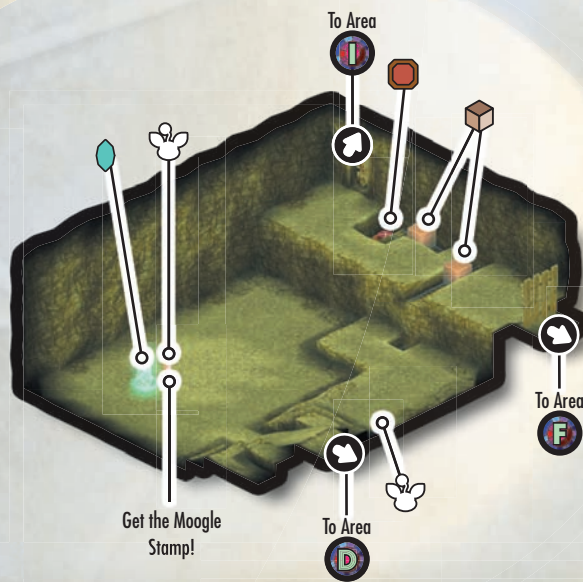


Watch out for an ambush as you cross the bridge. Two Bombs appear on either side of the span, trapping you. Be ready to fight! Down in the south corner of the cave, push another block against the cliff wall in order to hop up and proceed. Then, climb the ladder to the exit passage. Don't miss that last treasure chest perched on a rock ledge. You must leap across a gap to reach it, but the ledge isn't as far as it looks. Go through the exit passage to return to Area **F**. Now you can return to **Part 2** of the Area **F** walkthrough.



## AREA **H**

Push the first block down its channel until it drops into place on the lower level; this creates a way to travel between the upper and lower levels of Area **H**. Then jump down to the Crystal on the lower level and save your game before you proceed.



## Moogles Fun

Moogles often hang out in the areas around Crystals. Make sure you talk to them to acquire stamps. When you get enough stamps, you can play the mini-game they offer ("Blazin' Caravans Redux") or select Moogles Paint and change the moogles' color.



Jump back to the upper level. A floor switch opens the gate that leads to Area I, but the gate slams shut the moment you hop off the switch. To keep the gate open, push the second block on top of the floor switch. Then proceed through the doorway to Area I.



## AREA I

If this is your first playthrough of the game, your next goal is to get over to the eastern half of Area I. If this is your *second* playthrough, however, skip down to the paragraph that begins: “second playthrough only.”

*First playthrough:* Climb up the long ramp to the floor switch. Jump on the switch to release a boulder that bounces off a block at the bottom of the ramp, then smashes through a rock wall to create a new path to the east area.

Go through this newly created passage and engage the three Skeletons that appear near the entrance to Area K. (Don’t miss the treasure chest in the nearby water!) When the last foe falls, a key appears. Pick up the key and place it in the keyhole to open the door. The Moogle sign warns you of “bad vibes” ahead, kupo! Go ahead, enter Area K.



For now, skip the rest of the Area I walkthrough and all of the Area J walkthrough too; go directly to the Area K walkthrough.

*Second playthrough only:*

Before you climb up to the magic gate switch, descend the two ladders to the bottom of the cave to find another floor switch. Press this second switch to create a wall that changes the path of the boulder.

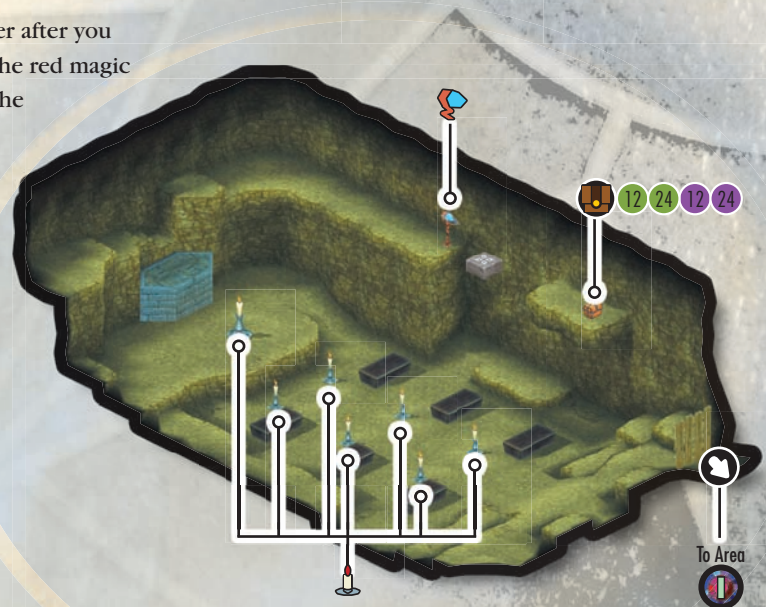
*After you acquire magicite in Revena Te Ra:* Return to Area I later after you have magicite and Alhanalem has joined your party. Climb up to the red magic switch, cast Fire on it, and then enter Area J. Now you can go to the Area J walkthrough.



## AREA J

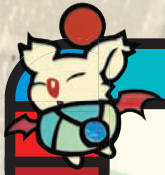
You cannot access Area J until after you acquire a Fire Magicite in Revena Te Ra, and you cannot complete the room’s puzzle until after Alhanalem has joined your party. Once you’ve met those conditions, you can return to Area I and cast a Fire spell on the red magic switch at the top of the ramp.

Enter Area J to see seven magic candles. You can light them either by using Al’s “magic threads” tribe ability (see the **Tip** on the next page) or by casting Fire at each candle—a much more costly alternative, since you’ll expend seven Fire Magicites.



When you light all seven candles, a platform rises near the back wall; use it to jump over to the lowest cleft in the rock. Switch to Al and have him hop atop Yuri. From there Al can leap up to the walkway on the right side.

Follow the walkway to the mage's needle. Use Al's Yuke tribe ability (called "magic threads") to drag a thread from the mage's needle to the outline of a platform in the gap to the right. This makes the platform materialize. Now you can use the platform to jump over to the treasure chest on the far ledge. It contains valuable pockets for Blizzard, Fire, and Thunder. Once you plunder the chest, drop down and exit Area J back into Area I.

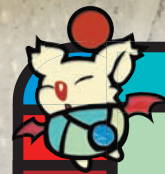
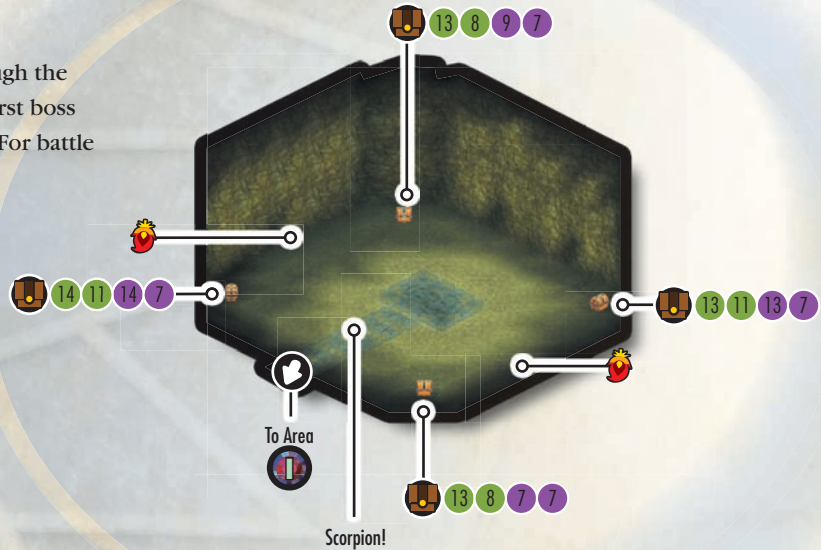


### Al's Ability

You get a full in-game tutorial on how to use Al's "magic threads" tribe ability when you first arrive at Mount Vaal.

## AREA K

Watch as the twins enter the final cavern; advance through the dialogue until they open the coffin. This triggers your first boss battle. Your job here is to defeat the massive Scorpion. For battle tips, see the special Boss section on the next page.



### Gather Items *Before* You Touch the Blue Crystal!

When you defeat a boss, it drops a scatter of items as it falls, and a blue crystal appears. Touching the crystal restores your HP, but it also automatically takes you back to the World Map or triggers scenes that advance you to the next level, and the "drop items" disappear. So make sure you gather up all of the nearby items *before* you touch the crystal.



## SCORPION

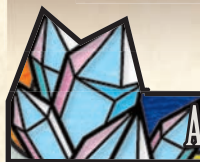


Note Yuri's observation about the Scorpion's tail crystal, its weak spot. The monster slashes at you with its left and right claws, strikes with its tail, and shoots a powerful blast from its single eye. Get distance from the boss and keep moving to avoid these damaging blasts. Wait for the beast to use its tail.

When the Scorpion's tail strikes the ground, it gets stuck there for a moment and its red crystal stinger is within reach. Take this opportunity to nail the tail with a chain attack! Aim for the crystal, if you can, but any chain of hits landed on the beast will do good damage.

## PLAYTHROUGH DROP ITEMS

PLAYTHROUGH	DROP ITEMS
1st	Fledgling's Wpn., Soft Cloth, Sturdy Leather, Dark Crystal, Silver, Oak Branch, Scorpion Shell, Scorpion Eye,
2nd+	Strongman Wpn., Dark Kitty Hat, Dark Kitty Cloak, Dark Crystal, Mythril, Orichalcum, Meteorite, Garnet, Black Dust, White Dust, Scorpion Shell, Scorpion Eye, 50 gil(x2)



## AFTER THE BOSS FIGHT

Pick up the scattered items dropped by the defeated Scorpion. Then walk into the glowing blue crystal to end the level and trigger the appearance of "visitors" in an event. When it's over, the scene changes to the twins in their beds back home.



## Return for Rare Enemies!

After you defeat a boss and return to its lair later, certain "rare" enemies appear. These resemble the regular enemies you fought in the region, but they're much more powerful. When defeated, rare enemies drop multiple items like bosses. Go back and take these rare challenges if you want to accumulate extra loot.

After you defeat a rare enemy and clear the area, a magic vortex appears. Step into it to be transported back to your Home/Villa.

