



# FINAL FANTASY<sup>®</sup>

CRYSTAL CHRONICLES

# Echoes of Time<sup>™</sup>

COVERS NINTENDO DS<sup>™</sup>  
AND NINTENDO Wii<sup>™</sup>



SQUARE ENIX<sup>®</sup>

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# FINAL FANTASY CLASSIC REIMAGES Echoes of Time

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# GAME BASICS

All of the basics are covered here, but this information is meant to accompany the excellent information in the game's instruction booklet. It's assumed you have read the booklet and know how to perform the simple actions like moving, accessing your menus, and attacking. If you don't, take a few minutes and do so now.



## HOW TO USE THIS GUIDE

*Echoes of Time* lets you explore a unique and interesting world, while besting foes and learning to customize and craft equipment along the way. The Part III "Walkthrough" section provides all the information you need to make your way past the challenging environments, while Part IV, the "Quest Shoppe," contains the knowledge needed to play through both the single player and multiplayer quests. The "Data" section in Part V lists all the details about the various foes in the game, as well as thorough information on the game's items and equipment.

In this section, you'll learn about combat basics, including using magic. There's even a basic overview of the different monster species included here, so you'll have an idea of what you are up against.



## COMBAT BASICS

- **Normal Attack:** This attack is the basic melee attack. To perform it, push the **A** Button on either the Wii or the DS. The exact attack performed depends on the character's tribe and equipped weapon. For example, a Clavat swings her sword while a Yuke attacks with his staff, emitting a Magic Bomb.
- **Jump Attack:** The Jump Attack is basically a Normal Attack, but it is performed while jumping. Jump into the air by pushing the **B** Button on either the DS or Wii and while you are in the air, quickly press the **A** Button.
- **Dive Attack:** This attack can only be performed by characters who have swords or spears equipped. Begin as if you are performing a Jump Attack, but after pressing the **A** Button to attack, hold it down. This delivers a powerful downward thrust, driving your weapon into your foe.
- **Lift Attack:** To Lift smaller enemies (such as Mus) over your head, press the **Z** Button on the Wii or the **Y** Button on the DS. Next, press the **A** Button to attack while holding those buttons.
- **Wall Slam Attack:** The Slam Attack takes the Lift Attack one step further. When the enemy is aloft in your arms, throw it against a large object like a wall or a tree to cause damage. This will occasionally cause the foe to drop items!
- **Stomp Attack:** Jump on top of an enemy and press the **A** Button to stomp on it. This is particularly effective against larger enemies.
- **Hanging Attack:** Flying foes sometimes like to hover just out of reach. Jump up while underneath a flying foe to grab it. While hanging, press the **A** Button to attack from this position.
- **Magic Attack:** To perform a Magic Attack, select the type of magic and press the **C** Button on the Wii or the **X** Button on the DS to make a magic target ring appear at your character's feet. While holding down this button, use the Wii's Control Stick or the DS's +Control Pad to position it. After releasing the button, the magic goes off.



## COMBAT TACTICS

Different tribes have unique combat strengths, but the following tactics work well for everyone.

- **Attack Wisely:** Many foes put up a strong fight if you attempt to get in their faces. Instead, attack from the back or side where they can't counterattack as easily.
- **Use Range to Your Advantage:** Many enemies have a fairly short range. Use magic and ranged attacks (like bows) to take advantage of this. Deal out the damage without having to get close enough to take it.
- **Knock Down Your Foes:** Some attacks can knock enemies down, rendering them unable to attack for a moment. This is a huge advantage in battle, as it presents an opportunity to attack and not risk being attacked in return.
- **Avoiding Guard:** Some foes use Guard to block a portion of your attacks. If you see that an enemy has a tendency to Guard, use Charge attacks, magic, stomping, and other special attacks to negate this.
- **Exploit Weaknesses:** Many of your foes are weak against certain elements. Take a look at the Bestiary in Part V: "Data" to learn which elements work best against which foes. Exploiting these weaknesses can turn a difficult battle in your favor.



## STACKING MAGIC RINGS

While normal casting goes a long way both offensively and defensively, the really powerful magic comes from combining spells by stacking magic rings. You can stack on your own rings, or work with other party members to create more powerful spells to aid your party and devastate enemies. As your characters gain levels, they learn to stack more target rings. In fact, Yukes can eventually stack up to five!

To stack a magic target ring, begin your spell as usual. Instead of releasing the button to detonate it, press the **A** Button (Wii), or the **L** Button (DS) to hold it in place. Quickly select another spell and stack it on top. All spells have a base effect that increases when you stack magic rings. For example, Fire can become Fira, Firaga, or Firaja, each more damaging than the last. The following charts provide information on base spells and the combinations needed to create really powerful magic spells.



## SPELL EFFECTS

SPELL TYPE	EFFECT
Fire	Inflicts Fire damage and causes the Aflame ailment
Blizzard	Inflicts Ice damage and causes the Frozen ailment
Thunder	Inflicts Lightning damage and causes the Paralyzed ailment
Cure	Restores a percentage of HP
Raise	Revives a KO'd ally, restoring a percentage of their HP and MP
Clear	Removes status ailments
Barrier	Increases DEF rating for a short time
Bio	Inflicts Dark damage and causes the Poisoned ailment
Gravity	Inflicts Warp damage and causes the Burdened with Gravity ailment
Haste	Increases movement and attack speed for a short time
Holy	Inflicts Holy damage
Meteor	Inflicts Stun damage
Quake	Inflicts Stun damage
Slow	Slows movement and attack speed for a short time
Ultima	Inflicts Stun damage

## STACKING TWO RINGS

	FIRE	BLIZZARD	THUNDER	CURE	RAISE	CLEAR
Fire	Fira	—	—	—	Quake	Barrier
Blizzard	—	Blizzara	—	—	Gravity	Slow
Thunder	—	—	Thundara	—	Bio	Haste
Cure	—	—	—	Cura	Holy	—
Raise	Quake	Gravity	Bio	Holy	Arise	—
Clear	Barrier	Slow	Haste	—	—	Cleara

## STACKING THREE RINGS

	FIRE	BLIZZARD	THUNDER	CURE	RAISE	CLEAR
Fira	Firaga	—	—	—	—	—
Blizzara	—	Blizzaga	—	—	—	—
Thundara	—	—	Thundaga	—	—	—
Cura	—	—	—	Curaga	—	—
Arise	—	—	—	—	—	—
Cleara	—	—	—	—	—	Clearaga

## STACKING FOUR RINGS

	FIRA	BLIZZARA	THUNDARA	CURA	ARISE	CLEARA
Fira	Firaja	—	—	—	Quaga	Barriera
Blizzara	—	Blizzaja	—	—	Graviga	Slowga
Thundara	—	—	Thundaja	—	Bioga	Hastega
Cura	—	—	—	Curaja	Holyga	—
Arise	Quaga	Graviga	Bioga	Holyga	—	—
Cleara	Barriera	Slowga	Hastega	—	—	Clearaja

## SPECIAL STACKS

SPELL	MAGIC
Ultima	Fire, Blizzard, Thunder, Cure, Clear
Ultima*	Fira, Blizzara, Thundara, Cura, Cleara

SPELL	MAGIC
Meteor	Blizzard, Thunder, Clear, Raise
Meteoraga*	Blizzara, Thundara, Cleara, Arise

\*Rings must be placed exactly on top of each other.

## STEALING MAGIC

It's possible to steal an enemy's magic stack by locking your magic target ring onto it. After stealing it, you control it and can send it back to the enemy, more powerful than before. Your magic ring must combine with the enemy's to make a valid stack. Pay attention to what your foes are casting to make the most of this ability.



## ENEMY TYPES

Echoes of Time features 23 distinct species of monster and each species can contain several different types of foe, each possessing its own unique strengths and weaknesses. Even with these differences, there are some similarities that each species shares.

## BESTIARY

For more detailed info on your foes, see the Bestiary in Chapter 6.

## ADAMANTOISE

Type Adamantoise



These creatures rely on a tough barrier shell to protect them from most harm. While this barrier is active, you can't cause much damage to them. Wait for the barrier to go down, then hit them with everything you've got. These foes can also spit fireballs, so be on the lookout for this ranged attack. Adamantoise also have a powerful spin attack that hits everyone nearby. Wait until you see this go off, then rush in to attack. Use ranged attacks and magic as well to avoid this monster's attacks. These foes move quite slowly, so don't hesitate to back out of the battle and heal up if the need arises. When encountering more than one Adamantoise, approach from the edge of the group and focus on one target at a time. This keeps you from getting caught between the monsters while fighting, thereby avoiding damage from all sides.

## AHRIMANS

Type Ahriman, Floating Eye



These flying monsters aren't too dangerous if you fight them one at a time, but they are quite deadly in packs! Use Jump Attacks to reach them in melee range. Hanging Attacks are a bad idea, as Ahrimans have a powerful counterattack that usually knocks you down before you can connect. Floating Eyes are pretty common, but the rarer Ahriman is a much more difficult foe. These creatures shoot out a powerful eye beam that can erode a party member's HP fairly quickly. Keep your characters' health up and focus on one target at a time to avoid taking damage from all sides.

## BATS

Type Bat, Dark Bat, Fire Bat



These small flying creatures aren't extremely tough, but they can swoop in quickly to deal damage. They often start the battle just out of range, but eventually come down to fight within melee range. Use Jump Attacks to get in some swipes when they are in the air. You can also use Hanging Attacks, but be wary of their counterattacks. Bats can also cast spells that vary depending on their type, so watch out for their target rings and avoid them whenever possible.

## BOMBS

Type Bomb, Ice Bomb, Thunder Bomb



Bombs are single-minded creatures that can only attack from the front. Move around to the side or back whenever possible to unleash some melee hits. Depending on the type, these angry little monsters can also cause damage with magic, so be on the lookout. Once they are low on HP, they begin to pulse, getting ready to explode with a lot of force! Take them down quickly to get the KO before they explode, or move to a safe distance to avoid the hefty damage that will follow.



# COMING OF AGE



Your story begins in the small friendly village you have known your whole life. Today is a special day! It is your sixteenth birthday and the start of your life as an adult. To mark the occasion, the other villagers have prepared a challenging surprise. Take a few minutes and speak to everyone to learn more about the traditional coming-of-age ceremony. You are ready to face this challenge once you've finished exploring the village. Use the Save Stone near the entrance before entering the forest. [1]

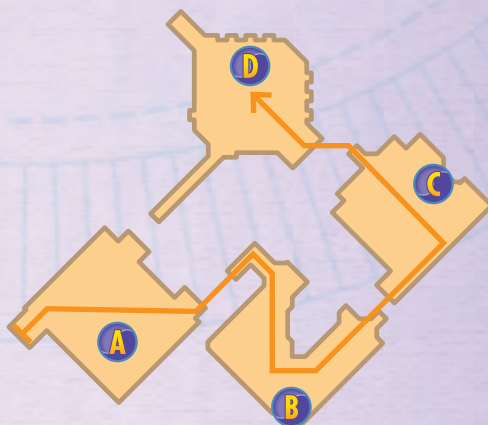
BAT				
STAT	N	H	V	
HP	55	1160	2260	
EXP	4	1599	1599	

GOBLIN				
STAT	N	H	V	
HP	78	1401	2701	
EXP	6	1630	1630	

MINI MOVER				
STAT	N	H	V	
HP	39	831	1631	
EXP	2	1267	1267	

MU				
STAT	N	H	V	
HP	55	1055	2055	
EXP	3	1483	1483	

GUARDIAN <span style="color: red;">BOSS</span>				
STAT	N	H	V	
HP	780	2670	4170	
EXP	0	0	0	



## THE FOREST



As soon as you enter the forest, there is a helpful moogles that is happy to teach you the Basics of Battle and even provides a Mu and a Bat to practice on! [2] Pay close attention to his lessons, as they all come in handy later on. [3]



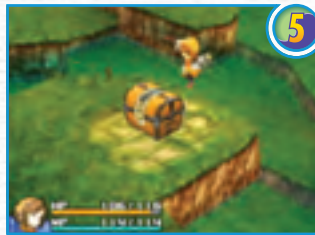
Once you've handled your first two foes, head up to clear out some more of the forest's creatures. Be careful, because some monsters can hide until you get close to them. For example, Mus can pop out of the ground when you approach. [4]



### Body Slam!

You can often get small creatures to drop extra goodies by picking them up and tossing them into a nearby wall, tree, or other solid object. This is a good way to do some damage and possibly get extra items in the process. Be careful that you don't carry them around too long, though. It doesn't take long for a creature to wiggle out of your arms and attack you, so you have to be quick!

After defeating the Mu, move to the right and down into the stream to the small raised area containing a **Treasure Chest**. [5] Attack the chest to open it and then pick up the items using either your Z button on the Wii or Y button on the DS.



Continue right across the stream where you find another Mu. These small, furry critters aren't as dangerous as the foes you face later on, and they provide great practice for honing your battle skills. Continue forward, making your way past any opposition until you see a **Treasure Chest** next to a ramp leading up. [6] Loot the chest and follow the ramp to where it branches into three other paths; take the one leading to the left to locate another **Treasure Chest!** [7] & [8].



Head back down the ramp and to the right once you've collected your treasure. There is a wooden gate barring your way, but luckily there is a **Keystone Pedestal** and a **Keystone** lying conveniently nearby. [9] Pick up the Keystone, just as you have been picking up the items dropped by defeated foes, and carry it over to the Keystone Pedestal. Once you are near, use the same button you used to pick the Keystone up to throw it. If you are close enough, the Keystone fits into the top of the Keystone Pedestal, lifting the gate! You can now proceed to the next area.



### EAT YOUR FRUITS AND VEGGIES!

Creatures sometimes drop food, like grapes, potatoes, and carrots, which can replenish your HP or MP. Be sure to scoop up any food you see to keep yourself in fighting shape!

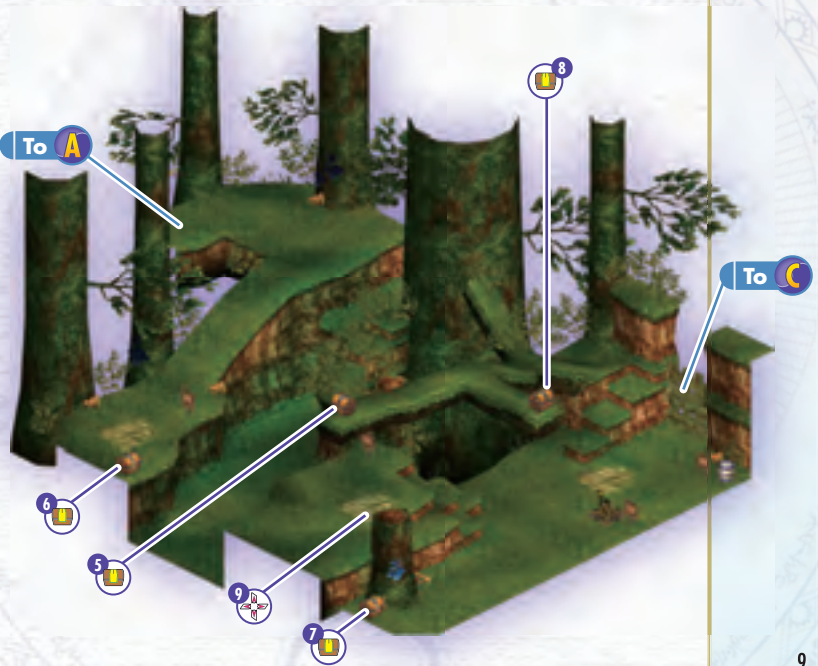
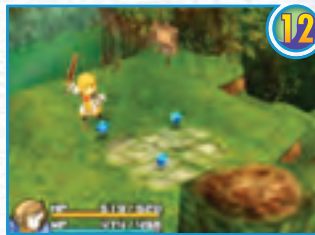
### BURIED TREASURE!

Before heading through the gate, be sure to grab the Buried Treasure behind the tree in the lowest corner of the map. To unearth your Scratch Cards just run your magic target ring over the spot indicated on the map until it flashes, revealing a hidden treasure, and then cast a spell on it.

## AREA B

As you move into the next section of the forest, head to your right where you come across a new type of creature—a **Goblin**! [10] These hulking brutes have a bit more fight in them than the Bats and Mus you faced before, but you should be up to the challenge. The single Goblin you encounter near the entrance is quickly vanquished if you keep up a relentless assault.

Follow the ramp down to reach a **Sign** and a **Treasure Chest** guarded by a Mu. [11] Make sure you read all the signs you come across. Reading them gives you useful information and can sometimes even open up quests at the Quest Shoppe. Swim across the water and take on the three small Mini Movers barring your path. [12]

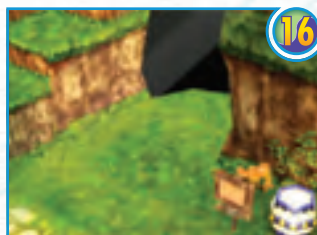
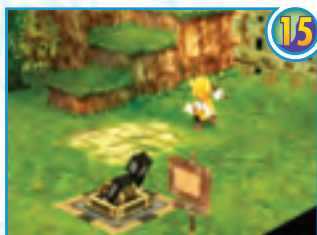


## BURIED TREASURE!

Useful items are sometimes hidden right below your feet. To search, use your magic target ring to pass over the ground. It functions like a treasure detector and lights up when there is something buried underneath it. To unearth your find, cast a spell or two on the spot and wait for valuables to pop up out of the ground. You never know what you might find! [13]



Once you have cleared the path, head down the grassy steps where you find three Goblins! [14] They aren't so dangerous now that you have had some combat experience. Once you've defeated these three, a switch appears. [15] Hit it once to activate it; it lifts the gate, letting you go deeper into the forest. Before heading through, notice the **White Barrel** to the right of the passage. [16] To see what's



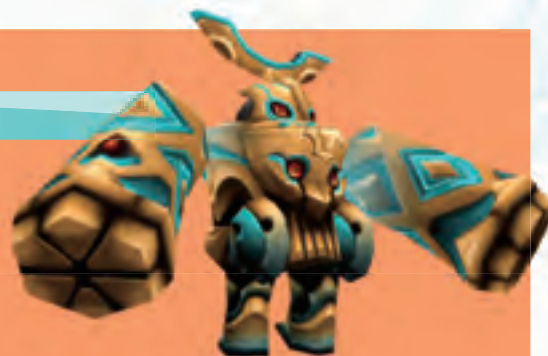
inside, smash the barrel by attacking it. These helpful barrels contain wonderful items such as Ether (which replenishes Magic Points) and Potions (which replenish your Hit Points). Look for them as you make your way through the world. They are often just what you need to prepare for the next battle. Use this one to replenish your HP and MP so you are ready to face the final task of your ceremony.



# BOSS ENCOUNTER

## The Guardian

Each boss creature you face has a weak spot, usually marked by an unusual design or feature. In the Guardian's case, it is its head. Unfortunately, this weak spot is protected by a helmet. Get rid of the Guardian's helm to expose its head to your strikes. You must attack the helm to remove it. Some damage can be inflicted by jumping and hitting it, but the easiest way to remove the helm is to wait until the Guardian bends over to unleash its beam attack. [17] This does quite a bit of damage if it hits you, so attack from the side and hit its helmet while it is bent over. This exposes its weak spot and gives you an advantage throughout the rest of the fight.



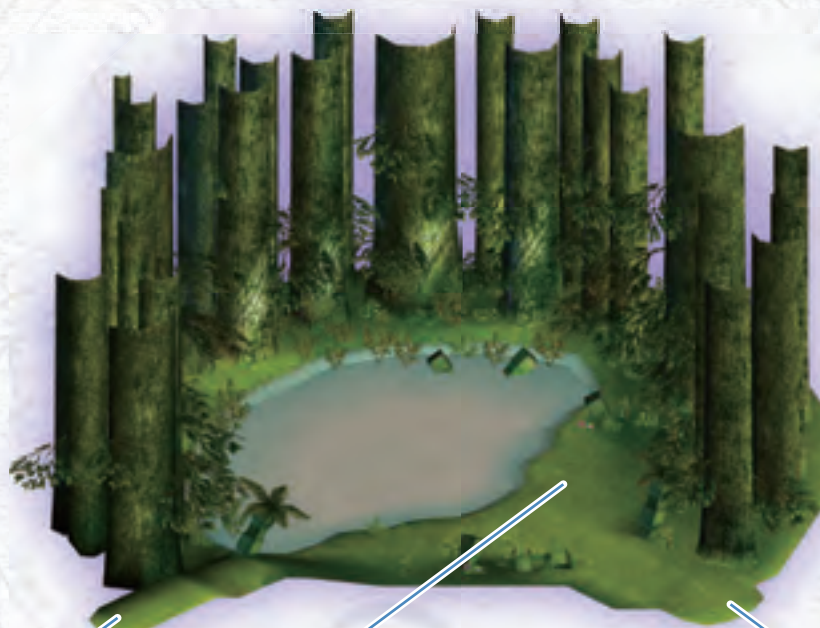
Jump and attack the exposed head to do greater damage than your normal attacks. Look out for the Guardian's whirlwind attack, which damages you and knocks you down, taking you out of the fight for a few seconds. [18] Watch closely, and when you see it start to spin its arms, get away and stay out of its reach until it is finished. The Guardian also has a ground pound attack that can knock you down, causing some serious damage. However, once it punches the ground, it's stuck there for a few seconds. Watch for this and jump up onto the arm that is stuck to the ground. From here, you can deliver devastating attacks to the exposed head without having to jump. [19] Keep an eye out for the Guardian's main attacks and move in to damage it after it completes each one, quickly backing out before the next attack. This way, you can deal maximum damage with minimal risk to yourself.

If you decide to stand on its head and stomp on it, be careful of the Guardian's most devastating attack! It conjures an explosion that inflicts heavy damage and knocks you back quite a distance. It's true that the weak point is on top of the Guardian's head, but don't get too hasty with your exploitation of this vulnerability, or you may wind up burnt to a crisp.

**Treasure Chests** line the edges of the battlefield. These contain items to replenish your HP and MP, so if you find yourself in trouble, retreat from your foe and refuel. Keep damaging and retreating until you have reduced it to scrap.



Once you have defeated the Guardian, be sure to collect your spoils before entering the doorway leading to the next area.

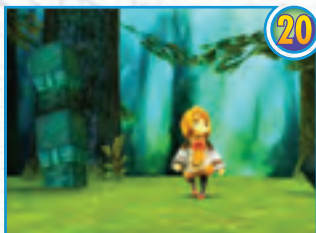
To **A**

Sherlotta

To **C**

Once you are done speaking to Sherlotta, [20] take the shortcut leading to the left and up to reach the first part of the forest you explored.

[21] Continue to the left until you reach the **Treasure Chest** that you opened on your way through. [22] Jump off the path and head to the left to arrive safely back at the village. You have passed your coming-of-age ceremony and are now a full-fledged adult!



You return to the village victorious, but all is not well. Eryll has fallen ill, and you must procure medicine for her from outside the forest. Be sure to speak with all of the villagers before following the road down past Lian's garden and venturing out into the wide world.



## MONSTER DROP TABLES



## BAT

Common Materials Odd Angled Eye, Blue Stone, Red Stone

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A	Tree Branch	30%	Blue Stone	30%	Red Stone	30%	20 Gil	75%
H V	A	Yellow Stone	25%	Blue Stone	20%	Red Stone	20%	180(360) Gil	20%



## GOBLIN

Common Materials Dark Dust, Copper, Copper Shard

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B	Star Carrot	34%	Gourd Potato	33%	Round Corn	33%	—	—
	B C	Copper Shard	50%	Blue Stone	30%	Red Stone	30%	20 Gil	25%
H V	B C	Copper Shard	20%	Red Stone	20%	Stun Orb	25%	180(360) Gil	20%



## MINI MOVER

Common Materials Grain of Light, Little Thorn, Blue Fay Dust

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	B	20 Gil	100%	Round Corn	37%	Gourd Potato	33%	Star Carrot	33%
	B	Blue Fay Dust	75%	Red Fay Dust	25%	Yellow Fay Dust	25%	Green Fay Dust	25%
H V	B	Blue Fay Dust	20%	Red Fay Dust	20%	Yellow Fay Dust	20%	Green Fay Dust	20%



## MU

Common Materials Tree Branch, Mu Fur, Mu Nose

DIFFICULTY	AREA	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	A	20 Gil	100%	Round Corn	37%	Gourd Potato	33%	Star Carrot	33%
	A B	Mu Fur	50%	Tree Branch	30%	Blue Fay Dust	30%	Gourd Potato	30%
H V	A B	Oak Branch	20%	Tree Branch	20%	Mu Fur	20%	Stun Orb	50%
N H V	B	Scratch Cards 10-13	50%	Tree Branch	10%	Mu Fur	10%	Blue Fay Dust	10%



## GUARDIAN

Common Materials Protective Shell, Defense Propeller

DIFFICULTY	BATTLE	ITEM 1	DROP RATE	ITEM 2	DROP RATE	ITEM 3	DROP RATE	ITEM 4	DROP RATE
N	1	Guardian Bangle	5%	Protective Shell	25%	Defense Propeller	25%	30 Gil	100%
	2	Copper	100%	Copper Shard	100%	Copper	50%	Copper Shard	50%
	3	Tree Branch	100%	Blue Fay Dust	100%	Tree Branch	50%	Blue Fay Dust	50%
	4	Blue Stone	100%	Red Stone	100%	Blue Stone	50%	Red Stone	50%
	5	30 Gil	100%	30 Gil	100%	30 Gil	100%	30 Gil	100%
H V	1	Guardian Bangle	10%	Protective Shell	25%	Defense Propeller	25%	—	—
	2	Copper	100%	Copper Shard	100%	Copper	50%	Copper Shard	50%
	3	Yellow Stone	100%	Oak Branch	100%	Tree Branch	50%	Green Fay Dust	50%
	4	Yellow Stone	100%	Red Stone	100%	Yellow Stone	50%	Red Stone	50%
	5	Sei Gem	30%	Ki Gem	27%	Sui Gem	23%	Ko Gem	20%
	6	230(460) Gil	100%	230(460) Gil	100%	230(460) Gil	100%	230(460) Gil	100%



## CHEST DROP TABLE

AREA	NUMBER	DIFFICULTY	ITEM 1	RATE	ITEM 2	RATE	ITEM 3	RATE	ITEM 4	RATE
A	1	N H V	Copper	100%	Copper	50%	Copper Shard	50%	Copper Shard	50%
		N H V	180(360) Gil	100%	Copper Shard	40%	Copper	40%	—	—
	2	N H V	20 Gil	100%	Gourd Potato	33%	Star Carrot	33%	Round Corn	33%
		N H V	180(360) Gil	100%	Gourd Potato	33%	Star Carrot	33%	Round Corn	33%
	3	N H V	20 Gil	100%	Cherry Cluster	33%	Striped Apple	33%	Rainbow Grape	33%
		N H V	180(360) Gil	100%	Striped Apple	33%	Cherry Cluster	33%	Rainbow Grape	33%
	4	N H V	Scratch Cards 04-06	100%	Scratch Cards 07-01	100%	—	—	—	—
		N H V	Scratch Cards 04-06	100%	Scratch Cards 05-07	100%	Scratch Cards 13-18	50%	Scratch Cards 07-01	50%
B	5	N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	100%	30 Gil	100%
		N H V	Blue Fay Dust	100%	Red Fay Dust	100%	Yellow Fay Dust	100%	Green Fay Dust	100%
	6	N H V	30 Gil	100%	Copper Shard	60%	Copper	40%	—	—
		N H V	Yellow Stone	100%	Blue Stone	100%	Red Stone	1%	—	—
	7	N H V	30 Gil	100%	30 Gil	100%	30 Gil	75%	30 Gil	50%
		N H V	230(460) Gil	100%	230(460) Gil	100%	230(460) Gil	50%	230(460) Gil	25%
	8	N H V	10 Gil	100%	10 Gil	100%	10 Gil	75%	10 Gil	50%
		N H V	180(360) Gil	100%	180(360) Gil	100%	180(360) Gil	50%	180(360) Gil	25%
	9	N H V	Scratch Cards 05-03	100%	Scratch Cards 12-09	100%	—	—	—	—
	C	10	N H V	Star Carrot	34%	Gourd Potato	33%	Round Corn	33%	—
11		N H V	20 Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
		N H V	20(400) Gil	100%	Gourd Potato	34%	Star Carrot	33%	Round Corn	33%
12		N H V	Potion	100%	—	—	—	—	—	—

# QUEST SHOPPE

The Quest Shoppe allows people from all over to hire adventurers to fulfill their various needs. Taking on quests is a great way to earn gil and items, as well as extra experience. You can speak to the moogles near the docks at any time while you're in Town to see what quests are available. To accept a quest, you must pay a fee, which varies depending on the quest's difficulty and reward. Once you have accepted the quest, you are transported into the appropriate area to complete it.

The entries below list everything you need to know to successfully complete each quest. Though each quest is unique, they all share certain attributes:

## Difficulty Level (DL)

The game's difficulty level determines the cost and reward of all quests. The first time playing through the game and the Normal difficulty on "Start +" share the same cost and reward. Hard and higher difficulty levels share the same cost and reward.

## Cost

The Quest Shoppe charges a fee for each quest. The costs differ greatly, but the rewards are always well worth the price.

## # of Players

Many quests can be done during solo play, but some require one or more multiplayer partners. If this number lists as **1-4**, you can take the quest on by yourself or with help from your friends. If it says **2-4**, the quest can't be done at all during solo play. Please note that this refers to the number of *players*, not characters in your party.

In addition to the rewards they provide, quests are a great deal of fun with little risk. If you fail at a quest, you are given the options to Try Again or End Quest. If you choose to Try Again, you will restart the quest immediately, and free of any additional charges. If you choose to End Quest, you are returned to the Quest Shoppe (minus the quest fee, of course), and can try the quest again anytime you'd like. The list of available quests is always growing as you progress through the game, so check back often.

DL	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	90	1-4	CO-OP	Small Iron
Hard	225	1-4	CO-OP	Small Iron

**MP Type**  
During multiplayer mode, each quest is handled one of two ways: **Co-Op** quests allow you and other players to work together toward the same goals, while **VS** quests pit you head-to-head against each other to see who wins the day.

**Reward**  
After you successfully complete a quest, you are returned to the Quest Shoppe and presented with a gift box and a Treasure Chest. The chest can contain material, Orb, and gil rewards, but each quest also has a special reward contained in the gift box you see. This is always something useful and can be a Scroll, a Jewel, or materials used to customize and create your own equipment. If you do exceptionally well on a quest, you may also earn bonus materials. You only have a few seconds to collect your rewards once they hit the ground, so be swift!

## Don't Forget Your Map!

When working on a quest, keep an eye on your map to see the location of power-ups, marked with a "?", as well as the location of your opponent in VS quests.

## AREA 051X

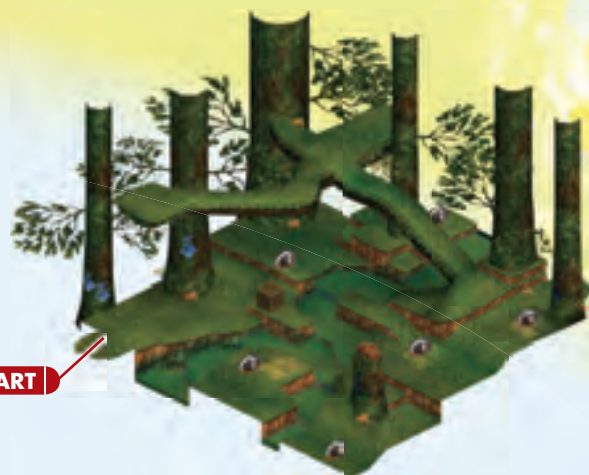
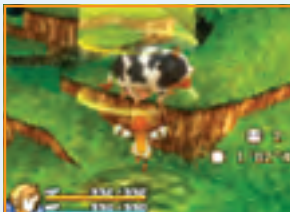
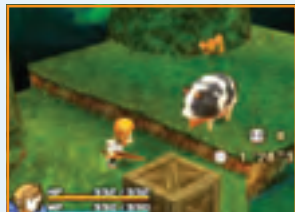
(DL)	COST	# OF PLAYERS	MP TYPE	REWARD
Normal	90	1-4	CO-OP	Iron
Hard	225	1-4	CO-OP	Iron Silk

Oh no! Aliens are trying to abduct the cows. After you complete your task on Ice Mountain in "Repaying a Debt," this quest becomes available at the Quest Shoppe.

Upon accepting the quest, you are transported to the forest where six cows graze. The alien light tries to pull them up; it is up to you to prevent that! When you see the yellow light begin to abduct a cow, get underneath it, jump up to grab its legs, and pull it back down to the ground. If you lose more than four cows, you'll fail the quest, so be quick! You have 90 seconds to keep the cows safe. Watch the shadow of the beam along the ground and try to anticipate its movement. It moves quickly from cow to cow, so you must be speedy! If not, the light will take the bovines before you have a chance to save them.

## AVAILABILITY

Automatically opens after completing Ice Mountain for the first time.



# WEAPONS

## Purchase:

Cost of the items at Ye Compleat Adventurer. Not all items can be bought there, however.

## Scroll:

Where to obtain the Scroll that allows you to custom order the item from Custom Fabrications. Many Scrolls can be purchased at the Shoppe itself, but many others must be hunted down or earned as prizes!

## Elements:

Changes to elemental-based stats when equipped. Weapons only affect attack stats, while head and body armor only affect defense stats. Accessories can affect either (and sometimes both).

## DEFENDER

### Acquire

**Purchase:** 600g  
**Scroll:** Shoppe (15g)

### Recipe

150g, Iron x3, Copper x3

ATK	DEF	MATK	MDEF
30	—	—	—

Fire	Water	Wind	Earth	Light	Dark
—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

### Equip

All

### Created Jewels

Stamina Stone 1 / Guard Stone 2 / Tiny Pearl d'Luz

## Equip:

Which tribes/genders can equip the item.

## Created Jewels:

What Jewels can be made from the item at Custom Fabrications once they've been properly leveled up. The first Jewel listed is what you get for converting an item at levels 3 through 9, the second is 10 through 19, while the third is for level 20 and up.

## Recipe:

The gil and Materials cost to Custom Order the item from Custom Fabrications. Not all items can be Custom Ordered, however.

## ATK/DEF/MATK/MDEF:

Base (Level 1) stat increases when the item is equipped. Most equipment is capable of stat improvement by raising levels; the maximum each item's stats can reach is given in parenthesis..

## Jewel Slots:

The number of empty Jewel slots on the item.

## Pre-Equipped Jewels:

Some items have built-in Jewels for automatic Equipped Bonuses. These cannot be removed by customization.

## WHAT'S IN THE BOX?

Keep in mind that the contents of treasure chests are partially randomized. Scrolls found in chests may not pop up the first time you open a chest, so keep coming back to the area in question to try again!

Though most weapons can be equipped by any race, not all races can make the most use out of each type of weapon. For example, only Selkies can use the paddle-style weapons' charged projectile attack.

## SWORDS



Swords are a handy all-around weapon, mixing strength, speed and reach. Many of the more powerful swords can only be equipped by Clavats, however.

## AVALON GUARD

### Acquire

**Scroll:** Shoppe (87g, Hard)

### Recipe

870g, Mythril x5, Protective Shell x1

ATK	DEF	MATK	MDEF
96 (143)	—	—	—

Fire	Water	Wind	Earth	Light	Dark
—	—	—	—	—	5

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	—

### Equip

All

### Created Jewels

Guard Stone 2 / Anti-Dark Stone 2 / Guard Stone 5t

## BAMBOO SWORD

### Acquire

**Scroll:** Culinary Capers 2 Quest chest, Fragile! 1 Quest

### Recipe

90g, Tree Branch x10, Oak Branch x5, Mu Nose x3

ATK	DEF	MATK	MDEF
15 (100)	3 (5)	—	—

Fire	Water	Wind	Earth	Light	Dark
—	—	—	15	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
2	—

### Equip

All

### Created Jewels

Bushidore / Vegetarium / Might Malachite: L

## BARDICHE

### Acquire

**Scroll:** Invisible Stalkers 2 Quest

### Recipe

380g, Platinum x3, Gold x2

ATK	DEF	MATK	MDEF
58 (123)	10 (22)	—	—

Fire	Water	Wind	Earth	Light	Dark
—	—	—	—	—	—

JEWEL SLOTS	PRE-EQUIPPED JEWELS
1	Thunder Stone 1, Albinore

### Equip

All

### Created Jewels

Thunder Stone 1 / Albinore / Diamond de Luz


# BESTIARY

This guide lists the enemies grouped by the area in which you encounter them, as an enemy encountered in one location will have considerably different stats than in another location—and even the *same* location as earlier during a different chapter in the story!

**Statistics:**  
Each enemy's statistics change depending on what area you encounter them in, as well as the game mode. Both story mode and multiplay have **Normal**, **Hard**, and **Very Hard** settings. Multiplay stats are marked **MN**, **MH**, and **MV**.

**Resistances:**  
The enemy's ability to resist different types of attacks. 0 indicates they have no special resistance or weakness. A positive number means they can resist the attack, a negative number indicates they're weak to that type of attack. The greater the number in either direction, the stronger/weaker they are against it.

**Drop Items:**  
Every enemy can drop several semi-randomized common Materials (Branches, Dust, Stones, etc) and types of elemental Orbs when defeated, typically the same Materials found in the area's treasure chests. However, most enemies also have Materials that can only be obtained by defeating foes of their type! Any Jewels, Scrolls, or Accessories the enemy might have are also listed here.



## BAT

STAT	STORY MODE			MULTIPLAY		
	N	H	V	MN	MH	MV
HP	55	1160	2260	60	1276	2486
EXP	4	1599	1599	4	1599	1599
ATK	16	142	232	16	149	243
DEF	13	118	255	13	118	255
MATK	15	156	231	16	171	254
MDEF	10	120	231	12	120	231

**Resistances**

0	0	0	80	0	0	0

**Characteristics**

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

**Drop Items**  
Odd Angled Eye

**Luck:**  
Higher numbers mean a greater chance of the enemy scoring critical hits.

**Weight:**  
This is strictly how heavy the monster is. The higher the number, the harder they are to lift.


**Sturdiness:**  
How hard an enemy is to knock over. The higher the number, the harder they are to knock over; a 3 indicates they can't be knocked over at all!

**Rage Time:**  
How long the enemy remains enraged once their HP dips low, giving them extra power.

**Guard:**  
This indicates from which directions an enemy can block your attacks: the front, a 360 ring around, or from the top (stamp attacks). It also includes the odds of them successfully guarding an attack. A dash means they cannot block at all.

While flipping through the pages of this Bestiary, you may notice that Walkthrough XIII is skipped. Since you head back through the Ice and Fire Mountains, please refer to the statistics in the Walkthrough VII section for the appropriate data.

## FOREST – WALKTHROUGH I



## BAT

STAT	STORY MODE			MULTIPLAY		
	N	H	V	MN	MH	MV
HP	55	1055	2055	60	1276	2486
EXP	4	1102	1102	4	1599	1599
ATK	16	142	232	16	149	243
DEF	13	118	255	13	118	255
MATK	15	156	231	16	171	254
MDEF	10	120	231	12	120	231

**Resistances**

0	0	0	80	0	0	0

**Characteristics**

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

**Drop Items**  
Odd Angled Eye



## GOBLIN

STAT	STORY MODE			MULTIPLAY		
	N	H	V	MN	MH	MV
HP	78	1401	2701	89	1611	3106
EXP	6	1218	1218	6	1630	1630
ATK	18	144	235	19	158	258
DEF	18	123	261	18	129	274
MATK	15	156	231	15	163	242
MDEF	10	120	231	10	126	242

**Resistances**

-8	-8	-8	92	0	0	-50

**Characteristics**

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	1	2	3 sec	Front

**Drop Items**  
—



## MINI MOVER

STAT	STORY MODE			MULTIPLAY		
	N	H	V	MN	MH	MV
HP	39	831	1631	40	872	1712
EXP	2	986	986	2	1267	1267
ATK	14	140	230	14	140	230
DEF	9	114	250	9	114	250
MATK	12	152	227	12	152	227
MDEF	8	118	228	8	118	228


**Resistances**

0	0	0	80	0	0	0

**Characteristics**

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

**Drop Items**  
Grain of Light, Little Thorn



## MU

STAT	STORY MODE			MULTIPLAY		
	N	H	V	MN	MH	MV
HP	55	1055	2055	60	1060	2260
EXP	3	1044	1044	3	1483	1483
ATK	17	143	233	17	150	244
DEF	14	119	256	14	119	256
MATK	9	148	223	9	148	223
MDEF	6	116	226	6	116	226

**Resistances**

0	0	0	80	0	0	0

**Characteristics**

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
3	0	0	2 sec	—

**Drop Items**  
Mu Fur, Mu Nose



## GUARDIAN (BOSS)

STAT	STORY MODE			MULTIPLAY		
	N	H	V	MN	MH	MV
HP	720	2580	4080	936	3204	5004
EXP	18	1677	1677	0	0	0
ATK	29	156	208	33	179	239
DEF	32	138	255	35	151	280
MATK	24	166	242	26	18	266
MDEF	8	118	228	8	129	250

**Resistances**

0	0	0	750	250	100	0

**Characteristics**

LUCK	WEIGHT	STURDINESS	RAGE TIME	GUARD
5	2	3	3 sec	—

**Drop Items**  
Defense Propeller, Protective Shell



# FINAL FANTASY® CRYSTAL CHRONICLES®: ECHOES OF TIME™

## OFFICIAL STRATEGY GUIDE

Written by Jennifer Sims and Greg Sepelak

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