

Game Strategy

The following pages explore the many intricacies of Final Fantasy Crystal Chronicles gameplay. The strategies, techniques and tips on offer will help you create the ultimate character, with all the necessary equipment, techniques and wisdom to survive in even the most dangerous of dungeon dimensions.

In addition to the main explanations, you will find many boxes scattered around the pages, packed with priceless nuggets of information that will help you to get the most out of your Crystal Caravanning adventure. Be sure to check them out!

CHARACTER EVOLUTION

Attributes

The development of your character can mainly be measured according to the value of his or her attributes.

Strength: your character's Strength level powers his or her physical attacks. The higher the value, the more damage dealt by their attacks.



Defence: your character's Defence level affects his or her ability to endure opponents' attacks, whether physical or magical. The higher the value, the more resistant your character.

Magic: your character's Magic level is reflected in the potency of their spells. The higher the

value, the more powerful the effect of the spell.

Memories: each major event that your character experiences on their adventure leaves behind a memory. Memories are recorded with a few notes written in the Diary.

HP: your character's HP (hit points) represents his or her vital energy.

HP is symbolised by heart icons rather than numbers. At the beginning, your character has four hearts, but by collecting certain artefacts you can eventually obtain a total of eight hearts. Each hit that you receive will cost at least half a heart (the exact amount of the loss will depend on your character's Defence level). It is possible to restore lost HP either by consuming food (just how much will depend on your character's tastes) or by using a Cure spell. When a character's HP is low, a tone will sound to warn you. If you lose all your hearts, your character will suffer KO. If playing in Multiplayer Mode you can wave to a team-mate and ask them to revive you. However, if a character is KO'd in Single-Player Mode the game will be over. You will then have the option of continuing or returning to the title screen. If you choose to continue, you will be returned to your previous location before you were KO'd (this means that if you're KO'd by a boss, you can fight it again immediately without having to retrace your steps through the dungeon).

There are two ways to increase a character's attributes: firstly by collecting artefacts, and secondly by upgrading the character's equipment. These two methods unquestionably constitute key facets of the game. Read on to learn more

Collecting Artefacts

Your character has the opportunity to collect an artefact each time they complete a dungeon. To improve their attributes, you will therefore have to explore lots of dungeons as often as possible. The artefacts that a character picks up will take effect immediately, but their potency will only last for the length of time that you spend in the dungeon. Upon leaving, all effects will vanish. You will, however, get to keep one of the artefacts as a reward for defeating the dungeon boss. To sum up, a character can only keep one artefact per dungeon explored: the one he or she chooses after completing the dungeon.



Each artefact you obtain has a bonus effect. This could be one of the following:

Attribute Increase (Strength, Defence or Magic): the increase will be immediately visible in the main menu. The artefacts that bestow this type of increase are quite common. Try to accumulate as many as possible in order to boost your character's attributes.

New Command Slot: this bonus is one of the most important in the whole game. It enables your character to gain a new slot in his or her command list (which only contains two free slots at the beginning of the game). The more command slots you have, the more items and magicite you can equip. In Single-Player Mode, it means that you can perform more spell fusion, whereas in Multiplayer Mode it means that you will have enough spare room to assign food and plumes of phoenix down to the command list. If you manage to acquire all four of the artefacts that bestow this bonus, your command list will expand to eight slots.

New Heart: along with the command slots, new HP hearts are the most important bonuses that you can get your hands on, especially during the early stages of the game. Naturally, the more hearts you get, the greater your chances of survival in battle.

Magical Item: the usefulness of magical items is pretty self-explanatory: they have exactly the same properties as magicite, except they don't disappear when you exit a dungeon! In other words, when you are lucky enough to possess one of these items, you can cast the relevant spell whenever you like. There are a total of five magical items to find: ring of Fire, ring of Blizzard, ring of Thunder, ring of Cure and ring of Life. Collect the whole set and you will have access to virtually the entire range of spells available in the game.

Considering the numerous bonuses that artefacts offer, you should try to obtain as many as possible. However, it is not enough to simply complete a dungeon in order to acquire a specific artefact. You must take several factors into account.

First, it is only by exploring dungeons from top to bottom that you will discover all the treasure chests and monsters they contain, as well as all available artefacts.

Furthermore, when playing in Multiplayer Mode, you must take into account the bonus rules that apply to your character. The bonus rule will appear in the lower left-hand corner of the radar. It outlines a special objective that you must try to fulfil when exploring the dungeon. Fulfilling the bonus rule will earn you bonus points, which will in turn determine the final ranking of each character at the end of the dungeon, and consequently the order in which you get to choose the special artefact from the artefact select screen. Clearly, the character that gets first choice has the advantage of being able to pick the best artefact.



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In Case of Emergency

You can cycle through the command list with the **[L]** and **[R]** buttons, but remember that you can instantly return to the Attack command by pressing these two buttons simultaneously.

Strategy No. 3: Gaining the Upper Hand

A pre-emptive strike is the best way to win a fight. To do so, proceed in two steps.

- First, cast the Haste or Hastega spell on your character or your team, especially if the monster you're about to fight is dangerous.
- Then, whenever possible, make sure that you surprise your opponent: approach from behind or stay far enough back that they don't notice you, and then hit them from a distance with a sneaky spell or focus attack.

Once alerted, the monster will rush towards you. But you will start the



battle with an important advantage, having already weakened your opponent whilst remaining unharmed yourself.

Strategy No. 4: Advance Progressively

Whatever dungeon you're exploring, it's always a good idea to advance slowly, step by step. It is clearly much safer to fight one monster at a time, rather than rampaging hordes of the beasts. When several creatures threaten you at once, the rhythm of their attacks will be irregular and difficult to anticipate. You risk being overwhelmed if you recklessly charge ahead. Moreover, escaping is usually not an appropriate solution, as your opponents will often follow you. Avoid such situations by advancing cautiously, and systematically and patiently eliminating all the monsters that stand in your way.



Strategy No. 5: Paralyse your Opponents

Three types of spells have paralyzing properties: Thunder, Blizzard and Stop. When you face a monster that is vulnerable to one such spell, repeatedly cast the spell in question. Your opponent will be constantly paralysed, and you will have plenty of time to KO them. For example, if you cast the Thunderga spell several times in a row, your enemy will be physically unable to fight back. This technique will make you practically invulnerable against certain creatures.



Strategy No. 6: Use the Environment to your Advantage

The environment you fight in can sometimes give you a much-needed advantage. Here are a few examples:

If you have information about the elemental affinities of your opponents, pick up the urns scattered throughout the various dungeons and throw them in the middle of the path. Then lure the monsters towards the spill. Just before they reach it, cast Fire if the urn contained oil, or Blizzard or Thunder if it contained water. The monster will be exposed to a strong elemental attack.

Certain obstacles can turn out to be very beneficial: if your enemies are unable to bypass them, you will have the opportunity to eliminate them simply by repeatedly casting spells from a distance.

Pay particular attention to small paths (such as the small bridges in Conall Curach). The bigger monsters have a tendency to get trapped in narrow areas, leaving you free to safely attack them from a distance. Using this method, even the toughest monsters can become harmless puppets! It is also possible, by running ahead of the monster, to drive them into corners where they will hopefully get stuck. Then all you have to do is repeatedly cast spells on them from a safe distance. Similarly, on a narrow path, massed enemies will be forced to separate and attack you one-by-one. When playing in Single-Player Mode, position Mog between the monster and your character. When playing in Multiplayer Mode, position the strongest character at the head of the team, and support him or her from a safe distance with healing magic and attacking spells. The possibilities are endless! It pays to be observant and inventive when interacting with the environment...



Strategy no. 7: Choosing Attacks Depending on the Damage They Cause

Determining the amount of damage caused by each attack relies on an accurate calculation involving the power of the character's attack and the level of the opponent's Defence. Below you will find the details of this calculation for each type of attack. This provides information on how the damage is calculated, as not all of the parameters can be seen on screen. Use it as a reference to help you choose the most effective technique.

| Type of Attack | Damage Calculation |
|-------------------------------------|---|
| Physical Attack (one hit) | (STR of the player: 5) - DEF of the monster |
| Focus Attack | (Power of the focus attack + STR of the player: 5) - DEF of the monster |
| Spell | (MAG of the player + power of the spell: 5) - DEF of the monster |
| Magic Blast | (Power of the spell + MAG of the first player: 5) - DEF of the monster x coefficient Note: the coefficient depends on the nature of the magic blast (e.g. 2 for Fira +1, 3 for Fira +2) |
| Elemental Strike (e.g. Flamestrike) | (Damage dealt by the focus attack x 1, 2 or 3 Note: the coefficient is determined by the number of characters involved in the casting of the spell that was fused with the focus attack) |

Mog to the Rescue!

In Single-Player Mode, you will be assisted by your loyal fluffy friend, Mog. This helpful moogles is always willing to carry the chalice for you (press the **[X]** Button to ask him to do so), and when not carrying the chalice he has the ability to cast a basic spell. To unleash some moogles magic, first merge your target ring with Mog's and release the **[A]**

Button when ready. Keep in mind that you can determine the nature of the spell that Mog will cast by painting him. Depending on whether you paint him red, blue, green or natural, he will respectively cast Fire, Blizzard, Thunder, or a random spell. Mog will inform you when he's ready to cast a spell by saying "Hang in there, kupo!"

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RIVER BELLE PATH

Legend

| | |
|--|------------------|
| | Floor Switch |
| | Pedestal |
| | Chest |
| | Water Urn |
| | Oil Urn |
| | Signpost |
| | Moogles' Nest |
| | Hot Spot (Water) |
| | Hot Spot (Wind) |
| | Boss |



Artefacts Available in the Dungeon

| Level of Evolution 1 | | Level of Evolution 2 | | Level of Evolution 3 | |
|----------------------|-------------------|----------------------|-------------------|----------------------|-------------------|
| | Double Axe | | Green Beret | | Ice Brand |
| | Green Beret | | Cat's Bell | | Sage's Staff |
| | Cat's Bell | | Sage's Staff | | Kris |
| | Shuriken | | Moogles' Pocket | | Rune Bell |
| | Maneater | | Earth Pendant | | Moogles' Pocket |
| | Dragon's Whisker | | Double Axe | | Earth Pendant |
| | Mage Masher | | Flametongue | | Flametongue |
| | Silver Bracer | | Ice Brand | | Loaded Dice |
| | Moogles' Pocket | | Silver Bracer | | Sasuke's Blade |
| | Buckler | | Kris | | Mage's Staff |
| | Silver Spectacles | | Silver Spectacles | | Black Hood |
| | Ice Brand | | Black Hood | | Wonder Bangle |
| - | - | | Buckler | | Shuriken |
| - | - | | Loaded Dice | | Dragon's Whisker |
| - | - | | Mage's Staff | | Silver Spectacles |
| - | - | | Wonder Bangle | | Maneater |
| - | - | | Sasuke's Blade | | Mage Masher |
| - | - | - | - | | Buckler |

Artefact dropped by a monster Artefact found in a treasure chest Artefact dropped by the boss

| | |
|--|---|
| | Goblin HP 12 STR 4 MAG 2 DEF 2 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 30% |
| | Goblin (Spear) HP 15 STR 4 MAG 2 DEF 2 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 30% |
| | Goblin Worker HP 24 STR 4 MAG 2 DEF 3 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 10% |
| | Goblin Mage HP 12 STR 2 MAG 4 DEF 2 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 5% |
| | Hedgehog Pie HP 12 STR 4 MAG 4 DEF 2 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 30% |
| | Stone Hedgehog HP 8 STR 4 MAG 4 DEF 16 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 15% |
| | Mu HP 10 STR 4 MAG 4 DEF 2 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 25% |
| | Goblin (Mace) HP 18 STR 4 MAG 2 DEF 2 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 30% |
| | Griffin HP 32 STR 5 MAG 2 DEF 4 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 25% |
| | Dark Hedgehog HP 15 STR 4 MAG 4 DEF 2 Fire ●●●● Blizzard ●●●● Thunder ●●●● Slow ●●●● Stop ●●●● Gravity ●●●● Holy ●●●● Level ●●●● Combos 30% |

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Crystal Cycle

Mag Mell

Mount Vellenge

Tipa

Port Tipa

River Belle Path

Miasma Stream

Mushroom Forest

Marr's Pass

Mine of Cathuriges

1

The two sections of the bridge will be raised, making it impossible to cross. To lower them, you must hold down both floor switches at the same time. In Multiplayer Mode, simply put two different characters on one switch each, and wait for a short while. In Single-Player Mode place the chalice on one of the switches, then stand on the other switch. Once you have skirted all the way round the river to reach the other side of the bridge, follow exactly the same procedure to lower the second section. You will then be free to cross the river.

2

Your path will be blocked by a barrier. To clear it, place a stone key in the pedestal next to the barrier. Eliminate the nearby monster to get the key.

3

The situation at this point is similar to the one at point 2: open the barrier by activating the pedestal on the right. To do so, place the stone key dropped by the nearby monster on the pedestal. Advance slowly, as several enemies are lying in wait in the immediate vicinity.

4

If you're prepared to make a short detour, you will discover a moogles' nest at the end of the cul-de-sac. Examine the big rock that seems a little different from the rest of the wall. Inside, you can obtain a mog stamp.

5

Contrary to appearances, the dilapidated bridge is quite safe to walk on. Feel free to step on it with confidence (in single file if there are several characters). After crossing over, retrieve the contents of the treasure chest at the northern shore, then head south, along the riverbank.

6

Several battles await you in the small clearing shown at point 6. Adopt the usual tactics: advance slowly and concentrate all your efforts on one creature so that you can eliminate it quickly. By now you should have collected most of the available magicite, so don't miss the opportunity to unleash some potent magic blasts (see pages 20-22).

After the skirmish, cross the small bridge and prepare to fight the Giant Crab dungeon boss.



Using a hot spot is child's play: all you have to do is drop the chalice on it to change the chalice element.

Note that hot spots have a secondary function: they enable you to teleport directly from the dungeon to the World Map. This function turns out to be very useful, not only in case of an emergency, but also when you are visiting a dungeon for a specific purpose (such as retrieving an item), and then want to exit immediately afterwards.



Try to collect as many designs and materials as possible. Later on, they will enable you to get new equipment crafted by tradesmen. In Multiplayer Mode, if you happen to pick up several of the same designs, or pieces of magicite, why not give your spares to one of your fellow caravanners? To do so, access the GAME BOY ADVANCE (by pressing **SELECT**), open the Items menu (if necessary by scrolling through the various menus with the **L** or **R** Buttons), select the item in question (**A** Button), and choose the "Drop" option: your comrade can then grab your gift!



01



02



03



04



05



06

Boss: Giant Crab

Don't be alarmed! The Giant Crab's claws may look fierce, but this boss is actually a fairly easy opponent to beat. Just make sure that you dodge its Slowness-inflicting bubble attack; if it should hit you, keep moving around and try to cure the ailment by casting a Clear spell.

Your opponent will take a long time to prepare its attacks. When it's about to cast Thunder, swerve to the side and counter-attack, preferably with a fast strike (a combo, or a focus attack prepared in advance). When the crab charges towards you, avoid its claw swipes and continue to counter-attack.

In Single-Player Mode, Mog should carry the chalice throughout the battle so that you can stay mobile and keep your hands free. In Multiplayer Mode put the chalice down in the centre of the area. The protected zone will then be clearly delineated for all characters.

Note that this particular boss is immune to Thunder, Slow and Stop. It is, however, vulnerable to Holy, and to Fire (although to a lesser extent). Overall, make sure that you concentrate all your efforts on the monster when it is in retreat. Opt for powerful attacks, such as focus attacks.

Once the Giant Crab's HP is substantially reduced, it will cast a new attack: the Thundera spell. Dodge it to avoid being afflicted by the Shock status ailment. If you're caught, move the +Control Pad rapidly in all directions to free yourself from the paralysis. Try to deal the final blow as soon as possible.

After the battle, you will retrieve your first drop of myrrh, and the artefact selection screen will be displayed. This screen gives you the opportunity to choose from several artefacts (see page 25). Remember that an item will sometimes appear in the list. This will often be some material that the boss has dropped. It is up to you to decide whether or not it is worth sacrificing an artefact for.

Level of Evolution 2

If you fight the Giant Crab during the dungeon's second level of evolution it will cast a Thunderga spell (instead of Thundera) towards the end of the battle: not only will this inflict serious damage, it can also paralyse your character. As the boss will cast this spell several times in a row, you risk being constantly paralysed, and therefore unable to defend yourself. The best solution is to equip armour or accessories that are resistant to Thunder magic, before or during the battle.

Set Out!

You will have to cross a miasma stream to reach the second dungeon. You must first change your chalice element to Water so that you can cross safely. To do so, press the **A** Button when the caravan is at the River Belle Path dungeon on the World Map. Opt to change the element to Water. You are now ready to cross your first miasma stream!



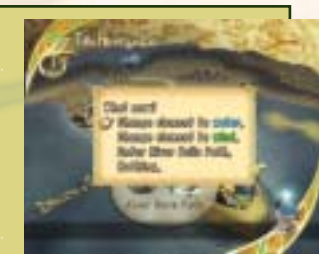
Support Monster: Reaver Mu

The Giant Crab will frequently summon a reaver mu. Eliminate it immediately, as it may disturb you when you try to charge up your focus attacks.

| Reaver Mu | | | | | |
|-----------|------|----------|------|---------|------|
| HP | 10 | STR | 4 | MAG | 2 |
| DEF | 2 | | | | |
| Fire | ●●●● | Blizzard | ●●●● | Thunder | ●●●● |
| Slow | ●●●● | Stop | ●●●● | Gravity | ●●●● |
| Holy | ●●●● | Level | ●●●● | Combos | 25% |



| Giant Crab | | | | | |
|------------|------|----------|------|---------|------|
| HP | 160 | STR | 4 | MAG | 2 |
| DEF | 3 | | | | |
| Fire | ●●●● | Blizzard | ●●●● | Thunder | ●●●● |
| Slow | ●●●● | Stop | ●●●● | Gravity | ●●●● |
| Holy | ●●●● | Combos | ●●●● | | 5% |





Equipment

Weapons

The weapon your character carries is crucially important: it influences the potency of his or her Strength (and therefore the power of his or her physical attacks), and it determines the nature of the focus attack he or she will be able to perform.

In the following tables, weapons are listed according to the tribe that wields them. Details include Strength boost, focus attack and the design and materials that are required to forge the weapon. The weapons for which no design is mentioned can be obtained either by mail or during a road event (see page 154).

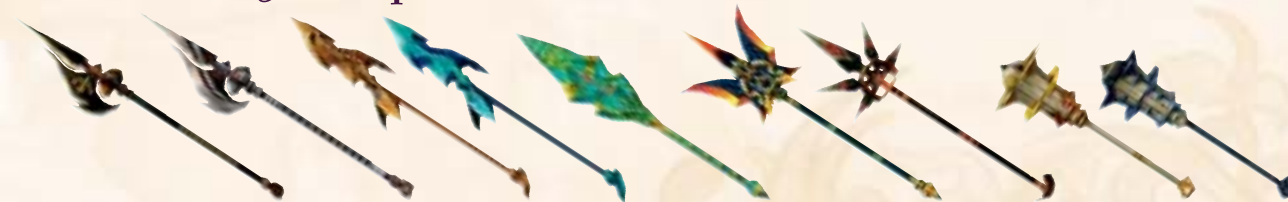


Clavat Weapons

| Name | Menu Name | Strength | Focus Attack | Design | Materials |
|-----------------|---------------|----------|-----------------|-------------------|--|
| Copper Sword | Copper Sword | 15 | Power Slash | - | - |
| Treasured Sword | Treas. Sword | 18 | Power Slash | - | - |
| Iron Sword | Iron Sword | 20 | Piercing Sweeps | Novice's Weapon | Iron x1 |
| Marr Sword | Marr Sword | 22 | Piercing Sweeps | - | - |
| Steel Blade | Steel Blade | 25 | Bash | Warrior's Weapon | Iron x1, Alloy x1 |
| Rune Blade | Rune Blade | 30 | Soulshot | Master's Weapon | Mythril x1, Alloy x1 |
| Defender | Defender | 31 | Bash | Victorious Weapon | Iron x2, Ogre's Fang x1 |
| Feather Sabre | Feather Sabre | 31 | Power Slash | Valiant Weapon | Bronze x3, Cerberus' Fang x1 |
| Father's Sword | Fthr. Sword | 32 | Piercing Sweeps | - | - |
| Bastard Sword | Bastard Sword | 32 | Piercing Sweeps | Mighty Weapon | Iron x2, Jagged Scythe x1 |
| Excalibur | Excalibur | 33 | Soulshot | Legendary Weapon | Alloy x1, Orichalcum x1, Ancient Potion x1 |
| Ultima Sword | Ultima Sword | 35 | Piercing Sweeps | Greatest Weapon | Orichalcum x1, Ultimate x1 |
| Ragnarok | Ragnarok | 35 | Shadow Blade | Dark Weapon | Cursed Crook x1, Orichalcum x1, Ancient Sword x1 |



Lilty Weapons



| Name | Menu Name | Strength | Focus Attack | Design | Materials |
|-----------------|---------------|----------|----------------|-------------------|---|
| Iron Lance | Iron Lance | 15 | Cyclone Slash | - | - |
| Treasured Spear | Treas. Spear | 18 | Cyclone Slash | - | - |
| Partisan | Partisan | 20 | Psi Blast | Novice's Weapon | Iron x1 |
| Marr Spear | Marr Spear | 22 | Psi Blast | - | - |
| Sonic Lance | Sonic Lance | 25 | Earth-Splitter | Warrior's Weapon | Iron x1, Alloy x1 |
| Dragon Lance | Dragon Lance | 30 | Pulse Thrust | Master's Weapon | Mythril x1, Alloy x1 |
| Highwind | Highwind | 31 | Earth-Splitter | Victorious Weapon | Iron x2, Ogre's Fang x1 |
| Titan Lance | Titan Lance | 31 | Cyclone Slash | Valiant Weapon | Bronze x3, Cerberus' Fang x1 |
| Father's Spear | Fthr. Spear | 32 | Psi Blast | - | - |
| Halberd | Halberd | 32 | Psi Blast | Mighty Weapon | Iron x2, Jagged Scythe x1 |
| Dragoon Spear | Dragoon Spear | 33 | Pulse Thrust | Hero's Weapon | Chimera's Horn, Orichalcum x1, Dragon's Fang x1 |
| Gungnir | Gungnir | 35 | Cross Slash | Legendary Weapon | Alloy x1, Orichalcum x1, Ancient Potion x1 |
| Ultima Lance | Ultima Lance | 35 | Pulse Thrust | Greatest Weapon | Orichalcum x1, Ultimate x1 |
| Longinus | Longinus | 40 | Bladestorm | Celestial Weapon | Dragon's Fang x1, Orichalcum x2, Red Eye x1 |



Hidden Items

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Scenario

In each village you will find a spot where a secret item is hidden. To reveal the item, position your character at the precise location where the Examine command appears on screen, and press the **(A)** Button. You will obtain the items in the order mentioned below. When you have retrieved the 25 items, you can get them all again in exactly in the same order. Note, however, that after acquiring a hidden item in a particular town, it will only be possible to get another item at the same location after collecting another drop of myrrh.

| Town | Location of Hidden Items | Page |
|---------------|--|------|
| Tipa | On the outcrop at the top left of the village | 44 |
| Marr's Pass | In the well | 56 |
| Alfitaria | To the left of the stairway that leads up to the upper west side of the city | 68 |
| Fields of Fum | Close to the stump, next to the bridge | 92 |
| Shella | Next to the house, at the top right of the village | 83 |
| Leuda | To the left of Leu Tipa's tent, near the bridge | 116 |

Hidden Items in Order of Appearance

| | |
|----|-------------------------------|
| 1 | Wheat Seed |
| 2 | Bronze Shard |
| 3 | Bronze |
| 4 | Iron Shard |
| 5 | Fruit Seed (Striped Apple) |
| 6 | Alloy |
| 7 | Fruit Seed (Cherry Cluster) |
| 8 | Iron |
| 9 | Fruit Seed (Rainbow Grape) |
| 10 | Mark of Shella |
| 11 | Spring Water |
| 12 | Vegetable Seed (Star Carrot) |
| 13 | Ruby |
| 14 | Vegetable Seed (Gourd Potato) |
| 15 | Jade |
| 16 | Vegetable Seed (Round Corn) |
| 17 | Silver |
| 18 | Gold |
| 19 | Mythril |
| 20 | Pressed Flower |
| 21 | Remedy |
| 22 | Loaf of Bannock |
| 23 | Spring Water |
| 24 | Spring Water |
| 25 | Ancient Potion |

