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[[[Notes and Route for Final Fantasy Crystal Chronicles Any% (Selkie, NTSC-J)]]]
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<https://www.speedrun.com/ffcc>

Definitions:

Cycle: The amount of time it takes a Myrrh Tree to replenish a drop of Myrrh.
[C#]: Indicates what number Cycle the dungeon is in.
IGG: Infinite Gil Glitch.
RNG: Random Number Generator. Basically, anything that's random in the game.

Pre-Route Notes:

This run uses a glitch called IGG.
This glitch requires you to be in multiplayer mode with a Game Boy Advance.

THIS GLITCH ONLY WORKS ON THE NTSC-J VERSION OF THE GAME.

In this route, chests are labeled with letters such as "chest D".
This is in reference to the Official Player's Guide from Nintendo.
If you don't have the guide, watch a run to see which chests to open.

Like in real life, try not to die.

For Artifact priority:
Refer to [this document](#). It has the average and perfect artifact RNG for the three fast races, and a chart for which artifacts you can get from each dungeon and boss.

I recommend watching the world record and trying a playthrough mimicking it.

I also recommend you have an NTSC-U copy of the game to reference English from for things like menus and items.

Credits:

Thank you to [Ghou102](#) for helping me learn the route, as well as [Neviutz](#) for help with some optimizations, his Previous WR video, and other things. Go check 'em out!

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Onwards and upwards!
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Open chest D, look for た as the first character
Change chalice to Fire

Change chalice to Water

Marr's Pass
Craft Master's Weapon

Tida
Kill the right Carrion Worm and the Bomb
Kill the right Carrion Worm at boss door

Veol Sluice
Open chest A

Year 3

Mushroom Forest [C2]
Open chest C
Kill only the Hell Plant with the Phoenix Down

Selepation Cave
Cave Worm is hard to AI loop, practice

Daemon's Court
(The route for this level is pretty lenient, as it's based on Lizard RNG)
Golden Lizard Skirmishers can be in 5 places
Go left and up, up the 2 sets of stairs
Around the right side (Open chest D)
Down the right side stairs
Far bottom left
This is the "best" route

Year 4

River Belle Path [C2]
Same as cycle 1, but:
Do not kill the Stone Hedgehog or Griffin

Goblin Wall [C2]
Just go

Mount Kilanda
Go through leftmost passage
Hit the Goblin Courier

Year 5

Port Tipa
Talk to Tristan (the Ferryman)
Go to Leuda

Leuda
Just leave, don't talk to anyone

Lynari Desert
Dequip your Commands
Walk forward and slightly left, kill the first two Scorpions
Pick up Thunder first, this saves on menuing later
Go directly left
Kill the Lamia and Scorpion
Go directly up
Cast Thunder on the cactus
Swap Thunder for Fire to fuse Gravity
Go right
Cast Gravity on the tent
Defuse Gravity
Go down right
Cast Fire on the mushroom-shaped rock
Go to the three rocks (near the cactus)
Cast Blizzard on the small, middle rock
Cast Blizzard on the medium, right rock

Cast Blizzard on the large, left rock
Replace Blizzard with Life to fuse Holy
Go directly down
Cast Holy on the flower
Drop the chalice on the Hot Spot
Teleport out

Leuda

Talk to Tristan
Go to Port Tipa

Veol Sluice [C2]

Kill Ice Bomb
Cast Life on first Pumpflower Plant
Open chest A
Cast Life on the second Pumpflower Plant
Cast Life on the third Pumpflower Plant

Mount Vellenge

(This dungeon is open to a lot of interpretation, no two runners have the same route. I'll be explaining my route.)
Kill Chimera
Open chests A, F, D, B, and I in that order
ONLY TAKE STR ARTIFACTS, IF THERE'S A MAGIC OR DEFENSE ARTIFACT, DON'T PICK IT UP
If you don't get a Masamune from chests A or F, deathwarp and try again
If you get **DOUBLE MASAMUNE** Don't take chest D

After chest F, Kill Chimera
Fuse Thunder and Life to Holy

Meteor Parasite
Eat Meat

Phase 1

Safe zone is approximately above and below your spawn point
Don't move too much to the left or right

Focus Attacks

If it casts poison, get under the vulnerable spot

Phase 2

Safe zone is in between hills
Focus Attacks
When the vulnerable spot hides, hug the main body
2 laser sweeps will go right over you

Phase 3

This phase is hard, practice a lot
Repeat until dead:
Kill the right Tentacle
Damage the vulnerable spot as much as possible
Defend when you're gonna get hit, Cure when needed
When the vulnerable spot hides, kill the left Tentacle

As a note, WR strats are cureless, meaning you don't pick up cure. This saves a good amount of time since you don't have to pick up two magicites and don't need to double back for the Shade. Not having cure for Meteor Parasite, Raem, possible quiz fights, and Memiroa is quite the risk, so I do not recommend using these strats for new runners. If you want to learn these strats, watch Romulost's WR run, and grind from Vellenge to get it consistent.

The Nest of Memories

Quiz

Refer to <https://i.imgur.com/qUiEETA.png> for answers

Raem

AI loop him on the far right with 3 hit combos
Actually a pretty tight window, be careful and focus

