

Chrono Trigger (Import) FAQ/Walkthrough Final

by DJellybean

Updated on Nov 25, 2000

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www.vfaqs.net	-	My personal website
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Last	-	Current Version of the Guide
100%	-	Projected progress of the guide

=====
----- [Credits] -----
=====

- + Squaresoft(www.squaresoft.com)
If not the greatest RPG of alltime, it definitely is one of the best RPGs of all time...thanx Square.
- + Gunblade(johnliu7@home.com)
Thanks for his NUMEROUS and valuable tips scampered across this guide.
- + Respox(Respox@gmx.net)
Thanks to his help for telling me where the Magic Cave was...I forgot about it...thanx!
- + Turokcave(davidwonn.turokcave.com)
For their help in the two glitches found in the game...thanks guys!
- + CJC(www.gamefaqs.com)
For his hard work and dedication to the site.
- + Dingo Jellybean(www.vfaqs.net)
For the time and effort to typing up this FAQ!

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NOTE: I know the text art looks bad but please forgive me!

Version 1.00 - Initial release, full walkthrough up. 4 endings revealed, the techs listing finished and so on. (7/8/00)

Version Last - Everything complete...all endings revealed, lists and bestiary are up. Also a format change that's easier to read. (11/23/00)

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===== [End of Copyright] =====
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- Introduction
- Game Tips
- Kewl Codes
- Characters and Tech Lists
- Walkthrough(complete walkthrough)
- Endings
- Bestiary
- Items List
- Weapons/Armor/Accessories Listing
- New Game+
- FAQ
- Story Guide

- Credits

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----- [Game Tips] -----
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- In Chrono Trigger, you don't encounter random battles and you never encounter battles outside. If you see an enemy ahead, 80% of the time you can't avoid that battle no matter how quiet you walk...so it's best to be prepared unless you are positive that you can breeze through the battle.
- Can't defeat a boss? Try gaining more levels or try to find a weakness, undead/ice monsters are vulnerable to fire, sand monsters are vulnerable to water and ice, etc. You can also change your party members or try on different equipment and see what works.
- The game too confusing? You are just a beginner at RPGs? Check the Mayor's Manor at the bottom left outside on the world map from Chrono's house and it will detail everything in the game.
- Think carefully about key decisions, you may dramatically change the entire perspective of the game.
- Talk to all people that you see and you may even have to talk to the same person twice, who knows though, they may leak out valuable information.
- Save often. You never know what lies around the corner and even if you did have a walkthrough, it doesn't always prepares you, it guides you through the game.
- Try out all new weapons, armors, and accessories that you get, it may or may not improve your stats, but it's still worth a try.
- Wait or Active? If you like to have a lively battle that keeps a good pace and you are up to it, then choose Active. If you like to take your time to take decisions on things then choose Wait...both have it's obvious advantages and disadvantages.
- Check all treasure chests, even if it may seem a little far to reach or too many battles to go through to reach that treasure chest, but hey, who knows...it may be more than worth it.
- Buy plenty of items but don't overdo them, if you buy 99 Tonics you can heal yourself pretty well during battles. But what if you were to run out of MP? What if your current Tonics cannot heal enough for the battle, what if you were at a save point and desperately needed a Shelter? Try to get about 6-10 of every item.
- Look for Tabs and use them! These tabs will give you a permanent stat boost, but only by one point. Sure it may not make much of a difference to your stats(with it being one point and all) but if you've collected about 15 of these tabs during the game...your stats go up considerably and may help you out later in the game.
- Remember that this game deals HEAVILY with time travelling, what you do in the past can alter the future tremendously, but also note that what you do in the future does not affect anything in the past.
- Can't damage an enemy with physical attacks? Try magic or vice versa, you will encounter these types of enemies abundantly in the game so keep

an eye out.

- Pay close attention to your stats, offense and defense seems to be your main stats to boost, but magic points, speed, stamina, and the other small stats in the small right hand corner play a vital role in your wins and loss column. Don't equip an armor or any other equipment that boosts your attack power up but decrease your other stats way down...otherwise you will be on the short end of the bargain.
- Although you may see weapons and armors and accessories that rise your stats, they may not rise them much to have a significant effect. I would wait and buy new weapons at every two or three towns that I see, this way you don't end up fighting battles for money or end up not having enough money for the latest gear.
- Memorize key areas, look for something in the room that just stands out above the rest or sticks out like a sore thumb, you may need to come back here later.
- Done something in the past? Head to the future and see what happened and maybe it can advance your game.
- Don't rush. If you receive the Epoch, you can immediately head to fight the last battle from the middle of the game, however your levels and weapons and items are far too weak to be of much use in the battle that was meant to be for later in the game...complete the sidequests and I GUARANTEE you that you will stand a MUCH better chance than you did before.

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 ----- [Kewl Codes] -----
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<Kurt Angle>I your code making hero Dingo Jellybean has come back once again onto your computer screen. As you read this, you may have already known that I am a All-American(well, Chinese/Australian/American actually) code creator gold medal winner. Below are a list of codes that I have compiled out of my own wit and time for your viewing and testing pleasure, let me put this in words that you can understand. These are codes that give you really lots and lots of stuff! It's true, it's true. So I thank you for not stealing my codes without permission and I thank you for reading this and expanding your little mind as you read my rich vocabulary and great context...just like a real American Hero.</Kurt Angle>

Below are codes I created from a ZSNES code generator...sorry I didn't have a Game Genie with me at the time and you can't even make codes with a Game Genie for that matter! However, I'm guessing these codes work on a Game Genie or some PAR device that you may have...but these codes definitely do work on the ZSNES code generator.

Address	CV	PV	Description
7E0030	FF	FF	1000+ Tech Pts. after every battle(Note1)
7E0200	FF	FF	
7E0240	FF	FF	
7E0241	FF	FF	
7EB2DB	FF	FF	
7EB28D	27	00	10000+ expierience points after every battle(Note2)
7FCBF5	27	00	

7EB28D | FF | FF | 65000+ expierience points after every battle(Note3)

7FCBF5 | FF | FF |

7E5E31 | 03 | FF | Infinite HP(Crono only) (Note4)

7E5E34 | 63 | FF | Infinite MP(Crono only)

7E2556 | 63 | 01 | Infinite Magic Tabs(Note5)

7E2557 | 63 | FF |

7E32E3 | 63 | FF |

7E32E4 | 63 | FF |

7E2559 | 63 | FF | Infinite Power Tabs(Note6)

7E077B | 63 | FF |

7E2557 | 63 | 63 | Infinite Speed Tabs(Note7)

7E2558 | 63 | FF |

7E3363 | 63 | FF |

7E3364 | 63 | FF |

Note1: This code will give you a lot of Tech points after battle, I'm not really sure if 1000+ is definite since it seems to vary. Note that I was too lazy to check out the codes and don't be surprised if you might find that out of all those 5 codes, only 1 of them is the real code...I'm just too lazy to check but this code does do some very minor graphical glitches...it can screw up some numbers and turn a lot of numbers into letters(probably because of the hexadecimal value).

Note2: Once again, one of these codes might be the right code or both of them might act as one code...note that I just put this here because some of you might not want to earn a bunch of expierience points like the code below.

Note3: Like I said, one of these codes might be the real code and the other code a bluff code, check for yourself by toggling the codes and see which one works. This code will net you 65000+ Pts. per battle, you can probably gain about 20 levels the first go around!

Note4: This code is weird but it works. It doesn't stay at a constant 999, but it does give you unlimited HP. When opponents hit you, your HP drops normally from 999, but your HP can never go below 700 and the digits change constantly, like a flux. So if you have like 875 HP and get hit with an attack that does 500 HP of damage, your HP will 99% of the times go up to like 954 or 899 or something like that.

Note5: Like I said above, there is a chance that only one of these codes work and one of these codes that don't...you may find that only one code work and the other three codes are fluffs. Also note that you MUST have at least one Magic Tab for this code to work. Also note that if say your Magic Tabs were in the second slot and you had switched places with Tonics that were in the first slot, then you would have infinite tonics and also infinite tabs.

Note6: Read number 5, then replace "Magic" with Power. And replace "three" with a blank space and replace "codes" with code.

Note7: Read number 5 and replace "Magic" with speed.

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----- [Characters] -----
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Magus

From the time period 12000 BC, he was thrown out of his time period and into the middle ages, he had vowed over his years that he would destroy Lavos for doing this to him...it's up to you on whether or not he succeeds or no.

Strongest Weapon:

DoomSickle, you will find this at Ozzie's Fort in the room where Ozzie tries to convince you to pick up a treasure chest, you will have to check the middle to bottom right wall of the room and you should be able to go through to the hidden room.

Overall: He is a pretty good character to use, he's got good power and excellent magic abilities...however he can't use any Dual Techs since he doesn't have one.

Lucca

The long time friend of Crono, the amputated legs of her mother inspired her to learn about science and technology because she wasn't able to help her mother from being caught in a machine. Her useful mind and knowledge of weaponry proves quite useful to the party.

Strongest Weapon:

WonderShot, get the MoonStone from Giant's Claw and place it in 65000000 BC, head to 1000 AD, buy jerky, head back to 600 AD in the Elder's house and give woman jerky for free and go to 1000 AD and collect it from the Mayor in the Mayor's Manor...take it back and place it on the sunlight in the Sun Crest and pick it up in 2300 AD. Lucca will create the WonderShot back at her house.

Overall: Lucca is a pretty good character, she has good magic and defense but lacks in offense.

Marle

Daughter of a royal family, she bumps into Crono at the Festival but soon later discovers that she is caught in an ongoing epic battle across time...saving the world and looking out for the ones she loves.

Strongest Weapon:

Valkerye, once you have the glowing pendant after 12000 BC, head to the Northern Ruins in 600 AD(after it has been fixed) and check the treasure boxes but do not take what is inside, then head to 1000 AD and check that same box again and you will get an upgrade of that weapon to the Valkerye.

Overall: Weak offensively, but a good magic user and an excellent healer. She moves pretty quick in battle as well.

Crono

The main character of the game...but his main character status fades after he comes back to life. He never talks in the game...but the game goes on perfectly without his dialogue. Crono, the sole adventurer who one day was just excited about a festival bumps into a girl that would change his life forever. What lies ahead of him, he doesn't know, but he will always fight at the side of his friends.

Strongest Weapon:

Rainbow, complete the same quest as Lucca, but then take the SunStone back to Melchior in Guardia Castle 1000 AD after you have defeated Yakra XIII.

Overall: Excellent character to use, excellent magic skills and good offense and defense. He's not a healer though and he can't really help out the party much when they are in need of HP.

Frog

The unknown swordsman that defeated Magus and his troops in 600 AD and his the guardian of Guardia Castle and it's lands above. Even the great Cyrus could not match his sword skills as Frog literally had no equal. With the threat of Magus and after killing Cyrus who was Frog's best friend, Frog vows to avenge his friend...but what he later discovers is far beyond anything he, Cyrus, and Magus have witnessed in the past.

Strongest Weapon:

Masamune, at first when you receive this weapon, it's pretty powerful but you will need to fix the Northern Ruins in 600 AD and check the grave inside the ruins, you will see a small scenario involving Frog and Cyrus, later Masa and Mune split from the sword and gives Frog some important advice and later reforms to show the true colors of the Masamune. It's pretty much even with the Rainbow in terms of overall effectiveness.

Overall: Quite possibly the best character in the game to use, he's strong, he has excellent magic skills, a good healer, and has nice evenly distributed stats. I would bring him along quite often.

Robo

The once broken Robot of 2300 AD is now one of the seven members of the party that will hope to change the future of the world. Being created his previous occupation was to eliminate all humans...but thanks to Lucca his occupation no longer exists and his emotions have grown themselves as he fights dearly for his friends...and for the fate of the world.

Strongest Weapon:

TerraArm, you can find this weapon in the future in Geno Dome, you will need to fly the Epoch to get there though.

Overall: Very good character to use overall. He's strong, has good magic skills, excellent stats, and is an adequate healer. Pretty well balanced character overall.

Ayla

Chief of the Ioka tribe, you never thought that a single woman would have the strength of 10 men. While her intelligence is below that of a pineapple, her fighting skills are off the charts as she is superiorly strong and her leadership skills will help aid the tribe to defeat the reptites, once and for all. However...the reptites are not her only concern...

Strongest Weapon:

None. She uses her fists! Talk about strong!

Overall: Excellent character, she is by far the best fulcrum in terms of Dual Techs and physical attacks. She has has the best physical stats out of all party members, but her magic and magic defense are low and she doesn't have any magic attacks...but her tech attacks do use up MP.

=====
----- [Tech Listings] -----
=====

----- [Single Techs] -----

=====
Marle
=====

Aura MP: 1

Heals anywhere from 70-400 HP to a single target, can be used in both battle and outside battle.

Provoke MP: 1

Casts confusion on one opponent.

Ice MP: 2

Does ice damage on one opponent.

Cure MP: 2

Heals anywhere from 200-999 HP to a single target, can be used in both battle and outside battle.

Haste MP: 6

Reduces recovery time between attacks and item usage.

Ice 2 MP: 8

Slightly more powerful than Ice, hits all opponents on screen for good damage.

Cure 2 MP: 5

Revives 100% of total HP to a single ally, can be used both outside and in battle.

Life 2 MP: 15

Revives a fallen comrade to full HP.

=====
Lucca
=====

Flame Toss MP: 1

Goes in a streak...causing fire damage and any opponent in the path will suffer fire damage.

Hypno Wave MP: 1

Casts Sleep on all opponents.

Fire MP: 2

Attack a single target for fire damage.

Napalm MP: 2

Hits an area for fire damage, any opponent within the area suffers fire damage.

Protect MP: 6

Raises the physical defense on one character for a limited period of time during battle.

Fire 2 MP: 8

Acts much like Napalm but with different animation and hits all opponents on the screen for fire damage.

Mega Bomb MP: 15

Hits one secluded area for phenomenal fire damage...any opponent in the area will suffer damage as well.

Flare MP: 20

Hyped up version of the Mega Bomb, this is the most powerful fire attack in the game and will easily light up and destroy all opponents on screen

for fire damage.

=====
Crono
=====

Cyclone MP: 1

Powerful attack, this hits a certain area and anybody within range suffers physical damage.

Slash MP: 2

Attacks opponents in a single line, any opponent caught in it's path suffers physical damage.

Lightning MP: 2

Uses an elemental spell on one opponent...deals lightning damage.

Spin Cut MP: 4

Highly powerful physical attack against one opponent.

Lightning 2 MP: 8

Slightly more powerful than Lightning, hits all opponents on screen with lightning damage.

Life MP: 10

Revives a fallen comrade.

Confuse MP: 12

Powerful physical attack that does 400% more damage.

Luminaire MP: 20

Quite possibly the strongest single tech attack in the game, this is visually impressive and hits all opponents on the screen with lightning damage.

=====
Frog
=====

Slurp MP: 1

Heals anywhere from 70-400 HP to a single opponent.

Slurp Cut MP: 2

Draws an enemy closer and slashes them with a physical attack that is a little less powerful than his normal attack.

Water MP: 2

Hits a single opponent for water damage.

Heal MP: 2

Cure any negative status effect that your party members may acquire in battle.

Leap Slash MP: 4

Does 210% more damage than his regular attack to a single target.

Water 2 MP: 8

A little stronger than Water, will hit all opponents in the battle field for water damage.

Cure 2 MP: 5

Cure a party member's HP to 100%.

Frog Squash MP: 15

The lower the HP, the more damage this tech will do:

75%HP-100%HP: 10-200 DMG
50%HP-74%HP: 200-350 DMG
25%HP-49%HP: 400-1000 DMG
1%HP-24%HP: 1000-3600 DMG

This tech will hit all opponents.

=====
Magus
=====

Lightning 2 MP: 8

Lightning damage against all opponents.

Fire 2 MP: 8

Fire damage against all opponents.

Ice 2 MP: 8

Ice damage against all opponents.

Dark Bomb MP: 8

Shadow attack against a certain secluded area...anybody within range of the attack will suffer damage as well.

Magic Wall MP: 8

This will raise any ally's magic defense up for a limited time in battle.

Dark Mist MP: 10

This will damage all opponents on the screen with shadow type damage

Black Hole MP: 15

If opponent is sucked in, that means automatic death.

Dark Matter MP: 20

Attacks all enemies on screen with the ultimate shadow magic attack.

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Robo

====

Rocket Punch MP: 1

Physical attack damage to one opponent.

Cure Beam MP: 2

Heals one ally anywhere from 70-400 HP.

Laser Spin MP: 3

Attacks all opponents with a laser, causing shadow type damage.

Robo Tackle MP: 4

Rush attack against one opponent, causing physical damage.

Heal Beam MP: 3

Heals all allies with 90-500 HP...the stronger your magic the more it will heal.

Uzzi Punch MP: 12

Attacks one opponent with multiple fists for amazing physical damage.

Area Bomb MP: 15

Powerful shadow based attack in a secluded area on the battle screen, any opponent within the area suffers shadow damage as well.

Shock MP: 17

Super powerful lightning based attack damaging all enemies on screen.

=====
Ayla
=====

Kiss MP: 1

Heals one ally with 70-400 HP.

Rollo Kick MP: 2

Powerful physical attack against one opponent.

Cat Attack MP: 3

Slightly more powerful physical attack against one opponent.

Rock Throw MP: 4

Throw an opponent up into the air and watch 'em drop for massive damage. Will not work on flying creatures and those that are too heavy.

Charm MP: 4

Has Ayla throwing a kiss at an opponent and stealing their item.

Tail Spin MP: 8

Powerful wind attack that damages all enemies on the screen.

Dino Tail MP: 15

The lower your HP the stronger your attack will be, this will hit all enemies on screen and no shield or barrier can protect against it, much like the Frog Squash.

75%HP-100%HP: 10-200 DMG

50%HP-74%HP: 200-350 DMG
25%HP-49%HP: 400-1000 DMG
1%HP-24%HP: 1000-3600 DMG

Triple Kick MP: 20

Damages one target with physical attack damage, Ayla will do three kicks to the opponent(similar to the Killer Bee Assault..heh) and cause major damage.

----- [Dual Techs] -----

=====
Crono and Lucca
=====

Fire Whirl: Crono/Lucca MP: Crono(2)/Lucca(1)

This attack will only hit enemies in a secluded area, basically if enemies are close to each other than it will damage them, but any opponent not in range will suffer no damage. This move does quite a bit of damage and you can find it pretty useful throughout the game. This attack will have Crono spin around as Lucca lights his blade on fire.

Fire Sword: Crono/Lucca MP: Crono(4)/Lucca(2)

While this hits only one opponent, it does a lot of damage. Obviously you should use this against ice and undead opponents, mystics fall to this attack as well.

FireSword 2: Crono/Lucca MP: Crono(12)/Lucca(8)

A slightly more powerful attack than the Fire Sword, but this time it hits all enemies on screen and works beautifully against surrounding enemies.

=====
Crono and Frog
=====

X Strike: Crono/Frog MP: Chrono(2)/Frog(2)

Powerful single physical attack that does a lot of damage, Crono and Frog slash one opponent diagonally from different directions.

Swordstream: Crono/Frog MP: Crono(4)/Frog(2)

A blade of energy comes across towards an opponent for powerful physical attack damage.

Spire: Crono/Frog MP: Crono(8)/Frog(4)

Powerful elemental attack, works well against machines and does a tremendous amount of damage.

=====
Crono and Marle
=====

Aura Whirl: Marle/Crono MP: Crono(2)/Marle(1)

This will heal about 25%-75% of HP to all party members, quite useful too.

Ice Sword: Marle/Crono MP: Crono(4)/Marle(2)

Powerful attack that hits a single opponent with ice damage and physical attack damage.

Ice Sword 2: Marle/Crono MP: Crono(12)/Marle(8)

Not much more powerful than the regular Ice Sword, it is slightly more powerful but it hits all opponents on screen.

=====
Crono and Robo
=====

Rocket Roll: Crono/Robo MP: Crono(2)/Robo(3)

This move does to shadow damage(me thinks) and will hit one opponent doing a lot of damage.

Max Cyclone: Robo/Crono MP: Crono(4)/Robo(3)

Pretty powerful attack, it will have Robo spin Crono around has he repeatedly slashes at the opponent.

Super Volt: Robo/Crono MP: Crono(8)/Robo(17)

Tremendously powerful...a little stronger than the Luminaire and visually impressive to the eye. The strongest lightning damage in the game.

=====
Crono and Ayla
=====

Drill Kick: Crono/Ayla MP: Crono(2)/Ayla(2)

Pretty powerful physical attack, it does massive damage and will attack one opponent.

Volt Bite: Ayla/Crono MP: Crono(2)/Ayla(3)

This move will work great against dinosaurs and does lightning damage, it's also a powerful physical attack as well.

Falcon Hit: Ayla/Crono MP: Crono(4)/Ayla(4)

This attack is very powerful, this move will have Ayla toss Crono into the air as he streaks through the front or back line of opponents.

=====
Lucca and Marle
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Antipode: Lucca/Marle MP: Lucca(2)/Marle(2)

Powerful attack against a single opponent, does shadow damage.

Antipode 2: Lucca/Marle MP: Lucca(8)/Marle(8)

Slightly more powerful version of Antipode, this will act like an Area Bomb, damaging opponents in a certain area causing shadow damage.

Antipode 3: Lucca/Marle MP: Lucca(20)/Marle(8)

Super powerful shadow, mostly a fire attack though and it will hit all opponents on the battlefield.

=====
Frog and Marle
=====

Ice Water: Frog/Marle MP: Frog(2)/Marle(2)

Powerful attack that hits all opponents on screen with an ice water attack.

Glacier: Frog/Marle MP: Frog(8)/Marle(8)

Marle casts a giant ice block as Frog jumps up and slashes it down against one opponent...powerful stuff.

Double Cure: Frog/Marle MP: Frog(5)/Marle(5)

Cures all allies to maximum HP...extremely useful.

=====
Frog and Lucca
=====

Red Pin: Frog/Lucca MP: Frog(4)/Lucca(2)

Powerful single fire attack against one opponent.

Line Bomb: Frog/Lucca MP: Lucca(15)/Frog(4)

This move is much like the Falchon Hit, it does the same amount of damage but this does fire damage. Lucca will throw out a couple of bombs and Frog comes flying into the screen setting off the explosions on the opponents with his sword.

Frog Flare: Frog/Lucca MP: Lucca(20)/Frog(15)

Visually impressive as it is damaging...probably the second strongest spell in the game as a giant green frog squashes the opponents and underneath the frog erupts the Flare spell, the Frog turns violent red and hops away, hitting all enemies on the screen from MASSIVE DAMAGE.

=====
Lucca and Ayla
=====

Flame Kick: Lucca/Ayla MP: Lucca(2)/Ayla(2)

A powerful single kick attack that does fire damage.

Fire Whirl: Lucca/Ayla MP: Lucca(8)/Ayla(10)

Powerful flame attack against a single opponent.

Blaze Kick: Lucca/Ayla MP: Lucca(8)/Ayla(20)

Mimicking the motions of the triple kick, this move will deal out amazing damage causing fire damage, this only hits once instead of three times against an opponent though.

=====
Marle and Ayla
=====

Twin Charm: Marle/Ayla MP: Marle(1)/Ayla(4)

Much like Ayla's regular Charm, it steals from an opponent...however there is a much greater chance of stealing items and rare items from your opponent if you use it.

Ice Toss: Ayla/Marle MP: Ayla(4)/Marle(2)

Powerful ice based attack against one opponent.

Cube Toss: Ayla/Marle MP: Ayla(4)/Marle(8)

Much more powerful version of the Ice Toss, still hits one opponent though.

=====
Lucca and Robo
=====

Fire Punch: Robo/Lucca MP: Robo(1)/Lucca(2)

Has Robo extend a long arm to attack with his lighted robo arm against one opponent, quite damaging too.

Fire Tackle: Robo/Lucca MP: Lucca(8)/Robo(4)

Powerful attack, does fire and physical damage against one opponent.

Double Bomb: Robo/Lucca MP: Lucca(14)/Robo(15)

Ultra Powerful, quite possibly the strongest attack in the game. This will deal both shadow and fire damage against an opponent and quite visually impressive too.

=====
Robo and Marle
=====

Aura Beam: Marle/Robo MP: Marle(1)/Robo(2)

This will heal basically every party member, ranging from 100-700 HP of healing.

Ice Tackle: Marle/Robo MP: Marle(2)/Robo(4)

Powerful attack that causes ice damage to a single opponent.

Cure Touch: Robo/Marle MP: Marle(3)/Robo(5)

Highly useful healing magic, it will heal all party members to 100% of their max HP.

=====
Frog and Robo
=====

Blade Toss: Frog/Robo MP: Frog(2)/Robo(3)

Powerful to put it at best. It does nice damage and will hit a single target with a boost from Robo.

Bubble Snap: Frog/Robo MP: Frog(2)/Robo(4)

Very powerful...despite the fact that Robo gets encased in a bubble, this dual tech does not do water damage. However the physical attack does a large amount of damage against a single opponent.

Cure Wave: Frog/Robo MP: Frog(5)/Robo(3)

Quite possibly the best option to use when your party members are low on

life(with the exception of the Mega Elixir). This will cure your entire party's HP to it's max and can easily turn the tides in your favor.

=====
Robo and Ayla
=====

Boogie: Robo/Ayla MP: Robo(12)/Ayla(4)

Wierd. This attack has Robo spinning a green blade around in the air or something, this will cast Stop on all opponents...assuming of course they are susceptible to it.

Spin Kick: Robo/Ayla MP: Robo(4)/Ayla(2)

This attack will have Robo toss Ayla into the air as she does the motion of one of her Triple Kicks, quite damaging too.

Beast Toss: Robo/Ayla MP: Robo(12)/Ayla(4)

This will not work on flying enemies or on enemies that are too heavy, but once you connect, Ayla and Robo will throw around the opponent at each other like a hot potato and Ayla will lastly throw the opponent into the air as they drop for MASSIVE damage.

=====
Frog and Ayla
=====

Slurp Kiss: Frog/Ayla MP: Frog(1)/Ayla(1)

Extremely useful, works better than a Lapis and recovers negative status effects like confusion, berserk, sleep, etc.

Bubble Hit: Frog/Ayla MP: Frog(2)/Ayla(2)

Much like Robo and Frog's BubbleSnap, this attack will have Ayla floating in a bubble and then she drops down and attacks the opponent with a powerful physical attack, note that this move does not do water damage.

Drop Kick: Frog/Ayla MP: Frog(4)/Ayla(20)

Ouch. This is probably the strongest physical attack in the game, it does massive damage against a single opponent.

----- [Triple Techs] -----

=====
Crono/Marle/Lucca
=====

Delta Force: Marle/Lucca/Crono MP: Crono(8)/Marle(8)/Lucca(8)

Powerful trio attack that damages all enemies on the screen with lightning, fire, and ice magic.

Arc Impulse: Crono/Marle/Frog MP: Crono(4)/Marle(8)/Frog(4)

Powerful ice/physical attack against one opponent...save this for bosses.

Lifeline: Crono/Marle/Robo MP: Crono(2)/Robo(3)/Marle(15)

Think of this triple tech as giving a Dreamstone to everyone in your party...this acts like Life3 from Final Fantasy 6 and you will be revived to about 15% HP after you have been wounded.

Final Kick: Crono/Marle/Ayla MP: Crono(2)/Ayla(20)/Marle(8)

Powerful triple kick attack that does elemental damage of thunder and ice. This only attacks a single opponent though.

Delta Storm: Crono/Lucca/Frog MP: Crono(8)/Frog(8)/Lucca(8)

Powerful tri-elemental attack of water, fire, and lightning...attacks all enemies on screen.

Fire Zone: Robo/Lucca/Crono MP: Crono(4)/Robo(3)/Lucca(8)

Powerful physical/fire attack against all opponents on the screen.

Gatling Kick: Ayla/Lucca/Crono MP: Lucca(8)/Crono(8)/Ayla(20)

Ultra powerful single physical attack that does both fire and lightning damage against a single opponent, save this for bosses.

Triple Raid: Crono/Robo/Frog MP: Frog(2)/Crono(2)/Robo(4)

Powerful physical attack against one opponent.

3-D Attack: Ayla/Frog/Crono MP: Ayla(20)/Crono(2)/Frog(2)

Powerful physical attack aided by Ayla on a single opponent.

Twister: Robo/Crono/Ayla MP: Ayla(10)/Crono(2)/Robo(3)

Powerful wind attack, will hit all opponents on the screen for incredible damage.

Grand Dream: Frog/Robo/Marle MP: Frog(15)/Robo(3)/Marle(15)

This will have Marle chant a spell on the Masamune as Robo sends a beacon of energy to the NewMasamune as three gold/tan colored monsters drop on the battle field. The lower your party's overall HP is

the more damage that this Triple Tech will do.

NOTE: You will need the Gold Rock equipped on either Frog, Robo, or Marle for you to use this...the name does sound cool though.

Dark Eternal: Magus/Lucca/Marle MP: Marle(8)/Lucca(8)/Magus(20)

Powerful attack that is nearly 2x as powerful as DarkMatter, this will hit every opponent in the room for shadow damage.

NOTE: You will need to Black Rock equipped on either Marle, Magus, or Lucca for you to use this.

Poyozo Dance: Lucca/Marle/Ayla MP: Ayla(10)/Lucca(1)/Marle(1)

Odd attack that can cause confusion...it does adequate damage(well compared to other triple tech attacks anyways) and will hit all on screen opponents.

NOTE: You will need to equip the White Rock on either Marle, Lucca, or Ayla for you to use this.

Omega Flare: Magus/Robo/Lucca MP: Magus(8)/Lucca(20)/Robo(3)

Visually impressive as it is damaging, quite possibly the strongest triple tech attack or at least one of the strongest. This will have a giant blue flare beam(aimed by Robo) towards all opponents on the screen causing monumental shadow based damage.

NOTE: You will need to equip the Blue Rock on either Magus, Robo, or Lucca for you to use this.

Spin Strike: Frog/Ayla/Robo MP: Robo(4)/Frog(4)/Ayla(10)

Powerful physical attack against one opponent, hands down the strongest single physical attack in the game. Too bad it's used against only one opponent though.

NOTE: You will need to equip the Silver Rock on either Robo, Ayla, or Frog for you to use this.

=====
----- [Walkthrough] -----
=====

When they ask you to choose Active or Wait, here are the summaries of each:

Wait: In this type of battle mode, you take turns fighting, this way enemies don't attack you when you are selecting an item or trying to find a tech to use.

Active: This mode will allow enemies to attack you even when you are trying to make a decision, however you can do the same to your opponents as well, meaning you can have two attacks in before the opponent has a chance to make one, assuming of course your wait gauge is quick enough and you make decisions quickly.

Whatever your decision maybe, it's up to you...I chose active to fit the Final Fantasy 4+ battle system. Or you can go back to the old Final Fantasy games battle system and use the Wait.

```
=====
DESTINY AWAITS
Party's level: 1
Monsters: None
Items: None
Party: Crono
=====
```

-- [Shops] --

Sword Shop		Item Shop		Armor Shop	
Sword	Price	Item	Price	Armor	Price
-----	-----	-----	-----	-----	-----
Iron Blade	350	Tonic	10	Karate Gi	300
Lode Sword	4000	Heal	10	Bronze Helmet	200
		Revive	200		
		Shelter	150		

Enter your name as 'Crono' and later you see a beautiful sky overlooking a gorgeous landscape. Later you hear festivities(although it does sound like gunfire) going on. Someone then calls your name, it's your mom silly! She then heads downstairs, follow her and downstairs your mom will have forgotten the inventor's name...which is Lucca.

She tells you to have fun at the fair, also talk to your mother again and she will hand you your allowance, which is 200 G. Head to Leene Square which is above where the balloons are. Head inside and you notice a lot of activity going on. You can buy some new armor with your money if you like. Also you can guess the winner of the race in the top right tent, if you guess the correct winner, then you win 20 Silver Points, which is NOT gold by the way.

Head to the top and you will find a girl wandering around, go up to her and she bumps into you. Now here is where the storyline will branch off a bit, depending on what you do will favor or unfavor a court hearing later in the game. Once you give her back the pendant from the ground, she will tell her name, which is 'Marle.' You still can't get into the center square where the invention will take place so head to the top left(you can also eat the lunch on the table if you like...heh) and fight the robot...he's not hard to beat. You can collect 15 Silver points if you win...you will also see a cat, talk to it and it will follow you(if you talked to the girl earlier on the opposite side then the cat will run away), take it back to the girl with the orange hair and green bowtie.

Talk to Melchior, he is the guy in blue with a orange ribbon across his chest, he's in front of the weapons laying on the ground and he is to the left of the tent on the right, you will meet this guy several times later in the game. Then talk to the girl sitting on the waterfall, she says that they ought to be done by now, so head up back north to the invention and Marle will want some candy...you can wait for her if you like or go ahead but she will complain and fuss though.

Once you reach the top you notice two platforms, it appears these are much like 'transporters' from Star Trek. Talk to Lucca at the top, she wonders where you have been and it appears that no one wants to try the telepod.

Lucca will convince Crono to try it out as Marle watches from a distance. After you try it out, talk to Marle and she will want to try it out herself. Lucca will wonder how did you ever pick up a 'cutie' like Marle.

The music stops once she steps on the machine though, Marle's pendant seems to be reacting with the telepod machine as she is sent through the time portal in the middle as her pendant is left behind. Lucca thinks it wasn't the telepod's fault, but Lucca also notices that Marle looks rather familiar. Head Crono up to the pendant and he will put it on, this will send him to another area.

=====

WHERE'S MARLE?

Party's level: 1

Monsters: [3 Blue Imps] [2 Blue Imps] [2 Blue Imps + Roly] - Truce Canyon
[3 Roly Riders] [2 Roly Riders] [3 Rolys] [3 Blue Eaglets]
[1 Green Imp, 2 Rolys] [2 Roly Riders] - Guardia Forest

Items: Power Glove, Tonic, Speed Tab, Power Tab, Shelter

Party: Crono

=====

When you arrive here, monsters begin to attack you immediately, but they are rather weak. In the next area pick up a TONIC and POWERGLOVE, then when you head outside, everything looks different and the music has changed from the last time. Where are we? Head to Guardia Forest to the left and then make your way around outside to Guardia Castle. Head inside and the troops immediately begin interrogation, hehe, the guards are pretty funny though...heh...stamp collection...lol!

Later Queen Leene comes in and allows Crono through, head to the top and then take the top right path and keep going upstairs and pick up a TONIC on your way through. The guard will let you through to see the Queen, she tells her attendants to leave...she tells you to come closer and as you do she giggles. It appears that everyone thinks she is the Queen...but later something happens as Marle just disappears! Crono is helpless against it, after that pick up the ETHER in the room and head back downstairs to the throne room.

When you reach downstairs Lucca will meet up with you(it appears she found a way to come to where you disappeared to) and wonders if you found Marle. Lucca starts doing some deduction and notices that the castle is practically identical to their time and it appears that Marle is a member of the royal family in their time. Marle is a descendant of Queen Leene, and she is the 4th generation member of the Leene family...someone was suppose to save her but it appears that history has been changed. When Marle arrived and that she looked so much like Leene that they called off the search thinking Marle was the real Queen Leene...but if the Queen of this time was killed that means Marle will disappear as well. The two must hurry to find the real Queen, otherwise it might be too late!

=====

UNHOLY DISCOVERY

Party's level: 2

Monsters: [4 Naga-ettes] [3 Diablos] [2 Diablos] [2 Gnashers] [3 Diablos,
2 Naga-ettes] [3 Gnashers] [3 Henches] [2 Gnashers, 2 Diablos]
[2 Naga-ettes, 2 Gnashers] [1 Hench] [2 Mad Bats] [3 Henches, 1
Mad Bat] [2 Henches, 2 Mad Bats] [2 Diablos, 1 Mad Bat] [1 Hench,
1 Mad Bat] [3 Henches, 2 Diablos] [2 Henches] [2 Naga-ettes]
[2 Henches] [1 Yakra]

Items: 100G, Naga-ette Bromide, Steel Saber, Revive, 3 Tonics, Speed Belt,
2 Ethers, Heal, Mid Ether, Shelter, Maiden Suit, Iron Sword, Defender,

Power Tab

Party: Crono, Lucca

=====

Head outside to the world map and then go to the west and you will see a Cathedral, head inside. When you talk to the nuns, they speak rather awkwardly. Talk to the nun playing the organ and then check the glowing blue dot on the floor...then the four nuns will attack you. These monsters are weak against fire, luckily Lucca is a fire based element user, you can use the Fire Whirl against these guys if you have it. Afterwards another Nagette attacks Lucca, but a frog saves her. He wishes to come with the party in saving the Queen, but Lucca hates frogs and its talking!

You can choose to have the frog in your party or not, but its always good to have an extra party member along...you will need him too. Name him 'Frog' and then play the organ...it will open up a door to the right. Enter through that door, in the next hallway pick up two treasure chests that contains a REVIVE and a TONIC. Head to the right door, then go straight up and it appears that these monsters think your pretending to be human, later the other monster decides to look over Magus' shift.

Follow him and go up to the other door and inside you will see Queen Leene, the king, and a guard. Collect the ETHER and 100G, but as you try to leave the monsters reveal their disguises and attack you. Then head out and go down to the bottom right and into the door and pick up a TONIC, MAIDENSUIT, and an ETHER. Check the mirror to the left and you will find the secret Nagette Bromide, but then monsters figured out that you are actually humans. After you defeat them head out and go around and pick up and equip the STEELSABRE, head below the spikes to the left and then hit the skull switch to remove the spikes.

In the next room you find two soldiers, they are surprised that you are human and tell you that the Queen is hiding in the back, check the wooden pail for a POWER TAB, use the POWERTAB on Crono(or any other character) and then head out. Go take the middle path and you will see a save point, feel free to save your game if you like.

Head around to the right and the staircase will turn into a slide, go around upwards and hit the skull switch on the wall. In the hallway above there is a note, it says no entry, so pick up the two treasure chests for a HEAL and a TONIC, then go around and hit the other skull switch and then head around back to the middle of the room and pick up a SHELTER along the way as well. Head to the middle room and pick up an IRON SWORD, then play the organ, this will open up the door that you couldn't get into earlier. Head to the door up top near the note.

In the next room make your way to the save point ahead, then enter the next room. Inside the Queen notices Frog...she stands back as the battle begins.

BOSS BATTLE: Yakra HP: 920

This boss isn't too tough, use the Fire Whirl attack from Crono and Lucca and have Frog attack as normal. It has a pretty powerful physical attack that can do about 40 HP of damage or more, but you should keep yourself healed in this battle with a Tonic, or if you have it, use Frog's Slurp Tech.

Frog thanks the party, you can open up the treasure chests to reveal a MID ETHER and the real Chancellor...even if you don't open up the treasure chest revealing the Chancellor, he will just run out with you anyways.

Once the party returns to the castle, the Chancellor suggests creating a criminal justice system so that they can put away with the fiends. Frog however feels a heavy burden upon him, he felt that he failed to protect the queen and leaves...follow him and Frog leaves a few words behind.

Go upstairs to where you had found Marle earlier, she will be appear back when you reach her. It appears that Marle's father is King Guardia XXXIII (!)she then asks you if you would've taken her along if you had known her identity...select either choice and then head out.

Head back to the forest and at the bottom right of the forest is a POWER TAB. Head back to where you had initially came in and a portal back to your own world appears. After much boasting by Lucca she talks about the 'gate' and how she uses a gate key to open it. She is still unsure as to why the game would appear...either the telepod did this or something else must have done it. Lucca tells Crono to take her home as she heads off because she has something to do. Head back to Guardia Castle which is to the west of Leene Square.

=====
CAUGHT!

Party's level: 3-4

Monsters: [3 Hetakes] [2 Beetles, Avian Chaos] [3 Beetles] [3 Hetakes]
 [3 Hetakes] [2 Guards] [2 Blue Shields] [1 Decedent] [1 Guard]
 [1 Omnichrome] [Dragon Tank, Grinder, Tank Head] [2 Guards]
 [1 Guard] [1 Guard] p2 Descedents] [1 Guard] [2 Blue Shields]
 [2 Guards] [Dragon Tank]

Items: Power Ring, Power Tab, 3 Ethers, 3 Mid Tonics, 4 Shelters, 6 Mid
 Tonics, 2 Bronze Mail, 1500 Gold, Lode Sword
=====

Once you head to the castle Marle is greeted joyously but the Chancellor thinks that Crono had kidnapped her, later they take Crono to the courtroom to hear his sentencing. During the middle of the hearing various characters come into play, if you had brought back the cat, the little girl will defend you, if not then she will go against you, including the guy who was standing around 'sitting' to eat his lunch...if you ate his lunch then he will go against you.

There will be seven jury members, they will either say your guilty or your not guilty(remember the Chancellor asking about a court system in 600 AD?) but no matter what you will either have to face 3 days of solitary confinement or you will be executed if you are found guilty. Later when they reach down the cell, the Chancellor orders a supervisor to carry out the death sentence in 3 days...even though the crime doesn't even come close to befitting a death penalty.

Later you awaken in a cell...the guards take you to the guilotine but Lucca comes in and saves you...she takes out the guards with a Zonker-38.

NOTE: Lucca may or may not come, you may have to leave yourself...to do this go near the fence and bother the guards with the action button and he will come in and try to silence you, defeat him and head out and go about the area. This happens if you went to bother the guards first, if you went for the pink bag first(ETHER) then Lucca will later save you from execution.

Save the guy in the guilotine outside and he will thank you and tell you to stop by the house in Truce Village. Check the down guards along the way to pick up various items. Head to the top left part of the room and past the

stairs and go across the bridge...you will notice two shield enemies, kill them and take the top left stairs and then to the jail cell left and climb outside and go down and take the treasure chest, climb the hole in the jail cell to collect a LODE SWORD, which is probably the most important item that you will find during your escape.

Head back to the room where you had fought two Blue Shields in and then take the top right stairs this time, you will reach the room where the supervisor previously was...check the note on the floor and you will find a secret to defeating the Dragon Tank. It says you must take out the head first and then take out the rest of the body, then go to the save point and save your game, then head outside and the two will feel an Earthquake. The tank will come in, it looks like you will have to fight this thing to get through.

BOSS BATTLE: Dragon Tank HP: 600(Tank Head), 208(Grinder), 266(Tank)

Your main focus is the head, take out the head with your physical attacks ONLY. Avoid hitting anything else, then when the head is gone feel free to attack away with your Techs, like Fire Whirl(if you have it). Watch for the grinder attack, it will hit both party members and do about 30-50 HP of damage, so be sure to heal yourself. Attack and heal basically.

Later Crono destroys the Dragon Tank for good, later the Chancellor and two supervisors come in to try and fix the tank but the tank blows up and they hang on for dear life, fortunately they did fill in the gap of the bridge leftover by the explosion. Walk pass them to the next room, in here pick up a SHELTER, then go down until you reach the main level of the castle, the guards won't fight you but they will try to block your way. Once you reach the entrance hall, Marle(Queen Nadia) will tell the guards to halt immediately, later King Guardia XXXIII comes in and tells Marle to quiet down...obviously royalty has gotten to his head.

Later when you are in the forest area, head to the right as the guards will but you off from the rest of the area. To the right the party finds a gate, it appears that they have no choice as the party heads into the gate.

=====

FUTURISTIC TURMOIL

Party's level: 4-5

Monsters: [2 Octopods, 1 Meat Eater] [3 Craters, 1 Meat Eater] [2 Octopods, 1 Meat Eater] [2 Octopods, 2 Meat Eaters] [5 Craters] [5 Shadows] [1 Mutant] [3 Shadows] [3 Shadows] [1 Mutant]

Items: 2 Full Ether, Gold Stud, Ether, Berserker, Lode Sword, Lode Bow, Charm Top, Wallet, Magic Tab

Party: Crono, Lucca, Marle
=====

Market

Item	Price
Auto Gun	1200
Iron Suit	800
Iron Helmet	500
Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

Head outside once you reach here and then head for Trann Dome, which is to the south of the dome you were previously in. In here you will meet a bunch of bums, you can go to the far left and rest in the Enertron if you want, it will restore your entire HP and MP. Later head out to the world map and head to Lab 16, which is to the north. In here watch for the little rats that run around, they will steal a TONIC from you and run off and you will never see the TONIC again unless you buy some. There is also a LODE BOW for Marle in here too, also when you meet the Shadows, you can defeat them by using the Fire Whirl or any tech attack that you may have.

Once you head out to the world map, go to the east to Arris Dome. Inside go around and an old man will approach you...he will be shocked to see that there are people that can beat the mutants. Go ahead and save your game to the far left of the room and then head down, before you go Doan will approach you again and tell you that no one has ever come back from going down there. Once you reach down head to the ladder to the top left, in here go along the rails and you will eventually see a rat statue with a memo attached to it, it tells that anybody that approaches the stockroom facility will be attacked.

Go around to the top and an alarm will sound off and as you try to go further a giant robot drops down from above.

BOSS BATTLE: Guadian/Bit HP: Guardian(1200), Bit(200)

This boss isn't too difficult to defeat. Do not attack the Guardian unless the two bits are destroyed, if you do, they will signal a Delta Attack that will injure every party member with over 70+ HP of damage. Attack the two bits first and then attack the Guardian as normal.

Once you enter through to the top, the party notices that the re Fridgeration has gone down and does not operate as the food is spoiled. Marle notices a dead man in the corner, he holds onto a seed but what can the seed grow? Check the man again and the sheet of paper neat the man tells you the secret to this dome, and you will have to catch the rat, which is not a statue. Collect the MID ETHER and head out and catch the rat, use your dash button to run and then use A to catch it. You can come in and out if you don't succeed in catching it.

Once you have caught the rat, it tells you to hold the L&R buttons and press A over the panel and if you foul up, you'll be sorry! Head back to the room you initially came in though and check the panel and use the code to had recieved earlier. Once you connect the bridge using the control panel, head to the next room and go to the middle and collect a MID ETHER, then head around to the next room. In this next room, your goal is to reach all the way to the top of this room, you will have to face a couple of battles to get there though. You should reach the ladder to the top left of the room and then go around it to the next room.

Inside Lucca operates the computer and a monitor shows Proto Dome, which is east of Arris Dome. Later Marle hits a button out of curiosity and the monitor tracks back to the record from 1999 A.D. to the day of Lavos. It shows a giant porcupine creature rising from the lava, large amounts of lava beams hits all areas like a Meteo storm...thus destroying practically all life on the planet except those who were in the domes.

Marle seems upset that this is how the world will end, she wishes to change the future just like Crono did when he saved Marle. Lucca then reluctantly encourages Crono to stop Lavos...so head out and reach back up to Doan. The people gather around you, the people only care about the food, Doan thinks the party is strange but maybe "...it's because we're healthy!" Doan later

gives you a Bike Key, use the Enertron and save your game and head out to Proto Dome, the people stare at you as you leave.

=====

ONWARDS TO PROTO DOME!

Party's level: 5-6

Monsters: [3 Mutants] [2 Mutants] [5 Shadows] [3 Mutants]

Items: Mid Tonic, Race Log

Party: Crono, Marle, Lucca

=====

Head to the east to Lab 32. Go up to the bike and robots will attack you, but not before Johnny comes in with a very egotistical attitude. You can either use that Jet Bike to race Johnny through the ruins or you can go through the ruins yourself, but unless you want to fight mutants, then I suggest you race Johnny. He will always stay in front of you, you can go past him by pressing down diagonally or up diagonally, the speed boosts do practically nothing...I suggest you just go into cruise control until there are 50 rests left(look at the top) then quickly go diagonally down or diagonally up, you should be able to handle the race pretty easily. If you did walk through the ruins, you can pick up a RACE LOG, which will record your best scores in your races against Johnny.

After you are through, head out and go southeast to the Proto Dome.

=====

ROBO!

Party's level: 5-7

Monsters: [4 Buggers] [3 Buggers]

Items: None

Party: Marle, Lucca, Crono

=====

Head inside and you will see a robot on the floor, Marle doesn't understand what it is but Lucca does. It's a humanoid robot and Lucca will attempt to fix it but Marle thinks the robot will attack them. Lucca tells Marle that machines are not capable of evil, it's only the humans that make them that way. The party then waits endlessly for Lucca to fix the robot and she does.

Aw schnap! The music makes me wanna dance! Well not like that, but the music is enjoyable and pleasant to the ear and it's one of my favorite tunes of all time! Anyways, the robot gets up and scares the party...the robot acts much like a robot using formalities. It's name is R66-Y or serial number rather, but Marle doesn't like the name. Name the robot 'Robo' which is the default name.

Later Lucca asks why there aren't any humans here, the robot is shocked to see the dome like this, prior there were many humans and robots of his kind in the same dome. The party tells Robo that they came through a time warp 1000 years ago...they came looking for a gate in Proto Dome but they found Robo but the door won't open. Robo tells the party that he can activate the dome's generator through the factory up north. You will have to leave a party member behind so that he or she can open the door.

Once you leave either Lucca or Marle, head out to the Factory up north.

=====

MISSION: RESTORE POWER

Party's level: 6-8

Monsters: [1 Acid] [3 Debuggers] [1 Proto 3] [1 Proto 3, 2 Debuggers]

[1 Proto 3, 4 Debuggers] [4 Bugs] [2 Proto 3's] [2 Proto 3's]
[1 Acid, 2 Alkalines] [1 Alkaline] [1 Alkaline] [6 R Series]
[1 Acid] [1 Alkaline, 2 Acids] [4 Alkalines, 1 Acid]

Items: Shelter, Titan Vest, Hammer Arm, Plasma Gun

Party: Robo, Crono, whomever

=====
Once you head inside, check the computer in front of you and Robo will do the rest. Later an acid attacks you, this guy only has 10 HP but your physical attacks are withered to single digits, once you defeat it head to the right and if you want to go to the factory area head right, if you wish to go to the lab then head left. Take the factory area and head right.

In here you can go to the left through the door and inside is a MID ETHER, climb down and around and enter through the door that leads to the conveyer belt and go left but a claw lift will take the party to another conveyer belt. Once you land here, you will have to fight a series of battles that gets tougher and tougher...when you reach the room with a Proto 3 and 4 Debuggers, you can use the Laser Spin if Robo has it, if not then I suggest you keep fighting until you earn it.

When you get off the conveyer, go down, if you try to go back onto the conveyer belt you will have to fight the three battles again. Head down and around to the top ledge and then go to the top right and pick up a MID TONIC, and enter the door to the right. Inside check the computer and it will tell you the crane control code which is B,B and X,A remember this, then pick up 400G and a MID ETHER. Then head out and go to the left door and inside pick up a SHELTER and an ETHER, head down and you will have to control a crane. Use your controller and press B,B and then X,A and the crane will move two red barrels onto a conveyer belt.

Now head out and climb the ladder directly below and you notice that the two red barrels that previously blocked your way do no anymore. Head to the left room and pick up a BOLT SWORD, check the computer for a code, which is Zabie or in terms of the SNES controller it's X-A-B-Y. Now head out and go to the right and in the middle left of this room you can pick up a ROBIN BOW for Marle if she is in your party. Head back to the entrance room of the factory and this time go to the Lab on the left.

Once you head down there is a save point, feel free to save your game now. Afterwards head to the top left and then defeat the Acids and Alkalines and the computer will turn on, check the computer and it will open up a hatch, pick up a SHELTER and then head downstairs. Go around and head to the center room and pick up a HAMMER ARM for Robo. Then check the computer and it will shut off the defense lasers courtesy of Robo...but a few Acids and Akalines attack you. Pick up the TITAN VEST at the left and then climb down to the ladder on the left.

In here head to the top and input the password X-A-B-Y on the computer and pick up a PLASMA GUN for Lucca, if she is in your party. Then enter through the door and then hit the switch above. It looks like you will have to escape in a hurry, Robo will leave the door open for the party as they head out, and just in time too! Head out of here and they will eventually find blue versions of Robo. It appears that these blue robots are his friends, he greets them but gets a rocket in his socket.

It appears that Robo is malfunctioning, the other robots tell him that his mission was to eliminate all intruders, the other robots attack Robo as he is the 'defective' robot. The robots then throw Robo into the shaft above, but before they can rescue Robo, they have to take out some defective robots

first.

BOSS BATTLE: R Series HP: 150 (each)

This battle isn't too tough, just focus your attacks on one robot at a time and they should be nothing more than bolts and oil.

After the battle Lucca pulls out Robo from the shaft, she isn't sure if she can fix him though. Crono and Marle/Lucca take Robo back to the Proto Dome, she works on Robo as the two talk...and later in the morning Robo greets the party members as he did before. Robo then wishes to go with the party, there is nothing left for Robo to do in his world but if he goes with them, they can give the planet a chance. The party heads to the gate atop, but they land in some unknown dimension.

=====
END OF TIME

Party's level: 7-9

Monsters: None

Items: None

Party: Robo, Crono, Marle, Lucca
=====

This place is unfamiliar to the party, head down to the middle room and talk with the old man and he tells them that this is "The End of Time." All lost travelers in time wind up in this place, he tells the party that when more than three beings step into the time gate that they will end up at the end of time. He tells the party that one must stay behind, but all time connects to this location and they can visit their friends whenever they want. You will have to leave one party member behind, the old man later tells you to press the Y button to switch party members and you can do this at ANY TIME! Which makes sense because you are at the End of Time anyways! The old man tells the party that they can step on the pillars of light and press the A button to return to their time or any other time they've been through for that matter.

The shining light in the bucket to the right of this room leads to the day of Lavos and directly to the last fight of the game, obviously you are not strong enough to face Lavos yet. When you leave, the old man calls you out and tells you to check the room behind him. Inside talk to Spekkio, he's pretty funny looking but he claims to be the Master of War...he tells you that long before anyone of the party members were born that there was a kingdom of magic where magic was used in profusion. People began to abuse their powers and it got so out of hand that only wizards were allowed to use magic.

He tells the party that magic is divided into four parts: Lighting, Fire, Water, and Shadow. Heh...he insults the party members and tells them their elements, but Robo doesn't have an element but his lasers can inflict Shadow type of damage. He tells you to walk around the room in a clockwise fashion three times, I know it sounds ridiculous but do it! You should run around the room four times actually, his counting is off. He then fortifies the party with magic and asks if you want to try it out, you must only use magic against him though and if you win you will get various items to use, mainly TABs, which are extremely helpful in boosting your stats without fighting battles. Don't worry about losing though, you will automatically revive to your previous strength and any items you used during the battle will be restored to you like you have never used them before.

After you come out, the man will call you again. Talk to him and he will begin to talk about your powers and such, but he tells you to return to your

own time...otherwise you can't change what must be changed. Go to the top pillar to Medina 1000 AD.

=====

RETURN TO THE PRESENT, BUT WHERE?

Party's level: 7-9

Monsters: [2 Henches] p1 Jinn Bottle, 3 Octoblushes] [2 Tempurites]
[4 Tempurites] [3 Rolypolies] [3 Cave Bats] [4 Rolypolies]
[3 Cave Bats] [1 Jin Bottle, 3 Octobluses] [Heckran]

Items: Magic Scarf, Ether, Mid Ether, Wall Ring, Dash Ring

Party: Crono and whomever

=====

Mystics Weapon Shop

Market

Item	Price	Item	Price
Iron Blade	29400	Red Katana	4500
SteelSaber	65000	Robin Bow	2850
Demon Edge	65000	Plasma Gun	3200
Lumin Robe	65000	Hammer Arm	3500
Flash Mail	65000	Titan Vest	1200
Tonic	840	Tonic	10
Mid Tonic	8400	Mid Tonic	100
		Heal	10
		Shelter	150

Once you arrive you will notice you came through someone's cabinet, you can talk to the two monsters...talk to them repeatedly and they start to engage in a conversation. When you leave one of them tell you to visit a man who lives in the caves to the west, luckily these are one of the nicest mystics you will ever meet, too bad others don't follow his "forgive and forget" motto. Head out but don't bother trying to buy anything from the mystics, they will overcharge you like crazy, even if you do defeat them in battle.

Head out west to Heckran Cave, watch out for these people though, they are HIGHLY durable against physical attacks but your magic will work very nicely against them. Go around and pick up an ETHER along the way, once you head down to the next room, go to the far left and pick up a MID ETHER and then pick up another ETHER and go down to the left, go around until you reach the water area and go around to the right and you will find a save point, save your game a top and then enter through. You will have to fight a boss battle.

BOSS BATTLE: Heckran HP: 2100

For this battle, you will have to remain solely on your magic, use whatever magic attacks you have, but Robo will have the stronger magic up to this point(hint, hint). Attack with magic and keep your HP up.

After the battle Heckran mentions Lavos and Magus, it appears that Magus had created the creature that is destroying the future, Lucca will tell the party that she can use the gate at the fairgrounds. Go to the back pool and jump in, you will arrive just south of Leene Square, note that you can always return here to the Vortex Pt. if you like.

=====

BACK IN TIME

Party's level: 8-11

Monsters: [2 Deceased, Ozzie] [3 Deceased, Ozzie] [1 Zombor]

Items: Gold Helmet

Party: Crono and whomever

=====
Head to Leene Square and then head straight up and go to the gate above and it will lead back to the End of Time. Take the pillar at the top left and you will head back to Truce Canyon 600 AD, which is where your next destination is. Once you reach here head out and go to Zenan Bridge, which is south of the cathedral and it appears a bridge has been built since the last time you were here Frog swam across the waters. Head inside and you notice that the people are hungry...head to Guardia Castle and go down to the basement and talk with the chef a few times and then leave, he will then give the party JERKY and he then gives the party one POWER TAB, head back to Zenan Bridge.

When you head back to the bridge you notice that the guards are down and the front line collapsed, talk to the knight captain...but later Magus' attacks begins. Before you head anywhere talk with the captain and say 'yes' and he will give you a GOLD HELMET, it's the strongest piece of armor in the game as of now and you will need it, and I suggest bringing along Lucca as well. As you walk along the bridge you notice Ozzie, who is Magus' top general. Defeat the Deceased first, after that you can hit Ozzie once and he'll run away.

Once you reach the end of the bridge, you can expect a boss fight.

BOSS BATTLE: Zombor HP: Bottom(800), Top(960)

Your best bet is to take out the top first, this prevents it from using any of its stronger attacks, then use fire on the bottom half to finish it off quickly. Nothing too much that you can't handle...right?

After the battle head out, go to the center of town to Fiona's Villa and inside pick up two MID ETHERs. Then head out and go to the Elder's House. Inside an automatic conversation will start between the headman and Toma. When you talk to the people, they talk about the Masamune and how the hero will come...are they talking about Crono? Well head out to Denadoro Mts. and find out! The mountains are to the northeast by the way.

=====
SEARCH FOR THE MASAMUNE

Party's level: 9-11

Monsters: [2 Goblins, 2 Bellbirds] [1 Goblin, 1 Ogan] [1 Free Lancer, 1 Ogan]
 [1 Ogan, 1 Goblin] [1 Ogan] [1 Free Lancer] [2 Free Lancers]
 [1 Ogan] [1 Ogan] [2 Free Lancers]

Items: 300G, Revive, Ether, 500G, Gold Helmet, Mid Tonic, Silver Earrings,
 Silver Stud, Mid Tonic, Magic Tab, Mirage Hand, 600 G
=====

Inside you will find 300G in the treasure chest, head upwards but you later notice a kid running off and a Goblin that chases after it, defeat it and you will have to face another monster, this one seems a lot tougher than the last one. You will have to use fire to destroy it's weapon and the monster's entire defense and offense drops. Then climb up the rope ladder, you can go around to the bottom left atop and collect a REVIVE. To the left above is an ETHER, go up pass the bridge and collect 500G. Head around to the right to the next area. In here you can go around to the right and pick up a REVIVE, to the middle of the area is a GOLD HELM and a MID ETHER...then go around to the top and to the right is a MID TONIC, then head up and go around.

You notice a rainbow in the waterfall, but don't worry about it, go up but you notice that a Free Lancer is throwing rocks at you, if he connects with a rock you will lose 5 HP...I forgot how to catch a rock and throw it back so

head around to the top right. In here to the right is 600G and then head to the top, you will have to face a series of battles here so be prepared because you cannot heal in between fights. Head out to the left and pick up 300G and then go atop to pick up a MID TONIC, to the top left is a Free Lancer in no hurry to fight, pick up the MID ETHER to the left and continue down and to the left.

Head across the bridge and talk to the Poyozo, talk to him several times and he will get annoyed, then he will give you a MAGIC TAB, then head down and save your game. Go down and pick up a MID ETHER, keep going down and around, but the Free Lancer will knock you off if you try to reach him. Head around to the cave atop, go up to the sword and the kid will ask if you are here for the Masamune, select yes and the kid will call his bigger brother...hahahahaha...that's his bigger brother? If you notice the name of the two kids, they are Masa and Mune. They will backtalk at the party and later fight you.

BOSS BATTLE: Masa/Mune, Masamune HP: 1000 each, 3600 (Masamune)

If you attack Mune, the two will counter attack...but it won't really do much damage anyways. You should focus on one of them, once you defeat one of them they will form into one...obviously this battle will be tougher than the last...they also mention that only Cyrus made it this far. Watch for this guy's physical attacks, they hurt a lot, try to keep your HP at a steady. Use lightning in this match, it seems to work pretty well and your Dual Techs will work pretty good as well.

After the battle go up to the Masamune, it appears that the sword is broken...but who do we take it to? The M brothers will take you out of the mountain.

=====
TATA...THE HERO?

Party's level: 10-13

Monsters: None

Items: Hero Medal

Party: Crono and whoever
=====

Head to the south part of the continent and talk to Tata, the little kid that ran off from the mountains. He will feel ashamed of himself for pretending to be a hero, he will give you the HERO MEDAL but it appears that only Frog can use it. If you talk to the old man upstairs he will say that his son will control some legendary space ship...hahahahaha.

=====
A REVISIT TO A FRIEND

Party's level: 10-13

Monsters: [2 Gnawers, 2 T'Poles] [1 Gnawer, 2 T'Poles] [2 Gnawers, 2 T'Poles]
 [1 Gnawer, 2 T'Poles]

Item: Masamune Hilt

Party: Crono and whomever
=====

Head to the Cursed woods and pick up the various treasure chests along the way and head to the rustling bushes in the back...climb down the ladder and you will find Frog. Talk to him and he will notice the HERO MEDAL, but he has no confidence to do anything, check the box he was over and inside you will find the other piece of the Masamune...Robo notices the encryption:

R...o...i...h...c...l...e...m Robo will reverse this and it actually reads

"Melchior" and where have you head that name before? Right, from Leene Square.

=====

MELCHIOR

Party's level: 10-13

Monsters: None

Items: None

Party: Crono and whomever

=====

Head back to Truce Canyon and go back to the End of Time. Head to Medina Village 1000 AD, which is the portal to the top right. Once you arrive here head out and go to the west and you will see a small house which is Melchior's Hut. Head inside and talk with Melchior, Lucca wonders why his name would be engraved in it...but he tells the party that it is possible to reforge the sword if he had a Dreamstone. It's not in Robo's databank and it appears that you can't find it anymore since it was a red stone used for money and it hasn't been available for a long time.

=====

FLASH TO THE PAST

Party's level: 10-13

Monsters: [5 Reptites] [4 Reptites] [4 Runners] [2 Kiwalas] [2 Runners]
[4 Kilwalas]

Items: Berserker

Party: Crono and whoever

=====

Head back to the End of Time...head to the pillar at the bottom left and head to Mystic Mountain 65,000,000 BC. When the party reaches here, they drop to the bottom and notice a bunch of green reptites. You will have to fight all five of them...but as you defeat them a whole flock of them come after you. Later a woman will come to your aid...the music sounds familiar though...she knocks out the reptites but you still have to battle a few yourself.

After the battle the woman comes up to you and comes near Crono...she thinks the party is strong and she tells the party her name which is Ayla. She will wonder where the party is from but she just laughs at them as "Ayla like funny people." She tells the party that there are plenty of stones at Ioka Village...follow her out...but you will have to take the path that is flooded with monsters. Pick up the BERSERKER on your way out and during the battles(if you win them) you get wierd items like Petals after battles.

Head to the Chief's Hut, which is across the bridge to the left. Inside you will find Ayla...she leads you to a nighttime celebration and introduces you to a few people. Move Crono around and talk with a few people and then talk to Ayla, she will tell you of Azala, who is the leader of the Reptites...but she can't find Laruba village since she doesn't know where Laruba village is. Talk to your party members afterwards and then talk to Ayla again, she will show you the red rock but you must defeat Ayla for the rock. It's not what you think though, you will have to drink soup faster than her. She's not tough to beat, heck it's a lot more easier than drinking soda from the guy at Leene Square! After you beat her she gives you the rock but the two drink more soup.

Afterwards in the morning Lucca notices that her gate key is gone! There are several footprints left behind by the thief...the party then goes to see Ayla...who is asleep. Ayla then decides to help the party settle the score against the reptites, you will have to bring Ayla and Crono, your other party

member can be anybody else that you wish.

=====

REPTITES BAD!

Party's level: 11-13

Monsters: [2 Gold Eaglets] [3 Kiwalas] [1 Winged Ape] [2 Kilwalas, 1 Winged
Ape] [2 Runners] [3 Gold Eaglets] [2 Runners] [1 Kilwalas, 1 Winged
Ape]

Items: Heal, 2 Revives, 2 Mid Ethers, 3 Mid Tonics

Party: Crono and whomever

=====

Head to the Forest Maze which is southeast at the bottom. Inside you will find Kino, who later confesses to the party that he took Crono's 'stuff' and he was jealous that Ayla liked Crono but 'Kino no like.' Ayla still has a lot of respect for Kino but obviously she tells him 'bad stuff' is 'wrong.' Kino would give back Crono's belongings but the Reptites took them from him and scampered off into the trees.

You will have to follow the tracks on the floor...the yellow boxes are just treasure chests so make sure not to skip them! Climb down the vines and cross the tree...just note that you shouldn't misguide things in here, the vines blend so easily with the background that it makes it hard to tell that it is actually climbable. You will have to look carefully at the footprints on the floor...when you reach a dead end, you can walk along the grass to the right and go around. Once you reach around, head to the Reptite Lair.

Once you head inside, defeat the reptites and jump down the hole. You will have to jump down the hole again as well...once you reach the base floor you can check teh treasure chest behind the reptite for a ROCK HELM. Also pick up a FULL ETHER behind the other Reptite and enter through to the next area...head straight up and defeat the reptites and Megasaur and a save point will appear. Save your game and then enter through to the next area. You will find Azala thinking to himself how could those 'apes' or humans make something so advanced? You can tell him what the key does, but you'll still have to fight a boss battle.

BOSS BATTLE: Nizbel HP: 4200

This battle isn't tough, it's highly resistant to physical attacks so you will have to use magic. Lightning and Fire work pretty well against this guy...make note that you should keep your HP above 60%...otherwise you can suffer several powerful physical attacks to end your day.

After the battle Azala runs off and throws the Gate key towards you in fear. The party head back to the Chief's hut...head back to Mystic Mts. to the southwest and head back to the End of Time.

=====

DREAMSTONE ACQUIRE!

Party's level: 12-15

Monsters: None

Items: Masamune

Party: Crono and whomever

=====

Head back to Medina's Village 1000 AD...then go back to Melchior. Head downstairs and just wait for Lucca and Melchior to repair the Masamune. You will have to take this sword back to Frog, go back to the end of time and then head to Truce Canyon 600 AD.

=====
FROG, MAGUS' NEMESIS

Party's level: 12-15

Monsters:
=====

Head to the Cursed Woods which is southeast of Truce Canyon and return to where you saw Frog earlier and talk with him. He will ask the party to stay the night...it will flash back a few years when Cyrus was at the castle. Cyrus and Glenn battle numerous opponents, including a giant king frog, later they appear in front of Magus and Ozzie...Cyrus tell Glenn to go quickly...but he doesn't as Cyrus gets killed and Magus uses a little magic on Glenn as he falls off the cliff.

Later the scene flashes back to Frog, 10 years have passed since that tragic moment. And if you were somehow baffled why that story was so odd, well you might have noticed that Frog was no where in that retrospect and he mainly talked about three people, Glenn, Magus, and Cyrus. If you noticed at the end, it was Glenn who was shocked at the end, it was actually a magic spell that Magus put on Glenn as he had turned into a frog, so Glenn is Frog. After the battle Frog decides to head out with you, so pick your party members and go. You also might have noticed that his levels gained along with your levels, so luckily there is no need to build him up.

NOTE: If you talked to the guy earlier in the Cafe and he said how it was such an ugly frog, he later changes his whole notion as he thinks the frog can be a hero or a Chancellor...just thought you might want to know. This happens when you talk to the guy without Frog first and then talk to him with frog in your party. (^_^)

=====
FATE WITH MAGUS

Party's level: 12-15

Monsters: [1 Vamp, 2 Gremlins] [2 Vamps, 1 Gremlin] [5 Gremlins] [2 Vamps, 2 Gremlins]

Items: Magic Ring

Party: Crono, Frog, and whomever
=====

Head to the mountains southeast of Denadoro Mts...enter the middle of the mountain and it will say 'Magic Cave.' Inside you will witness a flashback involving Frog(Glenn)...Cyrus comes in and scares the four little kids away that were bothering Glenn...he tells Glenn that you have to sometimes fight back with your fists, he calls him a marshmallow...and for you slow people reading this it means he's soft...(^_^). Later Cyrus is shown standing over Zenan Bridge, he wishes to become a knight...Cyrus thinks Glenn should join as a knight as well since Glenn is a better swordsman than Cyrus...later an occurrence of Magus and Glenn roll up again...he later awakens up as a Frog as the Hero Badge drops near him...the scene flashes back to the present(well the time they are in now)...Frog asks for the Masamune...in awesome might the sword tears open the earth like a sheet of paper.

The power of this sword is just sick...well not yet but it's still a very powerful sword. Head inside and watch for the enemies here, they are much like the monsters at Heckran cave, magic is their weak spot and any magic spell will work. When you reach the end of the cave, you notice that a note is written in blood, it warns you of attacking the juggler...you don't need to remember this because I'll list it in the FAQ for ya (^_^).

=====

MAGUS' LAIR

Party's level: 12-15

Monsters: [4 Henches, 2 Vamps] [1 Omnicrone, 4 Decedents] [1 Omnicrone, 4 Decedents] [5 Decedents] [Slash] [Flea] [4 Shadows] [2 Henches, 2 Vamps, 1 Sorcerer] [2 Henches, 2 Vamps, 1 Sorcerers] [2 Henches, 2 Vamps, 1 Sorcerer] [Flea] [2 Henches] [2 Henches, 2 Grimalkins] [2 Henches, 2 Sorcerers] [2 Henches, 2 Grimalkins, 2 Sorcerers] [1 Vamp, 1 Roly, 1 Juggler] [1 Juggler, 1 Roly, 1 Vamp] [6 Decedents] [3 ???] [1 Outlaw, 1 Roly Runner, 1 Juggler] [1 Juggler, 1 Roly Bomber, 1 Outlaw] [2 Outlaws, 2 Groupies] [2 Outlaws, 2 Jugglers] [4 Jugglers] [2 Outlaws] [2 Outlaws, 1 Juggler] [2 Outlaws, 1 Juggler, 2 Flunkies] [2 Outlaws, 1 Juggler, 2 Flunkies] [6 Vamp] [Ozzie] [Magus]

Items: Mid Ether, Shelter, Barrier, Magic Tab, 2 Mist Robes, Lapis, Revive, Robes, DoomFinger, Magic Scarf, Dark Mail, Speed Belt, Lapis

Party: Crono, Frog, and whomever

=====

Head inside Magus' lair, head to the left path and you notice townspeople are here...or are they? Pick up a MID ETHER along the way and head to the top room, in here pick up a MID ETHER and a SHELTER and check the sword on the wall. After that you can check the left path for a MID ETHER but when you have searched both paths and found nothing, head back to the initial room and you will find a save point, but as you go over it Ozzie's fatass appears. He tells you that you will have to defeat all 100 beasts in the castle, but don't worry he's just bluffing...exagerrating is more like it. There are about 70 monsters to defeat, and you can take out six here.

Head to the right path again and this time the little kids will ask if you want their treasure and obviously you will have to fight for it. You will fight four Shadows and obviously you will need to use magic, the fight isn't hard anyways. You can pick up a BARRIER in the treasure chest, Robo's Laser Spin will help you out in this battle, it's one of his first Techs and you shouldn't have to worry about getting Lightning2 or Water2 just yet. If you come close to your fake friends, a battle will ensure, you do not need to fight any of these battles for that matter. Head up to the center and you will face Flea, the magician. But it's pitifully weak as you destroy it easily, the annoying this is that it steals all of your MP once you kill it.

After the battle Frog notices that that wasn't the real Flea. The little bat that has been following you around was Flea...and he finally reveals himself to the party...but eh...he looks like a girl! After a few insults that battle starts.

BOSS BATTLE: Flea HP: 4120

This battle will be tough, the main thing you have to watch out for is that Flea will designate one of your characters to attack all characters in your party, and it will usually result in huge damage against all party members. You should mainly keep to using regular attacks or Dual Techs. Watch for the Waltz of Wind attack, at times it does nothing but at times it can take away a lot of HP and put a confusing status effect on you. Attack and keep your HP up above 80.

You can check the remnants of Flea for a MAGIC TAB...then head around back to the left side. You can feel free to exit out of the cave to save your game if you like...in fact I suggest it. Once you head to the room atop the left path...talk to the townspeople and they will turn into skeletons and attack you. After the battle Slash shows himself, approach him and a battle will

engage.

BOSS BATTLE: Slash HP: 5200

Ouch, talk about tough...his physical attacks deal moderate damage but his "attack attack attack" attack will deal out about 40-70 HP of damage. You shouldn't have too much trouble with his first form...he has about 2600 HP in his first form. In his second form he takes the sword from the wall...this time he is twice as tough. Watch for his wave attack, if he gets to the side of your party he can hit all three of you guys, and while it may weaken the wave attack, it still does plenty of damage. Keep your HP to the max, once Slash gets close to you he will pull off a powerful physical attack that does explosive damage. Attack and heal, your X-Strike works nicely in this battle...which is the Dual Tech attack between Frog and Crono.

After the battle he vanishes, leaving a save point and a Slasher sword behind with him. Head back to the initial room and you will notice a save point, go to the save point and you will warp to the next area. You will have to fight a series of battles that gets increasingly tougher, much like the Factory at 2300 AD. Head up to the top and pick up a MIST ROBE, then talk to Ozzie...this time you will have to face all three goons at the same time...talk about tough! Luckily you defeated them as Frog reminds Ozzie that the two are out sleeping.

Head to the next room and you notice axes that drop on the conveyer belts, they are easily dodgable, pick up a DARK MAIL along the way and when you reach Ozzie he runs away. Pick up the DOOMFINGER for Robo and head to the next room...walk along the stairwell to the top, you will see Ozzie to the otherside of a wall...but he drops you to the pits below. You will have to fight 6 Descendants, in this room pick up a BARRIER, SHELTER, MID ETHER, and a LAPIS. There are four save points in this room and to the bottom right of this room is a MAGIC TAB. If you reach the wrong save point, entities will attack you, but this is a huge plus since they give away lots of pts. after battles.

To the left is a real save point, to the bottom is a battle, to the top is a battle, and to the right leads back to the room you dropped from earlier. Now to prevent from being dropped to the bottom floor again, head along the edges of the wall and then go to the middle when you reach the right path. Don't worry if you drop though, the floors will still remain imminent on the floor and you can easily walk around them. However, note that each time you drop to the floor, the patterns change as to which is a save point and which is the warp tile and which is the teleport to the next room. Also note that the warp tile is usually across from the save point, 9/10 times. Believe me...I would know!

Once you reach Ozzie he runs off again, head to the next room and make your way atop the stairwell. In the next room you will have to face a few battles, once you reach Ozzie and defeat the goons, he will try again and sweat in profusion in hopes that more monsters will come. He then runs off, pick up the SPEED BELT and head to the next room. In here you will have to fight a few more battles, pick up the REVIVE at the top and head to the next room, in here collect the MAGICSCARF and the MIST ROBE before talking to Ozzie and equip them. Talk to Ozzie and he will talk about a barrier that protects him.

BOSS BATTLE: Ozzie HP: 1000

Avoid hitting the ice block, instead move your cursor somewhere else and you will attack Ozzie. This battle is easy, each go around Ozzie only has 250 HP...just attack as normal but don't attack the ice block, otherwise you can expect a real nasty counter attack.

After the battle(after Ozzie drops himself) take the right save point and save your game, the left save point will lead to Magus. Dash down the stairs to the next room, you will hear a familiar chant(assuming of course you did visit Medina Square in 1000 AD), as you walk along a row of blue flames will light up. As the party approaches Magus, he doesn't know that his three henchmen were defeated. After some trash talk Frog shows the Masamune...but Magus doesn't seem very impressed.

BOSS BATTLE: Magus HP: 6666

This battle will be tough, heck I wouldn't be surprised if it remains as your toughest battle so far in the game. Hit Magus and he will change barriers, a message box at the top will tell you what kind of magic attack to use against him...don't use any other type of magic, otherwise you will heal him. Your physical attacks are basically cut down to 15% total damage, and if he changes into an element that you don't have, then hit him again until he changes into an element that you do have. Also note that Robo will do Shadow damage with his lasers, he's a pretty handy character in this battle as well. Also note that when Magus uses water, you can also use Ice magic as well...they are pretty much the same element with a couple of differences here and there. After you lose Magus about 3000 HP, he will not be left vulnerable to all sorts of attacks...the barriers will no longer be up. The Masamune comes in at the best possible time here, when you used the MASamune when Magus had the barriers up, you increased his defense...but if you use the Masamune this time, you notice that you do a whole bunch of damage against him and you absorb some HP from Magus as well.

After the battle, Magus huffs and puffs as he wonders why the Masamune is so powerful. Later an eruption starts as according to Robo's database, the birth of Lavos started at this time period...but Magus did not create Lavos...he only summoned him. Later a giant gate emerges, much larger than any previous gates, the gate sucks in the party including Magus.

Afterwards you repeat the beginning of your journey, this time Marle will act like your mother, she tells Crono to go out and get a job, but the party finds themselves in Ayla's hut. Ayla tells the party that she had a strange dream...everyone lied there hurt so she carried the party to the hut...so obviously it was no dream. Ayla will notice Frog, she thinks its for her to eat...but if Lavos wasn't born in Magus' era, then which time period was it born? Ayla tells the party to rest, Kino will come in and tell the party that Ayla is looking for Laruba village. Later a caveman comes in and tells Kino that the woods up north are burning...so check it out.

=====
PREHISTORIC REVISIT

Party's level: 14-18

Monsters: *look above to "Flash to the Past" event*

Items: *look above to "Flash to the Past" event*

Party: Crono and whomever
=====

Head to the top to Laruba ruins, you notice that you can enter the previously blocked forest area now. Inside you find that Kino has been taken by the Reptites and the old man blames Ayla for the mess...heh... it's pretty funny watching these guys talk though. Ayla tells the old man that she needs Dactyls, so reluctantly he allows Ayla to have Dactyls for her journey to Tyranno's Lair.

Head out and go to the top right and enter Dactyl's Nest, you will find Ayla

waiting for you as you head along deeper into the Nest. Once you reach the cliffs, you find that Ayla summons a Dactyl, speak to her and she is shocked to see you (she didn't notice them before?). Frog wishes to go as well...any comrade of Crono's is a comrade of Frog's. Ayla tells the party that it's much too dangerous for the party to go. You will have to leave a party member behind, I would suggest you bring Robo, he does have lightning element in him. Your healer will always be Marle regardless and I'm not really sure if you would want to take her along with you.

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TYRANO'S LAIR

Party's level: 14-18

Monsters: [2 Cave Apes, 1 Reptite] [2 Reptites] [2 Reptites] [3 Reptites]
 [1 Terrasaur, 1 Reptite] [1 Cave Ape, 1 Reptite] [1 Avian Rex]
 [1 Avian Rex] [3 Reptites] [2 Volcanoes, 3 Reptites, 1 Avian Rex]

Items: 2 Mid Ethers, Fill Tonic, 2 Cerra Toppers, Meso Mail, Full Ether,
 Tonic, Revive

=====

The lair is not hard to find, it's in the middle of a surrounding moat of lava. Head inside and enter the open mouth of a T-Rex...doesn't the music sound familiar? Sure it does! It sounds much like Vector from Final Fantasy VI! Once you head downstairs you find that your cave buddies are stuck inside a cell, free them by hitting the switch next to the cell door.

In the next room down below, you will find Kino, talk to him and Ayla will climb over and break the door free. Kino will show you something, so follow him out the door...he will open the other T-rex bone and then proceed to hightail it out of here. Head inside the mouth to the next room, in here you can press both switches on the floor by stepping over them as the monsters will drop. Head out to the left, then head to the left, the spherical objects on the floor are actually treasure chests, pick up a CERATOPPER...oh yeah, note that the floor will teleport you to places around to room including the stairwell to the next area. In this room are also a TONIC, REVIVE, and some other item I couldn't get.

Head to the top left and then head outside go to the far right and enter through. In here hit the right switch to open the mouth, the left switch will open the mouth but release some enemies for you to fight against. Head inside the mouth and hit the switch, it will open the door outside that you couldn't get into earlier. Head inside the middle door outside and you will face a dumb dinosaur in your path, however you can just go around him. Feel free to save your game...but as you try to go on, Nizbel will stop you.

BOSS BATTLE: Nizbel II HP: 4200

This battle isn't too tough, what you should do is get off a few physical attacks, each physical attack will raise his physical defense, then use magic (preferably lightning) and then zap him. Using lightning will decrease his defense. Watch for his stampede attack, it will hit all party members for MASSIVE damage, I'm not really sure if you would want to use your LAPIS in this battle because you should save it for later battles, but if he does inflict enough damage on you then I would suggest that you use it.

After the battle head outside and go to the far right, in here there are three switches on the floor, the top switch will reveal a save point, the left switch will open the floors and the right switch will ensue a battle. You can open the mouth directly by going up to it, inside hit the switch and collect the FULL ETHER. After you hit the switch head back outside and go to the middle door, inside you will find Azala, who apparently wants this to be

the final battle. You will hear some awkward noise(blame the SNES) and Azala will flee, pick up a MID ETHER along the way and follow Azala. Once you reach outside, Azala knows that it might be their(Reptites) fate to perish but obviously they will not simply hand the world over to the 'apes'(humans).

BOSS BATTLE: Azala/BlackTyrano HP: 2500(Azala), 12,000(BlackTyrano)

This battle will be tough, your first target should be Azala. Attack him with everything you've got, your physical attacks won't do much against both BlackTyrano or Azala, you will need to use Lightning, just use plain ole lightning on Azala, if you have Lightning2, then don't use it, otherwise you will suffer a counter attack from the BlackTyrano. Also watch for BlackTyrano to chew a party member and then spit him or her out, it will practically absorb all the HP with nothing or little that you can do about it, make sure you use Revive after you defeated Azala. When you defeat Azala you will have to wait a few rounds before BlackTyrano's defense drops to power up his attack, he will begin a countdown from the start of 5 and when it hits zero he will unleash a fire attack that does moderate-powerful damage, it's not really the attack that will bring you to your knees...you might want to use a LAPIS if he begins his second countdown though...he will start over once he has used it.

After the battle the dinosaur dies and you find Azala on the floor, Azala crawls on the floor and can't believe the 'heavens have sided with the apes.' He tells the party that they had fought the 'primates' to the bitter end...later a flash goes by, it appears that a volcano is about to erupt. The plains will gradually freeze...Azala laughs as "you wish you came along with us" or you wish you would be dead instead of living in a cold and freezing world. Later the scene moves towards Lavos, apparently he came from outer space, the red star you saw earlier was Lavos coming into the Earth. "La" means fire and "vos" means big, according to Ayla's words. Later Kino comes in with Dactyl's, the party gets on, but Ayla wishes for Azala to come along...he refuses as he knows it is destiny. The party then leaves as a giant flaring meteorite crashes at Tyrano's lair that creates a giant and catastrophic explosion.

Later the party are outside on the rocks, it appears that Magus did not create Lavos and that Lavos came to the Earth from long ago...you can see the party as they are the 3 tiny blue dots, the jumpy one is Ayla. It looks like you will have to defeat it while its here now, once you head outside you can enter back into the Lair Ruins...you will find a warp tile, head inside it. But you will not find Lavos however.

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WHERE ARE WE?

Party's level: 17-20

Monsters: [6 Nus]

Items: Black Rock, Speed Tabe, Magic Tab

Party: Crono and whomever

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Market

Item	Price
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200

Shelter | 150
Ether | 800

Once you step outside, you notice that the time period is 12000 BC!! Azala was right, the plains across the field have frozen. Head across to the left and enter the Skyway, step on the platform inside...you will later find yourself up high above in a more civilized civilization. Inside Ensaha to the right, when you talk to the people one of the mention "Blackbird" and you will find a boy in purple with light blue hair...he tells the party that one of them will perish.

You can also check the various books around here, the book at the top right will enable ice, the book at the top left will enable wind, and the book at the bottom will enable fire...I think you have to open it in that order...it worked for me. Once you open the fire book, the bookshelf will reveal a room...head inside and talk to the Nu, it will challenge you to a fight against 6 Nus. They are tough, one of their attacks will easily lower your HP down to 1...no matter what defense you have. If you win the battle he will give you a MAGIC TAB and a SPEED TAB. After that you can head outside to the Land Bridge, you will be teleported down back to the Earth.

Walk along up North to the other land bridge, once your atop you can head to the Kajar or the Blackbird to the west. Inside the Blackbird you will find two soldiers, Dalton will come in and notice the party but just walks away. In Kajar you learn that the people who cannot use magic are down below and are called the "Earthbound ones." Check the book to the top left, it will enable water, the book at the bottom right will enable wind and the book in the middle will enable fire. Once you open those books in that order a bookshelf will open up in the middle...inside check the Poyozo Doll and you will have recieved a BLACK ROCK...this accessory will allow you to use the Triple Tech "DarkEternal." At the top part of Kajar and inside you will learn of Schala...who apparently is far more powerful than his mother, in this top middle room, check the bottom right wall of this room to pick up a SPEED TAB, you might have saw a flashing blue dor earlier outside...that was the SPEED TAB you just picked up.

Head outside and go to the Cave to the right, eventually you will reach Zeal Palace. Inside go to the top left and talk to the Nu, he will move out of the way...inside you will learn a lot about the Mammon Machine. To the top right leads to the bedroom, inside on the right you will find Schala and Janus...Schala gives Janus an amulet...but then Schala has to leave, Janus notices that their mother has changed quite a bit, but still she is their mother. Schala later heads out to the Ocean Palace.

Head outside and go to the middle hallway, you will find that Schala entered through with the pendant, but when the party tries their pendant, nothing happens. At the bottom left on the second floor of Zeal Palace, there is a woman with a plant, she asks if she should burn it or plant it, I suggest you tell her to plant it. Then return to the Mammom Machine and check it(you did remember that the people here were blabbing it out did you?), you will place the pendant in the energy core of the Mammon Machine...once you do that return to the Queen's hallway and use your pendant.

Inside you will find Queen Zeal and Schala...but they notice your presence and Dalton summons a Golem to do the Queen's bidding.

BOSS BATTLE: Golem HP: 7000

This battle isn't tough, watch for it's Iron Orb attack, it acts exactly like Demi, cutting your HP in half. Don't use any magic against this Golem, it

will counter attack with a powerful element spell that you had used against it. Attack it with physical attacks and watch for the spherical fire attack or whatever it is, it will knock a lot of HP outta ya. Once you defeat the Golem, it will use a Shadow attack at the end...so keep your HP up.

After the battle the queen traps the party in her magic...later the party is shown caught in a energy flux, Schala and Janus comes in...Schala wishes to rescue the party...she doesn't care about being caught, she thinks the party can rescue the Gurus. Schala then releases the party and tells them to escape quickly, Melchior was sent to the Mountain of Woe for opposing Queen...later the Prophet comes in and he spares the lives of the party, but only if they show him how they got here. The party shows them the gate they came in through...Schala will be forced to close the gate as the party is thrown into it.

They end up at 65,000,000 BC, you get notice that there are several places that have the energy aura in different time periods. One place that is shown is Proto Dome, head outside to the Dactyls and then fly to Mystic Mts. where the gate is. Once you reach to the End of Time head to Proto Dome 2300.

=====
AN EPIC THAT SPANDS ACROSS TIME

Party's level: 17-20

Monsters: [2 Nereids] [2 Egdars, 1 Nereids] [3 Nereids] [4 Nereids] [1 Rat,
2 Nereids] [3 Nereids] [2 Egdars] [Sir Crawlle]

=====
Head out and go back around to Lab 32...then go around to Arris Dome, but this time go to the Sewer Access, which is southeast from the entrance of Lab 32. In here head to the right and collect 600G...you will find some monsters that will spot you but not fight you including two little frogs that act suspiciously. Climb down to where the frogs went, you can read the note to the left that tell of the fishmen that attack with the slightest noise. Head around to the right, if you do not wish to fight then I suggest you not even try to talk to the cat or even try to save your game for that matter. Head around to the ladder and then go upwards and go through the split in the wall, hit the switch and then go around the wall and go behind it and come through the door at the top.

You will see the two frogs again, they try to hit a switch but to no avail, apparently the Gary Coleman condition has struck the frogs too grbitt! Go to the top and pick up a RAGE BAND and prepare for a boss battle. Sir Krawlle starts a little trash talk as the party is right beside him.

BOSS BATTLE: Sir Krawlle HP: 500

This guy is not that tough, just attack and heal as usual.

After the battle go around and pick up a BOLTSWORD and then hit the switch that connects the bridge. The bridge is there as a shortcut when you come back...head to the ladder outside.

=====
KEEPER'S DOME

Party's level: 17-20

Monsters: None

Items: None

Party: Crono and whomever
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Head to the Keeper's Dome which is to the south, inside you will find a Nu sleeping in front of a computer screen, you can't move him out of the way so head to the door atop. It will open a door to the inside, you will find three shimmering blue dots, they are the three Gurus, Belthasar. He once lived in 12000 BC but was thrown into this time period, Lavos was in hiatus for a small moment when he was summoned by a wizard, namely Magus. Lavos reigns from the peak of Death Peak, he continuously consumes the world even as you speak...Belthasar grows old however, he leaves things in your hands and tells you that only when you master time will you stand a chance at defeating Lavos. Belthasar tells you to take his "Wings of Time" in the back room, which is his last invention.

In the back you find a spacecraft, examine it from the top and as you leave, the Nu that blocked the CPU screen earlier comes in, it appears that is Balthasar, who copied his memory into it...pretty neat huh? He tells you how to operate the machine, and then later tells you to name the Time Machine, so name it 'Epoch' and be done with it. Later once you get on the Time Machine, head to 12000 BC.

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THE GURUS

Party's level: 17-20

Monsters: [2 Beasts] [2 Beasts] [Mud Imp, Blue Beast, Red Beast] [1 Rubble]
[2 Bantam Imps] [1 Rubble] [2 Bantam Imps] [2 Gargoyles] [Bantam Imps, 1 Gargoyle] [1 Rubble] [4 Gargoyles] [2 Bantam Imps]
[2 Stone Imps, 2 Gargoyles] [2 Bantam Imps, 2 Gargoyles] [1 Rubble]
[4 Gargoyles] [4 Maneaters] [3 Gargoyles] [2 Maneaters, 4 Gargoyles] [1 Rubble] [3 Gargoyles] [Giga Gaia]

Items: Lode Helmet, Lode Vest, Magic Tab, Time Hat, 2 Full Ethers, 3 Barriers, 2 Shields, 2 Lapis, Shelter

=====

To the left of the cave you came in through (where Schala had sealed up the cave), there is a Terra Cave, you might have come here earlier and noticed that the ladder was cut off. Here you can climb atop and inside when you talk to the people you notice that you are in Algetty, which is the village of the Earthbound ones. Head down to the bottom, you will find a save point so feel free to save your game. Head to the next area, at the bottom right is a POWER TAB, as you head to the top you notice a red and blue beast and a Mud Imp, looks like you will have to prepare yourselves.

BOSS BATTLE: Mud Imp, Red/Blue Beast HP: Mud Imp(1200) B.B(5000) R.B(5000)

This battle is a lot tougher than it looks, don't hit the Mud Imp when the two beasts are alive, otherwise they will counter with a quake attack that does massive damage to all party members. Take out the red beast first and then the blue beast, after that attack the Mud Imp with your Dual Techs, if you have it, use the Drop Kick (Ayla and Frog) against it. The annoying thing about this imp is that everytime you attack with a physical attack he heals himself, and to top it off his physical defense is AMAZINGLY high...don't be surprised that some of your attacks may only land single digit damage.

After the battle climb the chain and you will arrive at the Mountain of Woe. Go up top and cross the chain bridge and collect a LODE HELMET to the left, now head to the chain that is to the left of the entrance you came in through, head to the top and in this area head to the right, feel free to save your game if you wish. At the top right is a BARRIER and in the middle is a LAPIS, then go around to the right across the chain bridge and go around to the bottom right. You can pick up a BARRIER and then continue to the right, in this next area pick up a LAPIS, to the right is a BARRIER and a

FULL ETHER, head to the top and to the left is a SHIELD and a SHELTER. Head to the right and save your game at the save point and continue on. In here pick up a TIME HAT and a FULL ETHER, to the right is a long chain bridge but as you climb it, the area suddenly turns dark.

At the top you find a giant ice block, but before you can do anything you are attacked.

BOSS BATTLE: Giga Gaia HP: 9500, Arms(900 each)

This battle is actually a lot easier than it looks. The Falchon it is your obvious tech of choice in this battle(Ayla and Crono) and it will easily take out the two hands to the side, you should use this dual tech when it has it's arm extended. If you have the Drop Kick(which you probably don't), you should use this against the head after you destroy the arms, it does a buttload of damage and it takes about 3 or 4 to get rid of the head, Ayla and Frog will initiate the Drop Kick Dual tech. Your main goal is to take out the arms first since they will do the damage, once the arms are gone this guy is a wuss, attack it's head and keep your MP up, you will need it for the Falchon Hit and Drop Kick.

After the battle Melchior appears, it appears that the more energy the Mammon Machine absorbs the more the Queen becomes degenerated(heh), but suddenly the party must flee as the mountain will collapse. At the Terra Cave, Melchior tells the party that Lavos is sleeping underground, but later Schala comes in as does Janus. Schala has kept the skyway open and you must hurry to stop the Queen, but not before Dalton steps in. He then takes Schala and Janus and leaves, afterwards talk to Melchior. Melchior doesn't even know the party's names, he then gives the party a red stone to destroy the Mammon Machine.

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THE OCEAN PALACE

Party's level: 19-23

Monsters: [2 Scouts] [3 Red Scouts] [2 Scouts] [2 Blue Scouts] [1 Mage, 2 Scouts] [1 Jinn, 1 Barghest] [2 Red Scouts, 1 Mage] [2 Blue Scouts] [1 Mage, 1 Blue Scout, 1 Red Scout] [1 Mage, 1 Blue Scout, 1 Red Scout] [1 Red Scout] [1 Mage, 1 Blue Scout, 1 Red Scout] [1 Mage, 1 Blue Scout, 1 Red Scout] [1 Jinn, 1 Barghest] [2 Blue Scouts, 1 Mage] [1 Blue Scout, 1 Red Scout, 1 Thrasher] [2 Mages, 2 Thrashers] [4 Trhashers] [2 Thrashers, 2 Lashers] [2 Thrashers, 2 Lashers] [1 Jinn, Barghest]

Items: Rune Blade, Magic Tab, Demon Hilt, Aeon Suit, Aeon Helmet, Kaiser Arm, Sonic Arrow, Star Sword, Elixir

Party: Crono and whomever
=====

Head back to Zeal Palace, yes you will have to walk a long way. Head to the Queen's Hall inside Zeal Palace, save your game and head through. You will find Dalton, and expect a boss battle.

BOSS BATTLE: Dalton HP: 3500

This battle isn't tough, watch for Dalton though, each time you attack him he will counter attack with a Demi type spell, cutting your HP in half. Try to use Techs and Dual Techs to attack him, like the X-Strike or the Drop Kick.

After the battle Dalton complains and whines again, follow him through the gate and you will arrive at the Ocean Palace. You can save your game if you wish, talk to Mune and an event will occur, the Queen wishes for Schala to raise the Mammon Machine to it's limit but she reluctantly agrees, looks like

you will have to hurry. Head down and go to the right, hit the switch and defeat the two monsters and a door will open, pick up the AEON HELM and then head to the left, outside here there is a AEON SUIT in the middle, and to the far left in the next room is a STAR SWORD. After that head out and go to the bottom, you can pick up a SHOCKWAVE for Lucca, head down and head through the middle to the left. Step on the switch and proceed to the top right and pick up a KAISER ARM and when you head back to the previous room, a path directly south will be open, so enter through it.

Now take the left staircase and keep going down, this place is pretty linear anyways. Once you reach Masa, talk to him and he tells you that the knife contains the dreams of Masa and Mune, later you still see Schala lifting the power of the Mammon Machine, the Queen uses her power against the servant that doesn't obey...head downstairs and then feel free to save your game. Use the elevator to reach the bottom, once you have reached the bottom, step on the switch in the next room and go left, and hit the switch inside, then hit the switch to the opposite room and step on the switch in this room and a bridge will create and the platform will lower. Head to the next room, pick up an ELIXIR and definitely save your game this time.

Inside you will meet Dalton again, but instead of fighting one Golem you fight two of them.

BOSS BATTLE: Golem HP: 7000 (each)

You should use a weak spell, like Lightning or Fire or Water or Ice, if you use Lightning2 or Fire2 or Water2, they will use that spell against your party, only this time it will hurt like crazy. Stick with Dual Techs and watch for the Iron Orb attack, you should concentrate on one of them and then attack the other.

Afterwards Dalton tries to summon the GolemBoss, but to no avail. Head back and save your game again and heal your wounds, then head straight up to the next room, in here the party confronts the Queen and uses the knife, Masa and Mune use the Masamune and stab it through the Mammon Machine...but it appears that the party will face up against Lavos.

Lavos obviously is WAY outta your league, once you fall the Prophet comes in, that prophet reveals himself to be Magus. Magus swore long ago that he would promise to kill Lavos at no matter the price, however the Queen comes in and the power of Lavos easily dismantles Magus. Later you control Crono, move him up to Lavos...Crono will try to stop Lavos with his own power but is literally disintegrated. The party must hurry out of here, Schala will use the last power remaining in the pendant. Later Lavos erupts from the Earth and sends dozens of lava shots into the air, destroying the once prosperous kingdom of Zeal. A huge tidal wave hits, but later the other two party members find themselves in a hut, it appears that Crono died with the explosion. Melchior fell victim to a black portal while trying to save Janus, the elder later gives the party the Pendant that Crono held...the Epoch seemed to have followed the party as well.

THE BLACKBIRD

Party's level: 19-23

Monsters: [1 Byte] [1 Byte] [1 Basher] [2 Bashers] [2 Bashers] [2 Bashers]
 [1 Byte] [1 Byte] [2 Bashers] [2 Bashers] [2 Bashers] [6 Bashers]
 [3 Bashers] [1 Byte] [1 Byte] [2 Basher, 1 Byte] [1 Basher,
 1 Byte] [1 Basher] [1 Byte]

Items: Party's items/weapons/etc.

Party: Whomever

=====

NOTE: With Crono gone, I would put Frog as your leader now.

Did anybody notice the ship's name is the same as the X-Men's aircraft? Later once you have assembled your party head out, go to the Commons and speak to the Elder at the top. The soldiers of Dalton later interupt the party as Dalton wishes to rename Zeal to the Kingdom of Dalton. Dalton tries to attack the party but to no avail...he uses a stronger blast of fire and later the party awakens in a cell. Climb up the ladder and the party notices that they are in the Blackbird, one of your party members notice an air duct, climb up the air duct(which is to the left of the ladder). Go around to the right and once you reach the next vertical hall duct, head straight up and go to the left. When you reach out, try not to get caught by the guards, if you do you will be thrown back into your cell.

NOTE: I suggest you pick up the routes yourself, it's much too confusing for you to follow this walkthrough since it's very difficult to map out a maze and following the below walkthrough MIGHT get you confused.

If you do get caught, head out to the cell gate twice, the second time you will be given two choices, act sick and the guards will come in. You should head back to the ducts, the duct to the second to top left, inside you will get Frog's equipment back, then head back into the ducts and take the opposite duct and climb down the ladder. Head out and go to the bottom right door and head inside, then climb the ladder to the ducts.

Head to the bottom left and head to the second to left ladder and climb down, inside defeat the guards(use Water2 and wash em away) and pick up your second character's equipment. Head out and go to the bottom right door, defeat the 6 Bashers and climb the to the ducts, then go to the far left slightly to the bottom below, then climb the ladder and head out. Go to the top right room and inside and pick up your third character's equipment. After that head out and go to the top of the room and enter through, then head to the left room and go inside. Pick up your items and then head to the left door.

NOTE: If you want your gold back, go outside and then go back to the previous room and go to the bottom middle left of the room and check that room and defeat the guards for the gold.

Once you head outside you notice the wind blows you down, don't worry though, the wind can't blow you off. Destroy all the Turrets and then head to the bottom left, something will attack you.

BOSS BATTLE: GolemBoss HP: 15000

This battle is rediculously easy, you can either kill it or sit back and relax and it will run away. Either way it won't hurt you since he is so concerned about heights.

After the battle you see Dalton using the Epoch like some chariot, heh, the music for the Epoch plays but Dalton tells them(the producers of the game) to switch music, he then flys the Epoch, the party then jump onto the Epoch.

BOSS BATTLE: Dalton Plus HP: 3500

This guy isn't hard, however he will counter attack with the demi attack, just keep attacking him though and he should be through.

Lucca tells you to press various buttons, so you do...hahahaha you send

lasers to the Blackbird at times when you press the wrong button. Later the Blackbird sinks and the people below are cheering...later aboard, okay I've got to say this: This has got to be one of the best themes that I've heard in awhile...there I said it. As the Wings Across Time theme plays Lucca finally figured out the controls. The party then lands, head back to the Commons. Inside you will get information about a mysterious man who went up north, namely Magus. Head out and go to North Cape, which is to the northwest.

NOTE: At this point in the game, you are welcomed to do various events, the rest of the walkthrough below is the walkthrough that I suggest, not the walkthrough that you must follow. Think of these events as side quests...some relating to the game, some relating to the game indirectly.

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SEARCH FOR CRONO, DEAD OR ALIVE

Party's level: 20-23

Monsters: [Magus]

Items: Amulet

Party: Frog and whomever

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Atop check the blue dot and Magus will appear...he will flashback to when the events transpired prior to Crono's immediate death. You will see how Melchior, Gaspar, and Belthasar disappeared into different time periods. Janus also falls victim as well, you see where all four people have relocated...Janus ends up with Ozzie, Balthasar ends up in 2300 AD, Gaspar ended up in the End of Time, and Melchior ended up in Medina 1000 AD where the Mystics live.

With Magus' knowledge of the past he had convinced the Queen that he would be a prophet but obviously correctly predicting what would happen can not prepare you for all things. Later Magus insults Crono, with the heat between Frog and Magus, Frog stands ready to defend the honor of Crono. You will be given two choices, fight him if you wish...if Frog is in your party he will fight Magus alone.

A) You selected 'yes' so prepare for a fight...once again if Frog is in your party he fights this battle alone...it's the battle you kinda been waiting for, these two have a lot of heat between them.

OPTIONAL BOSS FIGHT: Magus HP: 4000

This battle will be tough, you should attack with Water2, it does the most damage on Magus...heal when necessary and you should keep your HP above 140, heal in between when you need to.

After the battle you can pick up an AMULET from where he was standing. He tells you to visit the Guru of Time, Gespar to find a way to bring back Crono. He later dies.

B) You selected 'no' and Frog discards his weapon. Frog realizes that killing Magus will neither bring back Cyrus or Crono. Leave, but as you do Magus will call you and decide to come with you...he tells the party that there might be a way to bring him back. He tells the party that Guru knows how to restore misplaced time streams...later you can name him 'Magus' for obvious storyline reasons.

Either way head out and go to the Epoch, but as the party climbs aboard, the Epoch's compass go haywire, later from out of the ocean floor rises a giant

black spacecraft, the party seems shocked to find that the ocean palace has lifted out of the waters...use your Epoch and head to the End of Time.

=====

THE END OF TIME, BEGINNING OF CRONO

Party's level: 20-23

Monsters: None

Items: Chrono Trigger

Party: Whomever

=====

Once you head here talk to the old man...when he hears the news he has nothing to give to the party but his song. Magus then speaks of the Guru of Time, obviously Magus does not recognize the old man...the old man knows of the Guru of Time but tells the party that everyone wants to bring back lost loved ones. He then gives his condolences, so leave, but as you do he calls you out, go back and speak to him...he will give you the Chrono Trigger, which is an egg. He tells the party that the egg can bring back Crono but it all depends on your efforts to search for him, you only get out what you put in. Head back to your Epoch and go to 2300 AD.

=====

CHRONO TRIGGER

Party's level: 20-23

Monsters: None

Items: Magic Tab

Party: Whomever

=====

Head to the Keeper's Dome(notice that you arrived right in front of it?) and inside and use your pendant. Inside check the shimmering blue dot on the floor for a MAGIC TAB, talk to Belthasar(sorry if I misspelled the name several times earlier before) and he will tell you that the power to resotre life is on Death Peak. He tells you that this person must be important to the space time continuum, and that you must have an identical clone of that person. Well obviously Crono is important to time(they don't call him Crono for nothing) but how the heck do you get a clone of the person when he is already dead? Luckily the magician Nolstein Bekkler can create one...he tells you that Bekkler loves festivals and you will find Bekkler in a festival. So where have you found a festival? Right, in the beginning of the game at Leene Square...so head off to Leene Square.

Inside Leen Square head to the tent on the farthest right, talk to Bekkler he will tell you that the longer that you stay in the game the lower the price of the clone will be. If you don't have at least 40 Silver Points, then you can earn them by beating on that dumb robot Lucca made, no not Robo the other dumb robot at the top left of Leene Square(just kidding!). Fight it as many times as you want...once you have enough points head back to the tent.

Try the game and you will have to mimic what you see:

L: Left Arm R: Right Arm Y: Laugh A: Surprise!

Try not to foul up, I fouled up on my first try and ended up paying 50000 for the clone! Damn emulator, I can't even find which was the right key...errr...I mean...controller! That's it(*looks around suspiciously*), oh well, the clone will be left at Crono's home.

Head upstairs and you will find Crono's mom, speak to her and she will wonder if Crono is okay...the party tells his mom the 'he be in fine health!'

Crono's mom allows the party to take the doll, head out and go back to 2300 AD.

=====

DEATH PEAK

Party's level: 20-23

Monsters: [3 Krakkers] [2 Krakkers] [3 KRakkers, 1 Macabre] [2 Macabres]
[1 Lavos Spawn] [3 Macabres] [3 Krakkers] [1 Krakker] [1 Lavos
Spawn] [2-4 Krakkers] [Lavos Spawn]

Items: Magic Ring, Star Scythe, Vedic Blade, Dark Helmet, Memory Cap,
Brave Sword, Wall Ring, Giga Arm

Party: Whomever

=====

Head inside Keeper's Dome and speak with Belthasar again, he will activate a program that will help you get atop the Peak and will send out 3 Poyozo dolls. Belthasar asks you a favor, he wants you to hit the switch that turns off the creature, do so and then leave.

Head to Death Peak, quickly head up to the Poyozo Doll and speak to it, it will turn into a tree. You will need to do this two times, you can also pick up a POWER TAB to the right, but you risk falling off and starting over. To get to the top, go when the wind stops, you will hear nothing when the wind dies down and you will hear cheap sound effects when the wind starts.

In the next area head to the far left and pick up a MAGIC RING, then climb up and go to the right to the next area, head to the far right and pick up a WALL RING, and there is also a save point between the trees, then head up to the left cave. Inside prepare for a boss fight.

BOSS BATTLE: Lavos Spawn HP: 4000

The main thing you do not want to do is attack the shell, doing so evokes it to use the Lavos Needle Spore attack which will deal out very painful damage to the party. Attack the head only, use Dual Techs if you wish, but mainly keep your HP above 150 and attack the head only, the rest of the body should die once the head is gone.

After the battle pick up the GIGA ARM and continue onto the next area, move across to the right and enter the next area. In here pick up the BRAVESWORD which is surprisingly much stronger than the Masamune. Head outside and check the blue dot at the edge of the cliff up top, it will open a door at the bottom. You will have to go around all the way back to the bottom to enter through that door.

Through the middle path is a STARSCYTHE. Head outside and fight the Lavos Spawn again, it's much like before, attack the head and ignore the shell. Head to the left and talk to the Poyozo Doll, it will tell you that you should be careful, so walk but not run...for caution reasons. Note that it may take you several tries and it does get annoying like heck too, once you make it through, pick up a VEDICBLADE and head down and around to the left, you will eventually see another Poyozo Doll, it tells you to push the shell and climb the shell. Woozle wozzle? My words exactly, you won't get it until your there. Head to the bottom left and pick up a DARK HELM and save your game. Atop lies another Lavos Spawn, attack it as usual. This time you notice that the shell doesn't go along with the head this time, push the shell along the wall to reach the stone ladder.

Pick up a MEMORY CAP and head to the top, at the summit the party will use the Chrono Trigger, the pendant will react with the Chrono Trigger, but the

crystal shatters. However, after a moment an eclipse forms, you will be back at the time where Crono had sacrificed his life, go up to Crono and they will exchange Crono with the clone, later the party arrive back at the summit, if Marle is in your party she'll smooch all over him...she will tell Crono what had happened during the course of his absence...later you end up at the End of Time, talk to the old guy and he will tell you many ways to reach Lavos:

- 1) By the bucket in the corner.
- 2) By the Epoch.
- 3) By the Black Omen in 1000 AD.

He tells the party that a woman brings a forest back to life, a fugitive in the Middle Ages named Ozzie, a task in the future, a special stone that shines from the past to the future, a ghost slained by Magus that haunts the present(1000 AD), and an object in the middle ages that sparkle like a rainbow. He tells you that you are close to someone that needs you, go to him. And if you want to fight Lavos, feel free to go on, but let me tell you you chances: 1/10000 is the chance you have of beating Lavos, you still have many things to do before you can face the battle against Lavos.

NOTE: Previously you had to keep Crono in your party...from now on till the end of the game however...you can pick any party member that you wish.

=====
A LOST SOUL

Party's level: 23-27

Monsters: None

Items: Power Tab

Party: Whomever
=====

Head to 600 AD and go to the western continent, which is obviously west of the main continent. You may want to head over to the main continent and go into various inns and cafes and look for Toma and pay for his tab. Then head over to the western continent and go into the Cafe, he will give you TOMA'S POP, and tells you to pour it over his grave if he doesn't return. Head to 1000 AD on the same continent and head to the West Cape, check the tombstone and Frog will pour the Pop over the headstone and Toma will come back to life, well sorta. He tells you that a large island called Giant's Claw lies Northwest of this cape and you can find the shell there. Later the world map then focuses on the island you have to go to, he also warns you of the monsters that are about. After he says his goodbyes and travels off to Heaven, head out back to the Epoch.

Fly your Epoch to Giant's Claw which is North Northeast, I know he said Northwest but that's the Black Omen...obviously a translation error or the inability to tell cardinal directions is that the fault of Square, probably the game's only error though. However, when you reach inside there is nothing there, in 600 AD this cave only contains a POWER TAB, obviously you will need to do some searching because if it's not in 65,000,000 BC then it's not anywhere else either. Whoops, forget all I said in this paragraph besides the POWER TAB, head to 600 AD.

=====
TOMA THE ADVENTURER

Party's level: 23-27

Monsters: [3 Lizardactyles] [1 Gigasaur, 2 Leapers] [2 Fossil Apes, 3 Leapers] [2 Fossil Apes] [1 Fossil Apes, 2 Leapers] [1 Gigasaur,

2 Leapers] [1 Fossil Ape, 2 Lizardactyles] [1 Fossil Ape, 2
Leapers] [1 Rubble] [1 Rubble] [Rust Tyrano]

Items: Sight Cap, Full Ether, Power Tab(2), Blue Rock, Lapis, Mid Ether
Party: Whomever

=====
Head to Giant's Claw northwest of the west continent. There is a note to the left, it reads: "Those holes! What if I jumped into them on purpose? Yes! I'll start back at the beginning, and..." Head to the next room, you notice a prehistoric castle...this place should look familiar since it is much like Tyrano's lair from aeons ago. Head to the next room and go to the left and pick up a SIGHT CAP, then head to the right to the next room. In here you will find three switches on the floor, it's not any different from last time, the top switch will reveal a save point, the left switch will reveal an open floor and a cat will fall through, the right switch will reveal enemies, but if you hit the left switch first then the monsters will fall.

Head to the skeleton and check the mouth to open it, but just fall down, you can get some goodies. When you drop down you will have to fight the monsters that dropped, then hit the left switch and in the back pick up a POWER TAB and head to the bottom. You can pick up a FULL ETHER and a POWER TAB down the rope ladder and around you can pick up a BLUE ROCK.

Below to the next room pick up a LAPIS at the bottom part of the room and then head to the bottom left to the next door and head to the left mouth, you should be experiencing Deja Vu as you come across this place. Continue on until you reach the room with two switches, hit both of them and the Gigasaur on each side will drop. Head to the right side and in this room if you open the wrong treasure bone box, you will drop to the floor below, if you do drop below, then follow this next segment.

Down below head to the right and save your game and there is a MID ETHER to the left and a doorway. Head inside and you will see BlackTyrano from before...it appears he has survived over 64 million years, damn, talk about life expectancy. To initiate the fight head around him but he will then attack you.

BOSS BATTLE: Rust Tyrano HP: 25000

Like before, this battle isn't any different. He has gotten a bit stronger over the years but he is still just a pushover. Attack with Dual Techs and such, use your most powerful attacks just before the time runs out on his countdown, keep your HP to the max, otherwise his flame attack might burn you out. If you traded your petals and stuff from the prehistoric period, it would've been good to be wearing Ruby Vests, it cuts down the damage by a lot or it absorbs it(sorry, I forgot). After he uses his flame attack he will eat a party member and absorb their HP, so watch for that because it's a pretty damaging attack.

After the battle head up top and check the rainbow stone, the party tries to lift it but fail. Head back out and the screen will fade, you will arrive at the throne room of Guardia Castle. Marle tells the king to keep it at the castle until the next century, so head out back to the Epoch. Go back to the west continent and go to the Cafe, talk to the guy sitting at the table and he will tell you that he lost his tools.

=====
TOOLS? YOU NEED TOOLS? SURE!

Party's level: 25-27

Monsters: [2 Sentries] [4 Sentries] [2 Sentries] [1 Defunct, 2 Reapers]

[2 Defuncts, 2 Reapers] [2 Reapers] [2 Defuncts, 2 Bases]

[2 Defuncts, 2 Bases]

Items: Magic Tab, Kali Blade, Siren Bow OR Moon Armor, Valkyrie Bow, Shiva Edge

Party: Whomever

=====
Head to Choras Inn, which was previously the Cafe and talk to the beer mug drinker, he will let you borrow his tools but you will have to get them from his wife. Head to the Residence to the left of the Choras Inn and talk to the lady near the sink, she will give you the TOOLS. Take the tools back to 600 AD and talk to the man near the table at the cafe again. Lend him the tools and he will leave, head to the Residence to the left of the Cafe and talk to the man again, then head out to the Northern Ruins.

Inside here you will notice that the guy had fixed the Northern Ruins, well some of them at least...there are spots where the monsters hide so you will have to take care of them. Once they leave head to the right and head through the door and defeat all the skeletons in here. Once your through head back to the toolman's house, this time he will charge you 2000G to repair the Northern Ruins, go ahead and pay him the money. Head back to the Northern Ruins, apparently there are more monsters that lay rampant in the ruins, head to the left this time and pick up a HYPERETHER along the way, now hit 'X' and bring Frog along if he is not already in your party.

Once you reach the tombstone Frog will call upon Cyrus and hold up the Masamune, Cyrus will rise from the grave. When Cyrus died all he thought about were the people he left behind, he later tells Frog that he can rest peacefully since everyone is in good hands(Frog). As Cyrus leaves he tells Frog to look after Queen Leene, the Masamune later rises into the air as Masa and Mune split from the sword. After some funky talk the two re-emerge back into the Masamune, but this time the true identity of the Masamune reveals itself. He later promises to fulfill the wishes of Cyrus, then head out. Note that this time the Masamune is sickently powerful, it's by far the strongest weapon in your entire party yet.

Head back to the toolman's residence and pay another 2000G, he has fixed the Northern Ruins...head to the right and go down. Pick up and ELIXIR the other three boxes contain special items, pick up a SIREN bow, KALI BLADE, and NOVA ARMOR if you like. But I would advise against that, check them BUT DO NOT OPEN them...after you have checked them head back to the Epoch and go to 1000 AD. This time head back to the Northern Ruins but you notice that the name has been changed to Hero's Grave.

Check the items again and this time you will recieve upgrades to those weapons you found earlier...VAST upgrades. Pick up a VALKERYE, SHIVA EDGE, and MOON ARMOR...note that you can still pick up the weapons from the previous era in 600 AD, they are pretty much useless, but if they are stronger than what your other party members currently have then I suggest you keep them and equip them for other party members.

Head back to the left path and when you came here earlier, Cyrus blocked your way...I'm not really 100% sure of the whole storyline but the reason why Cyrus blocked your path was because he was angry at you. He couldn't rest since the people he thought he left behind were left unprotected, that's because he never known where you(Frog) had been. He kept haunting the ruins because he thought no one else would protect Queen Leene, but since you came back to his grave he would "rest easily since he knows people are in good hands" and if you never came to the grave then he would've never rested easily. Gosh, I love this game! Those writers should recieve medals for such

outstanding storytelling! You can go back to the grave of Cyrus and pick up a MAGIC TAB in the back, then head out because that's basically all there is to do here.

=====

HOW 'BOUT SOME BEEF JERKY?

Party's level: 26-29

Monsters: None

Items: Jerky

Party: Whomever

=====

Head outside and go to the southern continent pass the bridge (you may want to take a ferry ride to the east shores of Leene) and then head to the Snail Shop. Inside talk to the clerk and he will sell you Jerky for 9900...it's a rip off but buy it. Head back to Truce Canyon 600 AD, head out and go past Zenan Bridge and go to the Elder's House. Give it to the lady and she will offer 10K for it, but being the kind soul that you are, you just give it to her (hint hint). Now...head back to Leene Square 1000 AD, and visit the Mayor's Manor, which is in the EXACT SAME spot as the Elder's House was in, in 600 AD.

If you talked to the mayor earlier you noticed he was quite greedy and stubborn, now he doesn't know when to stop when it comes to giving!

In 600 AD, there were two mysterious boxes, inside them contained a BLACK VEST and a WHITE VEST, but you want the upgrades don't you? So don't bother taking them out, just check them and head to 1000AD, inside the Mayor's Manor you will find a BLACK MAIL and a WHITE MAIL.

NOTE: Although you can do this quest later, it's better if you get it out of the way now.

=====

RETURN TO GUARDIA CASTLE

Party's level: 26-29

Monsters: [2 Gnashers] [1 Naga-ette, 1 Gnasher] [1 Naga-ette] [2 Naga-ettes, 1 Gnasher] [2 Naga-ettes, 1 Gnasher] [Yakra XIII]

Items: 4 Hyper Ethers, 3 Elixirs, 2 Lapis, Prism Shard, Yakra Key, Rainbow Sword, Full Ether, Mega Elixir, Red Mail

Party: Whomever

=====

Head back to Guard Castle 1000 AD. It appears that Aliza had passed away in sorrow since the King did not return to her...but he later tells you to visit the King. Head upstairs to the right, bring Marle along, she will yell at the guards to let them through. Inside find that the King is in trial, the Chancellor asks of the Rainbow Shell and that it should be shown to the people at the Millennial Fair...later the Chancellor tells the court that the King had sold the Rainbow Shell for cash...he tells Marle that you will need to find the Rainbow Shell for proof of his innocence.

Head to the basement, which is down to the right, defeat the Gnashers that are blocking the way. Afterwards at the court hearing a merchant later confesses that he bought the Rainbow Shell from the king, later defeat the monsters and collect a LAPIS, HYPER ETHER, and ELIXIR to the left of the room, I'm not really certain how to get the two treasure chests yet.

Once you head atop, pick up an ELIXIR, HYPER ETHER, and LAPIS. Check the Rainbow Shell, there is a letter near the Rainbow Shell, it says that Marle

and her father have never been close...but she tells Marle that it's a bond that can't be broken...that letter was from Queen Leene XXI. Marle takes a Prism Shard from the Shell, then it later flashes to the trial, head back to the court room upstairs. The party can't enter through but Marle knows of another way, at the court hearing pleads guilty, but before they take the King away someone stops them, Marle can be seen behind the stain glass window and breaks through it, the guards run out but it appears that they are too late...the king must be obliged to the laws as well.

Marle then shows the Prism Shard...later the Chancellor reveals himself as Yakra XIII.

BOSS BATTLE: Yakra XIII HP: 18000

This battle isn't hard...he has this needle attack that he will use often, it does quite a bit of damage too. He will use this against all party members just before he dies, so keep your HP up. Attack and heal basically since he is vulnerable to physical attacks.

After the battle Marle and her father talk, how they were too selfish for each other's good. Marle's mother's last words were that the king should welcome Marle when she shows him her beloved, the Queen saw how happy Marle was and left them peacefully, later Marle and her father make up.

In the next scene the party is shown at the throne room, but later Melchior comes in, he wishes to make some weapons from the Rainbow Shell, head back to the basement where the Rainbow Shell was and you will find Melchior. He tells you that he can make a Prism Dress or 3 less effective Prism Helmets, I suggest you take the Prism Helmets, one party member can't survive on her/his own in the upcoming battles ahead, only females can equip the Dress too, so that's a pretty big dilemma if you want maximum defense.

=====
OZZIE'S NOT THROUGH YET

Party's level: 26-30

Monsters: [Flea Plus] [Super Slash] [Great Ozzie, Super Slash, Flea Plus]
 [Great Ozzie]

Items: Dash Ring, Gloom Helmet, Doom Sickle, Flea Vest, Magic Tab, Ozzie's
 Pants, Sight Cap, Magic Tab. Full Ether, Gloom Cape

Party: Whomever
=====

Head to 600 AD and go to Ozzie's Fort which is east of Magus' Castle. You should bring Magus along for this, it's purely optional but it would fill in the gaps in the storyline. Inside you find Ozzie, but he then later notices Magus, but he soon turns on him for siding with the humans rather than the Mystics. Head upwards to the next room and you will find Ozzie again, this time he will call for the other Henchmen Flea who is not overwhelmingly happy to see Magus.

BOSS BATTLE: Flea Plus HP: 4000

This battle isn't hard, just attack like normal...his fire attack does mediocre damage anyway. Attack and heal basically.

After the battle Flea runs to the back, in the next room you find Ozzie atop a balcony, later he moves the crank and two opponents come, but they quickly fall down to the floor below because of the conveyor, heh...the battle music tailing off was pretty funny. He later then disappears, head to the next room Ozzie will call Slash to do his bidding.

BOSS BATTLE: Super Slash HP: 4000

This battle isn't hard either, attack and heal basically.

After the battle Slash runs off, follow him to the next room and you will find Ozzie atop another balcony, he's up to his usual tricks again. Don't bother getting the treasure, approach Ozzie and he will begin to sweat and try to convince you to pick up the treasure box. Later an imp comes in and cheers because he found the treasure(woah! That came outta nowhere!) but when he tries to pick it up he gets killed(what a dumbass). After that Ozzie leaves, pick up the treasure chest to pick up a FULL ETHER. Now in this same room check the wall below the candleholders, you will find a secret room that holds all of Magus' top weapons and armors and a MAGIC TAB.

After that head to the next room, you will find the three fiends in here again, they yell out "Ozzie Pants!" "Flea Vest!" "Slasher 2!" Ozzie tells the party that those unique items makes them invincible...but luckily you are here to prove them wrong.

BOSS BATTLE: Great Ozzie, Flea Plus, Super Slasher HP: GO(6K)/FP(4K)/SS(4K)

This battle is tough, if you hit Ozzie they counter with a powerful Delta Attack, if you hit Flea they counter with Bad Impulse, which hits a single party member for massive damage, if you hit Super Slasher he counters with a Dual Tech with Flea. Your best bet is to take out Flea Plus first, focus only on him until he's gone, he is like the fulcrum of the Delta attacks and such, once he's gone you take away three powerful techniques from them, the Dual Tech with Flea and Slash, the Bad Impulse, and the Delta Attack. After that take out Slash and then finish off Ozzie last.

After the battle Ozzie runs to the next room, pick up a SIGHT CAP and a DASH RING on the way. Head to the next room, you find Ozzie but he doesn't give up so easily.

BOSS BATTLE: Ozzie HP: 300

That's right folks, that's no typo it's 300. Don't hit the ice block, otherwise you can expect a real nasty counter attack. When you attack, move your cursor around and you will find an invisible target, attack and he should be gone.

After the battle, Ozzie drops the party to the floor below, just climb back to the room again. The battle starts, but a cat comes in and hits the right switch and leaves and Ozzie falls to the bottom. That's the end of this quest, you can leave now.

=====

FIONA'S VILLA

Party's level: 28-31

Monsters: [1 Hexapod] [3 Mahavors] [2 Hexapods] [3 Hexapods] [3 Hexapods]
 [3 Mahavors] [3 Hexapods] [Retinite]

Items: Aeon Helmet, Aeon Suit, Elixir, 2 Full Ethers, Hyper Ether, Memory Cap, Muscle Ring, Power Tab, 5000 G, Full Tonic, Lapis

Party: Whomever
=====

Head to Fiona's Villa, which is the middle house in the middle of a giant plane on the south side of the main continent in 600 AD...so you shouldn't have to leave the continent. Head inside and talk to Fiona, she will sorta

rejoice that her husband is home, talk to Marco and he will tell you that the monsters in the desert cave hate water, so head out and go to the Sunken Desert which is the whirl pool just below Fiona's Villa.

NOTE: I suggest you bring Marle and Frog along for this next sidequest.

Head inside and go in the whirl pool, you will drop to the floors below, to the left is a LAPIS, it's a little tricky trying to pick it up though since the sand spins you around. The doorway at the top will lead back outside, head to the bottom, the enemies in here can be defeated easily by using Water and Ice spells, so keep your HP up. At the bottom left pick up a LAPIS and to the right is an AEON SUIT. After that head to the bottom room and in here pick up a FULL TONIC but as you move closer to the center room a small earthquake trembles. The party is shocked to find a monster hidden in the sand, head to the right and a battle will begin.

BOSS BATTLE: Retinite HP: 6000(Head), 500(Middle), 4500(Bottom)

This battle isn't too tough, but don't be surprised if you lose. You will need to use Ice and Water magic against this guy, this will drop it's defense and allow you to attack with ease. Destroy the middle party first, then attack the head and then attack the bottom.

Pick up some gold at the top right, HYPERETHER at the right, AEON HELMET at the bottom right, MEMORY CAP at the bottom left, FULL ETHER on the left, and a MUSCLERING in the middle room. After that head out of here and go back to Fiona's Villa. You can pick up a POWER TAB on your way out, it's to the top left side of the room.

=====

REVIVE THE FOREST!

Party's level: 29-32

Monsters: None

Items: Greendream

Party: Robo and whomever
=====

NOTE: Bring Robo for this next event.

Talk to Fiona and she will tahnk you for killing the monster, but it would take centuries to get the job done. However Robo tells the party that you can come for him when the job is done, he later is shown plowing outside. Head to this same area in 1000 AD, however this time you see that an entire forest has grown and it's Fiona's shrine instead of Fiona's Villa.

Head inside and if you talk to the nun, you can buy some pretty good helmets. Head to the top and the party will bring Robo down, he will later awaken, it was just an easy hop for the party but for Robo it's been 400 long years. He then wants to celebrate their 400 year reunion, later they are outside in the forest in a campfire, Robo tells the party that he thinks Lavos might not be responisble for the gates, he thinks that someone may have wanted the party to see all of this. Whatever the memories are of this entity, it's probably beyond comprehension of the party...later the party rests.

Lucca later wakes up in the middle of the night, although it may not look like it, Magus is sleeping. Head to the bottom right and in here you will find a gate, step in and you will end up in Lucca's House. The note on the floor reads that his dad had worked on science rather than go hiking with Lucca, she hated science, head downstairs and go to the middle room, you will find a note on the table and it saids that the password is the name of his

wife, head back upstairs to the left and go to the balcony outside, you will see Lara(Lucca's mother) complain about how it's so dusty, she goes to try and clean it up but her skirt is stuck...you would need to input the password to stop the machine but Lucca doesn't know the password, head downstairs and you notice that it's too late, Lara gets caught in the machine.

Later Lucca cries on the bed, the notes at the bottom reveal that she had wished she didn't hear what the doctor had to say, later you read notes that if Lucca only had known more about Machines then her mother would be okay, head back to the time gate. You will find Robo waiting for you, he can give you his legs but that doesn't seem to cheer Lucca up. Robo is shocked that he is called a friend by Lucca, he later gives her a piece of amber he made from the tree in his forest...that amber is the GREENDREAM, this accessory will revive any party member in battle once automatically...quite useful too.

=====
REBIRTH OF A STONE

Party's level: 29-32

Monsters: [Son of Sun]

Items: Wondershot, Rainbow, Sun Shades, Prism Specs

Party: Whomever
=====

Head to 2300 AD and go to a small isolated island with a cave hole, it should read Sun Palace. Head inside and check the shimmering blue dot on the floor and you will have to face a boss.

BOSS BATTLE: Son of Sun HP: 3000

This battle will be tough, do not hit the eye and do not use multi-hitting spells like Water2, otherwise you will be counter attacked several times, and if you hit the eye while the flames are still around you will be counter attacked with a real nasty Flare spell. You will pretty much have to guess which target to hit, hit the flames only though. If you hit the correct flame, damage will be done to the eye in the middle.

After the battle, head up and check the Son of Sun, it will turn into a Sun Stone, but it doesn't seem to have an ounce of energy left. You will need to recharge the stone, but that would take aeons...so head back to 65,000,000 BC. Head to the small isolated island, I think it's northeast of the main continent, head inside to the Sun Keep. Place the Moon Stone inside and head back to 2300 AD, egad! Someone took the stone! But who can it be? Head to 1000 AD, you notice that its gone, but if it was there in 600 AD, then someone from this time must have taken the stone. Head to the main continent in 1000 AD and go south to the Mayor's House and you will see his house glimmering.

NOTE: If you did not do this earlier, then go to the Snail shop in 1000 AD and then buy the Jerky for 9900G and go back to 600 AD, take it to the woman in the Elder's house on the south continent, GIVE IT TO HER and do not make her pay for it...this will completely change her generation and beyond.

Head inside and speak with the mayor and he will give you the Moon Stone with no hesitation. Head back to the Sun Keep and place the Moon Stone inside...then head to 2300 AD.

NOTE: Bring Lucca along to 2300 AD to the Sun Palace, this will just save you the trip from going to Lucca's house.

Once you head inside the Sun Keep you notice it is shining immensely bright, head to Lucca's House in 1000 AD if you are not taken there automatically, it's the house just under Crono's house. Lucca will extract the energy from the stone, later Lucca will get her strongest weapon, the WONDERSHOT, Taban comes in and tells Lucca that he borrowed a part of the Moon Stone to make something nifty, and that nifty thing is SUN SHADES...you still have the Sun Stone however, take it back to Melchior in Guardia Castle and he will make an alloy out of it, you will get the PRISM SPECS, but that's not the only thing he gives you, you get the RAINBOW which is Crono's strongest weapon. You can head upstairs back to the court room and pick up the YAKRA KEY and then go down two floors and unlock the treasure chest to reveal the real Chancellor, but he later goes to prepare for the Moonlight Parade.

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MOTHER BRAIN

Party's level: 29-32

Monsters: [2 Debuggers] [2 Proto 4] [4 Debuggers] [2 Proto 4, 2 Debuggers]
 [2 Proto 4's, 4 Debuggers] [3 Debuggers] [2 Debuggers] [3 Proto 4s]
 [1 Proto 4, 2 Laser Guards] [4 Laser Guards] [3 Proto 4's]
 [2 Proto 4's, 2 Laser Guards] [2 Laser Guards] [Atropos-XR]
 [6 Laser Guards] [6 Laser Guards] [Mother Brain, 3 Displays]

Items: 15000G, 50000G, 2 Full Ethers, 2 Figurines, 2 Full Tonics, Speed Tab,
 Crisis Arm, Terra Arm, Ribbon, Vigil Hat, 2 Lapis, Hyper Ether,
 Magic Tab, Mega Elixir, Power Tab

Party: Robo and whomever
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NOTE: Bring Robo along for this next quest.

Head to 2300 AD, north of the Factory is a small isolated island that houses debris much like a torn down factory, it's actually a dome, Geno Dome that is. Check the computer, after the analysis you can re-choose your party members, put Robo at the top if he is not already the leader of the party. After that have Robo check the computer, the computer seems to defile humans it tells you to come closer at it closes you entrance but opens the door to the right.

Inside you will enter a test, it's just battles against a bunch of robots. After that continue on, in here head to the left and go straight up, and then to the right is a computer monitor, it will tell you everything that you need to know about the Geno Dome. It tells you that there are energy pods in the room and you must charge yourself and then enter those pods to reach inside. Before you charge yourself, head over to the top and hit the left and right switches, the left and right switches should be red while the middle switch should be green. Then head back next to the energy pod next to the computer monitor and charge yourself, then go up to the energy pod and it will open. Inside check the Poyozo Doll and it will disappear, check behind the doll on the wall for a MAGIC TAB.

Head to the bottom right door and then make your way around outside, switch off the red laser that was previously blocking your way, now head to the top and go around to the top left through the wall and hit the switch that will reverse the conveyer. Then head back down and charge yourself and then quickly head to the door on the middle left and enter the energy pod, but make sure you opened it first. It might take a couple of tries since it is a far walk, after you have opened the door head to the robot, it will follow you like a dummy, walk slowly though, you don't want to leave behind the robot, then lead it to the far left of the room and lead it to the other robot that is blocking your way, it will short circuit the other robot and it will stop, pick up a VIGIL HAT and the Poyozo Doll and then head to the door

to the bottom right part of the room and go down the elevator.

You can save your game if you want, you can pick up a LAPIS at the bottom right of the room, then when you head to the left a pink robot that is similar to Robo comes in, Atropos will tell the party that Robo had a task of living with the human species to study them, Atropos wishes to dispose of the humans, Robo steps back momentariyl but BWOW! he knocks Atropos back. It appears that whoever this Mother person is, she made Atropos eliminate humans more efficiently, later Robo tells the party to step back and leave this one to him.

BOSS BATTLE: Atropos XR HP: 6000

This battle will be tough, attack it with everything you've got. You also notice that Atropos has basically the same attacks that you do. Keep your HP up, I'm not 100% sure but Atropos' Robot Tackle will act like a demi attack, cutting down half your HP. Attack and heal...shock is primarily your best weapon in this battle...just a few of these and you can put Atropos out of commission. You should keep your HP up though, once you finish it off it will explode...so keep your HP up.

After the battle Atropos regains it's conscience(?), her memory bank has been tampered with. If Lucca is in your party she will go and repair Atropos...but it appears that it's too late, Atropos gives Robo it's ribbon, which will boost up Robo's speed by 3 and magic defense up by 10. Atropos later dies.

Hit the switch to the wall to remove the lasers, in the room pick up a MEGA ELIXIR and a MAGIC TAB. Then head to the bottom left, pick up a whopping 15000G, then enter the next room. Inside you find humans on conveyer belts, the party tries to destroy the computer but it's too well guarded. Head to the right and outside pick up a FULL ETHER, then head back around and go to the top left and place the Poyozo Dolls on each side and the middle door will open. Head to the middle and you will find Mother Brain(heh...Mother Brain has been used too much in gaming!), Robo refuses Mother Brain's offer...but she doesn't feel any sympathy.

BOSS BATTLE: Mother Brain/Display HP: Mother Brain (5,000) Dis.(1)

This boss is fairly easy, you will first have to knock out all three displays, they will heal Mother Brain continously if you do not do so. Then attack Mother Brain, watch for her triangular flare attack, it will hit all party members for massive damage...attack and heal basically.

After the battle Robo picks up a CRISIS ARM and a TERRA ARM, the machines have been shut off for good, then the party heads out.

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MYSTERIOUS TRIANGLE

Party's level: 32-35

Monsters: None

Items: Safe Helm OR Swallow

Party: Whomever

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Head to the triangle, your pendant will glow, then the field will shatter, two treasure cases will appear along with a Nu. He tells you that the item to your left is one that will increase the defense while the item on the right will increase attack power. The left contains a SAFE HELM, which will provide the highest physical defense possible in the game and keep you on guard at all times, cutting all physical attacks down by 50%, the SWALLOW is a sword

for Crono, I suggest you ditch the sword and take the SAFE HELM, you already have a stronger weapon anyways and the SAFE HELM not only provides the strongest physical defense possible but it also can be worn by any of your party members. After that head out.

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BLACK OMEN

Party's level: 32-35

Monsters: [3 Laser Guards] [3 Laser Guards] [Mega Mutant] [2 Incognitos]
[2 Martellos] [2 Goons] [1 Martello, 2 Synchrites] [2 Panels]
[2 Panels] [1 Boss Orb, 2 Sidekicks] [1 Boss Orb, 2 Sidekicks]
[1 Boss Orb, 2 Sidekicks] [2 Metal Mutes] [2 Metal Mutes, 2
Flyclops] [2 Cybots] [4 Ruminators] [1 Boss Orb, 2 Sidekicks]
[2 Ruminators] [1 Boss Orb, 2 Sidekicks] [2 Flyclops, 1 Synchrite]
[2 Ruminators] [2 Flyclops] [1 Boss Orb, 2 Sidekicks] [1 Synchrite,
1 Martello] [1 Synchrite, 1 Martello] [1 Tubster] [2 Cybots]
[3 Incognitos] [4 Ruminators] [1 Boss Orb, 2 Sidekicks]
[1 Flyclops, 2 Goons] [2 Orbs, 4 Sidekicks] [2 Flyclops, 1 Tubster]
[1 Martello, 1 Cybot] [2 Aliens, 2 Blobs] [1 Boss Orb, 4 Sidekicks]
[2 Aliens] [1 Giga Mutant] [2 Cybots] [4 Ruminators] [2 Goons]
[2 Synchrites] [2 Goons] [2 Tubsters] [4 Panels] [Terra Mutant]
[Lavos Spawn] [5 Panels] [Queen Zeal] [Mammon Machine] [Zeal's
Face]

Items: 30000G, Power Seal, 2 Elixirs, Haste Helmets, Magic Seal, 6 Mega
Elixirs, Nova Armor, Power Seal, 4 Speed Tabs, Vigil Hat, White Book,
Zodiac Cape

Party: Whomever

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Nu Market

Item	Price
Mid Tonic	100
Full Tonic	700
Mid Ether	2200
Full Ether	6000
Hyper Ether	10000

NOTE: This is the final crusade of the game, I highly suggest you go back and complete some sidequests that you haven't done yet, you will need the strongest weapons that you can get in the Black Omen.

In 600 AD(or 1000 AD, it doesn't matter) and go to the Black Omen, which is the black ocean palace that is floating. Here destroy the Guard Lasers and head inside, you will see Queen Zeal, who tells the party that she is immortal, not hard to believe since she has survived over 11000 years and haven't aged a bit. Later Queen Zeal will send in a Mega Mutant for you to deal with.

BOSS BATTLE: Mega Mutant HP: 4600(top) 3850(bottom)

I HIGHLY suggest you bring Lucca and Robo just for this battle, use the DoulbvBomb attack, it will deal about 3000 HP of damage to both parts, two rounds will finish it off, guaranteed! It's so sickenly powerful that you can throw up! If you don't have it, then use Dual Techs, the Fire Whirl still works nicely, the Falchon Hit(Crono and Ayla) will do wonders, the Leap Slash and Bubble Snap(Frog and Marle) work really nicely. Also the Frog Flare(Lucca and Frog) has done about 5000 HP in most cases too!

After the battle, continue onwards to the next room, you can feel free to save your game if you wish, in the next room you will have to destroy some Panels to get through, you will encounter several Boss Orbs and Side Kicks in the Black Omen, attack the Boss Orb and ignore the Side Kicks, unless you've got a really high hit count, then you will most likely miss with your attacks against the Side Kicks. Keep going until you reach the small portal, which will lead to the elevator lift. In the next room head to the right and pick up a MEGA ELIXIR to the right just before the platform, then pick up 30000G(!) and head to the next room.

In here head to the top right and pick up a MAGIC SEAL, head to the next room and pick up a VIGIL HAT and an ELIXIR. At the top pick up a MEGAELIXIR, NOVA ARMOR, HASTE HELM, and another MEGA ELIXIR. Talk to the Nus and one of them will sell you something and one of them will ask if you want to wake up from this dream, select no because if you do wake up you will be sent back outside and you will have to start all over again. Check the door up top and head to the next room.

Watch for the Tubster, he's probably the most annoying character in this entire palace, if you hit him with a physical attack he counters with a pretty vicious physical attack that can take any party member down with one hit, try to run from him if you can or use magic. Eventually you will see two robots that looks like the one you fought at the Festival for Silver Points, at the top left you can pick up a ZODIAC CAPE, after that head to the next room.

In here head to the right and pick up a MEGA ELIXIR, in the next room pick up a POWER SEAL and continue downwards and pick up a SPEED TAB. To the next room at the far left is another SPEED TAB, then head to the portal room and it will take you down to the next room. In here head to the far left and pick up an ELIXIR, in the middle part of the room is a SPEED TAB and a MEGA ELIXIR, head to the next room and save your game. Head up and prepare for your next battle.

BOSS BATTLE: Giga Mutant HP: 5800(bottom), 4950(top)

This battle isn't too tough actually. It has a super high defense against physical attacks and if you do use physical attacks he will counter attack with a MP stealer attack, use magic in this battle, Luminaire, Flare, Shock, Water2, basically use magic and it should be gone...not a lot to worry about from this guy.

After the battle continue onto the portal room, and head to the elevator.

TIP: If you stay at the bottom of the elevator no enemies will attack you.

After that head to the next room, keep going until the Panel room, defeat the Panels, pick up SPEED TAB and save your game on the save point that just appeared. Head to the top and prepare yourselves.

BOSS BATTLE: Terra Mutant HP: 7860(top), 20000(bottom)

This boss is just wierd, your main focus should be the top target, forget about the bottom. Use your strongest magic and techs, keep your HP up too, once you destroy the top the bottom should go along with it, even if you do heal it with your magic.

After the battle pick up a WHITE ROCK and a MEGA ELIXIR. After that continue on to the top. You will eventually meet another Lavos Spawn.

BOSS BATTLE: Lavos Spawn HP: 10000

Attack the head ignore the shell...blah blah blah.

After that save your game and head straight up, you will find Queen Zeal up to her usual antics again. This time you finally get to settle the score with her.

BOSS BATTLE: Queen Zeal HP: 12000

This battle will be tough, her Hallation spell will reduce every party member's HP down to 1, luckily you have the MEGAELIXIRS to help you out, use them IMMEDIATELY when your party's HP is down to 1. You should use all of your strongest attacks, I shouldn't have to tell you which ones since any attack will do well against her.

After the battle you recieve another MEGA ELIXIR, it appears that her powers doesn't seem to work here.

BOSS BATTLE: Mammon Machine HP: 20,000

Not really a tough battle, it attacks too slow and you usually can get in a couple of rounds before it attacks. You should use magic and nonphysical attack techs because your physical attacks eventually get weaker. You will have to pretty much rely on your physical attacks until MM drops his defense, then go ahead and strike, once it defense drops your physical attacks should do regular damage. Also be noted that the Masamune will allow Frog to absorb some HP initially...then after that the amount of HP absorbed is raised exponentially.

After the battle you will be transported to the brig of the Black Omen.

BOSS BATTLE: Queen Zeal and hands HP: 20000(Zeal) 5000(hands)

Tough tough battle. Your main concern is the Hexagonal Mist attack, it does about 300 HP+ damage to every party member, have a Lapis ready to counter act that. Avoid hitting the hands, your main concern is attacking the head, if you attack the hands they will use MP Buster which will zap you of your entire MP. Keep your HP up to the max, and if she uses her Hallation attack, quickly use a Mega Elixir or some type of spread heal magic.

After the battle Queen Zeal fusses and complains(sore loser), later the Black Omen sends a beam directly to the ocean floor but later the Black Omen sinks to the ocean. Lavos awakens, it looks like you will have to heal up and prepare yourselves. Lavos will mimick all the opponents you have faced during the course of the game, well almost...he will also mimick their (fortunately) and the attacks are pretty weak, you should pretty much breeze by all forms until the final Lavos shell form.

NOTE: At any time between battles you can heal yourselves and switch party members from the End of Time.

1st Form: Attack as usual...nothing special.

2nd Form: Use magic.

3rd form: Look at 3rd form.

4th form: Use electricity and then attack as normal.

5th form: Watch for barrier changes, if Lavos uses Water, use Ice or Water, if Lavos uses fire then use fire...etc, etc, etc.

6th form: Attack the little target, then use wait for Lavos to drop defense and then attack like normal.

7th form: Use Falchon Hit(Ayla and Crono) if you have it or use Water2, Ice2, or Shock. Darkmatter works well as well. Attack as normal.

8th Form: About 15000 HP, attack as usual, just keep your HP up and have your Lapis' ready, once his lava attack or his Chaotic Zone attack hits, you'll need it. Attack as usual.

After that battle the party heads inside, you will see a save point and a time warp back to the End of Time, save your game and then head on through.

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FINAL CONFRONTATION

Party's level: 38-45

Monsters: [Lavos]

Items: None

Party: Whomever

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Yes, those are the levels you should be at, after the Black Omen and several battles with Lavos you should've gained at least 5 levels. Head through to the top and you will see a creature inside the shell.

BOSS BATTLE: Lavos HP: 25000, 7000(left hand), 9000(right hand)

Attack the left hand first(your left), then the right hand, and then the head. Watch for the Shadow Doom Blaze attack, it's ultra powerful and can easily knock your party members out, heal with a Mega Elixir. You should attack the head mainly with techs and magics really.

After the battle the real lifeform appears...it absorbed all the Earth's resources and gave birth to those creatures up at Death Peak. These creatures extend to other planets to repeat the loophole...but the party won't just sit around.

FINAL BATTLE: Lavos Core/Lavos Bit HP: LC(8k), LBitLeft(5k), LBitR(30k)

Talk about powerful, this guy is almost unfair! The Crying Heavens attack can be absorbed, using the WHITE MAIL(if you are equipped with it) you can absorb it into HP. You will need to use Elixirs and Mega Elixirs in this battle, destroy the left bit(your left, not Lavos') first, and then the the middle target, the right target is the main target and houses the most HP, it has it's defense locked on for now so you will deal little damage to it, once the Core and Left Bit are gone, the Right Bit is just a total wuss, it will eventually drop it's defense and when it does, go head on with full force against it. If you are wearing the FrenzyBand or RageBand you can counter attack the Time Warps automatically, even though the Time Warps are mainly there for special effects. Luminaire, Flare, Shock, and DarkMatter are the spells you should use often, but don't use it unless you want to take out the Left Bit because it will basically absorb all magic. The Right Bit will revive the other two bits, so be prepared, once the Right Bit switches defense on, ignore the Right Bit since there is little that you can do about it. The Right Bit is your main goal in this battle because if it goes, everything else will go down like dominoes. Have Marle be your healer, she isn't much of an attacker anyways, Frog can use his Leap Slash or you can

give this guy a boo boo with the Frog Flare(Frog and Lucca), with Robo Shock will be your main weapon, it does quite a bit of damage too. For Magus have him attack with DarkMatter(or whatever his strongest Shadow Attack is), if you are going to use a powerful all opponent hitting spell, then I suggest you focus your attacks on the middle target, and then attack the Left Bit until it dies, the Bits will counter attack if the Lavos Core is not present though. Crono should use Luminaire and Ayla should use her Triple Kick on the Right Bit if it's defense is down, otherwise use it on Lavos Core, the Falchon Hit will work beautifully in this battle.

After the battle you flash through all time periods basically and then you will get your ending.

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----- [ENDINGS] -----
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1) Here is the ending that you will get if you had followed all instructions in the walkthrough:

Someone calls out Crono's name, the soldier tells Crono that they have a surprise for him, he then tells him that his Stay of Execution has been canceled, but they must still carry out the sentence. Crono later arrives at the Throne Room of Guardia Castle, the king wishes to know where Crono had taken his daughter, Marle comes in and interupts, she sides with Crono as obviously he has not done a thing, the Chancellor tells the king that Crono's deeds have had an enormous impact on the Kingdom. Later Doan comes in and tells the king what happened, Crono had saved the future and gave them hope, he defeated Magus and his troops and brought peace among the lands of Guardia in 600 AD, "Crono beat Reptites!", Marle later wonders where all these people had came from, Lucca appears from behind the chair and apparently she brought them to Guardia Castle 1000 AD. Later the King realizes what a mistake he's made, he then tells Crono to get up as the parade tonight will be dedicated to Crono. Later at the fair you see the blue imp jumping around, he's mighty wierd...but he's one of the friendlier mystics. Remember earlier that the Chancellor had left to prepare for a parade? Well you are witnessing it now...after Marle and Crono have circled the festival square head straight up to Lucca's telepod. Kino and Ayla are the first ones to leave, she thanks Crono and Marle, Marle tells Kino that they better have tough kids or she'd be in trouble(they are Marle's distant ancestors). Frog and the King awaits, as the King goes through so does Frog, but not before Marle calls him out, she kisses him goodbye, later Magus leaves...Marle asks if he will search for Schala...but he does not give a reply(his way of saying 'yes'). Robo's turn to leave is now, Robo tells Lucca that he will miss her, but Lucca seems saddened, she thinks that since the future has been changed then there wouldn't be Robo...he tells Lucca to relax but she wishes he hadn't had said that...it just makes things worst...Robo thanks her for the emotions she taught him, as Robo leaves he bumps into a control panel as oil has gotten in his sight which leads Marle to giggle...he then leaves. Later Lucca reminds Marle of the talk they had and the Entity is finally at rest. Marle wishes to dismantle the Epoch, the job is finished, but then a cat comes by...apparently it was running away since Crono hadn't been feeding it and then the cat jumps in and Crono's Mom soon follows as the gate closes...Crono is too late to reach his mom. Much to his delight, he celebrates as he will never see his mom again, later the soldier comes in and tells Marle that the king is in need of her presence...go to the King and talk to him. He then brings in a bell which is Nadia's bell decorated with balloons, Marle then leaves with the party is the Epoch as you hear the sounds thrust off. Later fireworks

light the sky courtesy of Taban, the credits roll overlooking the lands of Leene Square as the Epoch takes off, it sails across the lands of 1000 AD, might I add the music is quite enjoyable. Later the Epoch is shown from a far distance as Astropos and Robo overlook from a cliff, later it is seen in the distance in 65000000 BC as Kino and Ayla ride off in Dactyls, later they are seen at a distance from Zenan Bridge in 600 AD, Frog notices them and overlooks as does Queen Leene soon follows, afterwards they are over the skies in 12000 BC, Magus is shown floating above a mountain and later flies off, the party then returns back to 1000 AD overlooking the georgeous night landscape and they later fly into the sky...as the credits roll a picture zooms away from the Earth until it is centered, the credits roll by and afterwards a star(namely the Epoch) shoots by and THE END...you can listen to the last soundtrack if you wait awhile.

- 2) If you sailed head on to Lavos WITHOUT going to the Black Omen, all the above events will occur except for a few minor changes. At the end instead of the party flying away in the Epoch Marle and Crono will float high into the sky as Marle holds onto balloons. To get this ending you MUST COMPLETE ALL QUESTS EXCEPT FOR THE BLACK OMEN QUEST, you can head into Lavos using the Epoch...that's the only way(as far as I can tell) that you can get this ending.
- 3) Everything in ending #1 happened except Magus is nowhere to be found in the ending...to get this ending you MUST have defeated Magus at North Cape in 12000 BC after Mountain of Woe has crashed down.
- 4) Everything in this ending happens from #2 except Magus isn't in the ending. To get this ending you must defeat Magus the 2nd time and then beat the game without going to the Black Omen.
- 5) This ending takes place at the beginning of the game, head to Leene Square and on the right telepod is a small shimmering blue bot, press your action button over it and it will open up leading you directly to the battle with Lavos. Marle and Crono warp back to the End of Time, you will later see a Kiwala to the right, a Nu, Gaspar, Magus, Poyozo Doll and others. If you head to the time warps you will enter a different time period:

1
4 2
7 5 3
8 6
9

- 1) You will be in a bar, you see Toma, Taban, and Pierre along with some other townspeople. If you talk to Toma, he will leave.
- 2) You will be in the Forest Mae in 65000000 BC, you will see Tata, the Frog King Glenn and Cyrus fought along with some other reptites.
- 3) You will end up at the Ocean Palace, you will see Dalton, Masa and Mune, the Prophet, Melchior and some other man but they are all producers of the games,
- 4) You will see Ayla, a blue imp, and a dactyl in the Chief's hut.
- 5) No time portal.
- 6) You will be inside Ozzie's Fort, you will see Flea, a downed guard,

a Roly, and two sentries.

- 7) You will see Astropos, a reptite, a robot on the conveyer and some other people. If you talk to Astropos it'll ask if you want to see Chrono Trigger 2, then laughs as "it'll be nice..."
- 8) You will see Krawlie, a Deceased, a soldier, and a guard in the jail cell of Guardia Castle. If you talk to Krawlie, you will ensue a battle...I'm serious! If you talk to the guard he will mention Final Fantasy 2, as of which Final Fantasy I'm uncertain but most likely he means the SNES one.
- 9) You will see an octopus with a blue imp riding it, you will also see a squirrel running around, and the "Earthbound" people.

You can press the action button over the gate to speak to the Magus statue, if you talk to the Blue Nu he will open the door in the back. Inside you see Bekkler along with four Square producers put in Chrono Trigger form, these are the "big 3" that worked on the game, starting from the left it's the Dragon Ball Z artist, Dragon Quest producer, and Final Fantasy producer. Nobuo Uematsu(not really sure if he was music composer for this game) is in the disguise of Bornstien Bekkler. Heh...the funny thing is that Nobuo says that he has adjusted the credits to your style since you beat the game so fast, then the credits scroll 4x faster than normal and The End as the Zeal Kingdom music plays...hahahaha...that is my style of credits!

- 5) This ending involves Crono, Marle, Robo, and Lucca only. You must beat the game after acquiring Robo...in the end you will hear Robo's snazzy music as he sits atop a cliff in 2300 AD.
- 6) To get this ending you must defeat Lavos after coming back from 600 A.D. but before Crono gets captured.

After the battle the two make it back to the fair, Crono and Marle head back to the castle...Marle wonders what is wrong with everyone in the town...then as the King shows her the old photo album...apparently Queen Leene had married Frog. The credits scroll by as Queen Leene and Frog walk down the isle. After the long stroll down the isle, Marle can't believe what has happened as the ending comes to an end.

- 7) This ending just makes no sense...see for yourself. Defeat Lavos in the Ocean Palace after going through Heckran's cave.
- 8) Defeat Zombor and do not get the Hero's medal and defeat Lavos. This ending will displace Crono as the new villian...wow, who would've thunk it? Tata takes his crack at becoming the hero.
- 9) Not much of an ending here...various monsters in the game scroll by as the credits move. Defeat Lavos before giving Frog back the Masamune.
- 10) Very nice ending...if not the best ending in the game. The land is calm and Lavos is defeated...but who will win between Magus and Frog?
- 11) Defeat Lavos after Ayla joins you for a 2nd time. However...the Reptites did survive, and apparently they co-exist with humans(not sure about the mystics though) now. Quite odd.
- 12) Defeat Lavos after defeating Magus but before heading off to 12000 B.C. Can Magus save Schala? Anyone who has played Chrono Cross would know the

answer to that question.

13) One your first confrontation with Lavos(storyline wise, meaning after Schala has broken the seal), defeat him. This ending reminds me a little bit of that atrocious TV show "Love Connection."

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----- [Bestiary] -----
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----- [A] -----

Monster: | Acid
HP: | 10
Weakness: | Lightning
Charm: | Barrier
Spoils: | NA

Monster: | Alien
HP: | 1350
Weakness: | NA
Charm: | Magic Tab
Spoils: | Shield

Monster: | Alkaline
HP: | 9
Weakness: | Lightning
Charm: | NA
Spoils: | NA

Monster: | Amphibite
HP: | 100
Weakness: | NA
Charm: | 2 Horns
Spoils: | NA

Monster: | Anion
HP: | 152
Weakness: | NA
Charm: | NA
Spoils: | 2 Feathers

Monster: | Atropos XR
HP: | 6000
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Avion Chaos
HP: | 45
Weakness: | NA
Charm: | NA
Spoils: | Tonic

Monster: | Avion Rex
HP: | 327
Weakness: | Lightning
Charm: | NA
Spoils: | Feather

Monster: | Azala
HP: | 2700
Weakness: | NA
Charm: | Shield
Spoils: | NA

----- [B] -----

Monster: | Barghest
HP: | 450
Weakness: | NA
Charm: | Shield
Spoils: | NA

Monster: | Base
HP: | 88
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Basher
HP: | 150
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Beast
HP: | 830
Weakness: | NA
Charm: | Mid Ether
Spoils: | NA

Monster: | Beetle
HP: | 12
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Bell Bird
HP: | 94
Weakness: | NA
Charm: | Heal
Spoils: | Heal

Monster: | Bit
HP: | 200
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Black Tyrano
HP: | 10500
Weakness: | NA
Charm: | Magic Tab
Spoils: | NA

Monster: | Blob

HP: | 1050
Weakness: | NA
Charm: | Magic Ring
Spoils: | Barrier

Monster: | Blue Beast
HP: | 5000
Weakness: | Fire
Charm: | Mermaid Cap
Spoils: | NA

Monster: | Blue Eaglet
HP: | 16
Weakness: | NA
Charm: | NA
Spoils: | Heal

Monster: | Blue Imp
HP: | 13
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Blue Scout
HP: | 300
Weakness: | Water
Charm: | Shield
Spoils: | NA

Monster: | Blue Shield
HP: | 24
Weakness: | NA
Charm: | NA
Spoils: | Tonic

Monster: | Boss Orb
HP: | 850
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Bug
HP: | 89
Weakness: | NA
Charm: | Heal
Spoils: | NA

Monster: | Buzzer
HP: | 100
Weakness: | Lightning
Charm: | NA
Spoils: | NA

Monster: | Byte
HP: | 192
Weakness: | NA
Charm: | NA
Spoils: | NA

----- [C] -----

Monster: | Cave Ape
HP: | 436
Weakness: | NA
Charm: | Fang
Spoils: | Fang

Monster: | Cave Bat
HP: | 108
Weakness: | NA
Charm: | Revive
Spoils: | NA

Monster: | Crater
HP: | 80
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Croaker
HP: | 100
Weakness: | NA
Charm: | 2 Fangs
Spoils: | NA

Monster: | Cybot
HP: | 1800
Weakness: | NA
Charm: | Hyper Ether
Spoils: | Power Meal

----- [D] -----

Monster: | Dalton
HP: | 3500
Weakness: | NA
Charm: | Power Meal
Spoils: | NA

Monster: | Dalton Plus
HP: | 3500
Weakness: | NA
Charm: | Power Meal
Spoils: | NA

Monster: | Debugger
HP: | 120
Weakness: | Lightning
Charm: | NA
Spoils: | NA

Monster: | Debuggest
HP: | 1024
Weakness: | Lightning
Charm: | Elixir
Spoils: | Shield

Monster: | Deceased
HP: | 110
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Decedent
HP: | 67
Weakness: | Lightning/Fire
Charm: | NA
Spoils: | NA

Monster: | Defunct
HP: | 1450
Weakness: | Fire
Charm: | Elixir
Spoils: | Elixir

Monster: | Diablos
HP: | 50
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Display
HP: | 1
Weakness: | NA
Charm: | Elixir
Spoils: | NA

Monster: | Dragon Tank (body)
HP: | 266
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Dragon Tank (Head)
HP: | 600
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Dragon Tank (Wheel)
HP: | 208
Weakness: | NA
Charm: | NA
Spoils: | NA

----- [E] -----

Monster: | Egder
HP: | 160
Weakness: | Magic/Shadow
Charm: | NA
Spoils: | NA

Monster: | Evil Weevil

HP: | 158
Weakness: | Magic
Charm: | Dream Gun
Spoils: | Feather

----- [F] -----

Monster: | Fat Hench
HP: | 180
Weakness: | Fire
Charm: | NA
Spoils: | NA

Monster: | Flea
HP: | 4120
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Flea Plus
HP: | 4000
Weakness: | NA
Charm: | Flea Vest
Spoils: | NA

Monster: | Flunky
HP: | 390
Weakness: | Magic
Charm: | NA
Spoils: | NA

Monster: | Fly Trap
HP: | 316
Weakness: | Physical Attacks
Charm: | Dream Bow
Spoils: | Petal

Monster: | Fossil Ape
HP: | 1800
Weakness: | NA
Charm: | Mega Elixir
Spoils: | Lapis

Monster: | Free Lancer
HP: | NA
Weakness: | Barrier
Charm: | NA
Spoils: | NA

Monster: | Flyclops
HP: | 900
Weakness: | NA
Charm: | Gold Stud
Spoils: | NA

----- [G] -----

Monster: | Gargoyle
HP: | 260
Weakness: | NA
Charm: | Big Hand
Spoils: | NA

Monster: | Giga Gaia
HP: | 9500
Weakness: | NA
Charm: | Speed Tab
Spoils: | NA

Monster: | Giga Mutant (top)
HP: | 5800
Weakness: | NA
Charm: | Wall Ring
Spoils: | NA

Monster: | Giga Mutant (bottom)
HP: | 4950
Weakness: | NA
Charm: | Hit Ring
Spoils: | NA

Monster: | Gigasaur
HP: | 2250
Weakness: | NA
Charm: | Ruby Armor
Spoils: | Barrier

Monster: | Gnasher
HP: | 90
Weakness: | Fire
Charm: | NA
Spoils: | Tonic

Monster: | Gnawer
HP: | 210
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Gold Eaglet
HP: | 400
Weakness: | NA
Charm: | Ether
Spoils: | Feather

Monster: | Golem
HP: | 7000
Weakness: | NA
Charm: | Magic Tab
Spoils: | NA

Monster: | Golem Boss
HP: | 15000
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Golem Twins
HP: | 10000
Weakness: | Magic
Charm: | NA
Spoils: | NA

Monster: | Goon
HP: | 2800
Weakness: | NA
Charm: | Nova Armor
Spoils: | NA

Monster: | Great Ozzie
HP: | 6000
Weakness: | NA
Charm: | Ozzie Pants
Spoils: | NA

Monster: | Green Imp
HP: | 21
Weakness: | NA
Charm: | Tonic
Spoils: | Tonic

Monster: | Gremlin
HP: | 110
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Grimalkin
HP: | 120
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Guard
HP: | 60
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Guardian
HP: | 1200
Weakness: | NA
Charm: | NA
Spoils: | NA

----- [H] -----

Monster: | Heckran
HP: | 2100
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Hench

HP: | 49
Weakness: | Maguc
Charm: | NA
Spoils: | NA

Monster: | Hetake
HP: | 14
Weakness: | NA
Charm: | Tonic
Spoils: | Tonic

Monster: | Hexapod
HP: | 1000
Weakness: | NA
Charm: | Barrier
Spoils: | Lapis

----- [I] -----

Monster: | Imp Ace
HP: | 54
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Incognito
HP: | 110
Weakness: | NA
Charm: | Muscle Ring
Spoils: | NA

----- [J] -----

Monster: | Jinn
HP: | 450
Weakness: | NA
Charm: | Lapis
Spoils: | Lapis

Monster: | Jinn Bottle
HP: | 97
Weakness: | NA
Charm: | Shield
Spoils: | NA

Monster: | Juggler
HP: | 450
Weakness: | Varies
Charm: | NA
Spoils: | NA

----- [K] -----

Monster: | Kiwala

HP: | 160
Weakness: | NA
Charm: | Petal
Spoils: | Petal

Monster: | Krakker
HP: | 500
Weakness: | NA
Charm: | NA
Spoils: | NA

----- [L] -----

Monster: | Laser Guard
HP: | 400
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Lasher
HP: | 666
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Lavos
HP: | ????

Monster: | Lavos Spawn(Death's Peak)
HP: | 4000
Weakness: | NA
Charm: | Elixir
Spoils: | Elixir

Monster: | Lavos Spawn(Black Omen)
HP: | 10000
Weakness: | NA
Charm: | Haste Helmet
Spoils: | NA

Monster: | Leaper
HP: | 800
Weakness: | Magic
Charm: | Elixir
Spoils: | Shield

Monster: | Lizardactyl
HP: | 1950
Weakness: | NA
Charm: | Red Mail
Spoils: | NA

----- [M] -----

Monster: | Macabre
HP: | 582
Weakness: | Lightning
Charm: | Full Ether
Spoils: | Ether

Monster: | Mad Bat
HP: | 18
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Mage
HP: | 480
Weakness: | NA
Charm: | Barrier
Spoils: | Lapis

Monster: | Magus
HP: | 6666
Weakness: | Masamune Attacks
Charm: | NA
Spoils: | NA

Monster: | Mahavor
HP: | 400
Weakness: | Water/Shadow
Charm: | Shield
Spoils: | NA

Monster: | Mammom Machine
HP: | 18000
Weakness: | NA
Charm: | Mega Elixir
Spoils: | NA

Monster: | Man-Eater
HP: | 250
Weakness: | NA
Charm: | Pearl Edge
Spoils: | NA

Monster: | Martello
HP: | 1245
Weakness: | NA
Charm: | Hyper Ether
Spoils: | NA

Monster: | Masa
HP: | 1000
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Masamune
HP: | 3600
Weakness: | Slash
Charm: | NA
Spoils: | NA

Monster: | Meat Eater
HP: | 75
Weakness: | Fire
Charm: | NA
Spoils: | Ether

Monster: | Mega Mutant (top)
HP: | 4600
Weakness: | NA
Charm: | Elixir
Spoils: | NA

Monster: | Mega Mutant (bottom)
HP: | 3850
Weakness: | NA
Charm: | Vigil Hat
Spoils: | NA

Monster: | Megasaur
HP: | 830
Weakness: | NA
Charm: | Aeon Blade
Spoils: | Fang

Monster: | Metal Mute
HP: | 1980
Weakness: | NA
Charm: | Power Meal
Spoils: | NA

Monster: | Mother Brain
HP: | 5000
Weakness: | NA
Charm: | Blue Mail
Spoils: | NA

Monster: | Mud Imp
HP: | 1200
Weakness: | NA
Charm: | Speed Tab
Spoils: | NA

Monster: | Mune
HP: | 1000
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Mutant
HP: | 300
Weakness: | Shadow
Charm: | Full Tonic
Spoils: | NA

----- [N] -----

Monster: | Naga-ette

HP: | 60
Weakness: | Magic/Fire
Charm: | NA
Spoils: | NA

Monster: | Nereid
HP: | 138
Weakness: | Lightning/Shadow
Charm: | Ether
Spoils: | NA

Monster: | Nizbel
HP: | 4200
Weakness: | Lightning
Charm: | 3rd Eye
Spoils: | NA

Monster: | Nizbel II
HP: | 4200
Weakness: | Lightning
Charm: | 3rd Eye
Spoils: | NA

Monster: | Nu
HP: | 1234
Weakness: | NA
Charm: | Mop
Spoils: | 3 Petals, 3 Fangs, 3 Feathers

----- [0] -----

Monster: | Octoblsuh
HP: | 80
Weakness: | Magic
Charm: | NA
Spoils: | NA

Monster: | Octopod
HP: | 130
Weakness: | Attack/Lightning
Charm: | Mid Ether
Spoils: | NA

Monster: | Ogan
HP: | 146
Weakness: | Fire
Charm: | Shield
Spoils: | NA

Monster: | Omnicrone
HP: | 218
Weakness: | NA
Charm: | NA
Spoils: | Ether

Monster: | Outlaw
HP: | 182
Weakness: | NA

Charm: | NA
Spoils: | NA

Monster: | Ozzie
HP: | ????
Weakness: | NA
Charm: | NA
Spoils: | NA

----- [P] -----

Monster: | Pahoehoe
HP: | 250
Weakness: | NA
Charm: | Petal
Spoils: | Petal

Monster: | Panel
HP: | 1875
Weakness: | NA
Charm: | Speed Tab
Spoils: | NA

Monster: | Poly
HP: | 99
Weakness: | NA
Charm: | NA
Spoils: | Ether

Monster: | Proto 2
HP: | 128
Weakness: | Shadow
Charm: | NA
Spoils: | Tonic

Monster: | Proto 3
HP: | 256
Weakness: | Shadow
Charm: | Full Tonic
Spoils: | NA

Monster: | Proto 4
HP: | 1024
Weakness: | Lightning
Charm: | Elixir
Spoils: | Barrier

----- [Q] -----

----- [R] -----

Monster: | Rain Frog
HP: | 100
Weakness: | NA
Charm: | NA
Spoils: | 2 Fangs

Monster: | Rat
HP: | 45
Weakness: | Shadow
Charm: | NA
Spoils: | NA

Monster: | Reaper
HP: | 1450
Weakness: | Fire
Charm: | Elixir
Spoils: | Elixir

Monster: | Red Beast
HP: | 5000
Weakness: | Water
Charm: | Elixir
Spoils: | NA

Monster: | Red Scout
HP: | 300
Weakness: | Shadow/Fire
Charm: | Barrier
Spoils: | NA

Monster: | Reptile
HP: | 336
Weakness: | NA
Charm: | Mid Tonic
Spoils: | Mid Tonic

Monster: | Reptite
HP: | 92
Weakness: | Magic
Charm: | Magma Hand
Spoils: | Petal

Monster: | Retinite
HP: | 11000
Weakness: | NA
Charm: | Speed Tab
Spoils: | NA

Monster: | Roly
HP: | 24
Weakness: | NA
Charm: | NA
Spoils: | Tonic

Monster: | Roly Bomber
HP: | 99
Weakness: | Magic
Charm: | NA
Spoils: | NA

Monster: | Rolypoly
HP: | 50
Weakness: | NA
Charm: | NA
Spoils: | Heal

Monster: | Roly Rider
HP: | 30
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | R Series
HP: | 150
Weakness: | Cyclone
Charm: | NA
Spoils: | NA

Monster: | Rubble
HP: | 515
Weakness: | NA
Charm: | NA
Spoils: | Mid Ether

Monster: | Ruminator
HP: | 1500
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Runner
HP: | 196
Weakness: | NA
Charm: | Horn
Spoils: | Horn

Monster: | Rust Tyrano
HP: | 2500
Weakness: | NA
Charm: | White Mail
Spoils: | NA

----- [S] -----

Monster: | Scouter
HP: | 300
Weakness: | Lightning
Charm: | Lapis
Spoils: | NA

Monster: | Sentry
HP: | 1280
Weakness: | Fire
Charm: | Hyper Ether
Spoils: | Hyper Ether

Monster: | Shadow
HP: | 1
Weakness: | Magic
Charm: | NA
Spoils: | NA

Monster: | Shitake

HP: | 158
Weakness: | Magic
Charm: | Petal
Spoils: | Petal

Monster: | Side Kick
HP: | 1250
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Sir Krawlie
HP: | 500
Weakness: | Shadow
Charm: | NA
Spoils: | NA

Monster: | Slash
HP: | 5200
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Son of Sun
HP: | 2100
Weakness: | NA
Charm: | Black Mail
Spoils: | NA

Monster: | Sorcerer
HP: | 220
Weakness: | Fire
Charm: | NA
Spoils: | NA

Monster: | Stone Imp
HP: | 300
Weakness: | NA
Charm: | Alloy Blade
Spoils: | NA

Monster: | Super Slash
HP: | 4000
Weakness: | NA
Charm: | Slasher 2
Spoils: | NA

Monster: | Synchronite
HP: | 2250
Weakness: | NA
Charm: | Gold Earring
Spoils: | NA

----- [T] -----

Monster: | Tempurite
HP: | 88
Weakness: | NA

Charm: | NA
Spoils: | NA

Monster: | Terrasaur
HP: | 1090
Weakness: | Magic
Charm: | Lapis
Spoils: | NA

Monster: | Terra Mutant (top)
HP: | 7860
Weakness: | NA
Charm: | Muslce Ring
Spoils: | NA

Monster: | Terra Mutant (bottom)
HP: | 20000
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Thrasher
HP: | 666
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | T' Pole
HP: | 150
Weakness: | NA
Charm: | Mid Tonic
Spoils: | NA

Monster: | Tubster
HP: | 1250
Weakness: | Fire
Charm: | Power Tab
Spoils: | Elixir

Monster: | Turret
HP: | 700
Weakness: | NA
Charm: | NA
Spoils: | NA

----- [V] -----

Monster: | Vamp
HP: | 120
Weakness: | Magic
Charm: | NA
Spoils: | NA

Monster: | Volcano
HP: | 257
Weakness: | Water
Charm: | Lapis
Spoils: | NA

----- [W] -----

Monster: | Winged Ape
HP: | 450
Weakness: | NA
Charm: | Ruby Vest
Spoils: | Fang

----- [Y] -----

Monster: | Yakra
HP: | 920
Weakness: | NA
Charm: | NA
Spoils: | NA

Monster: | Yakra XIII
HP: | 18000
Weakness: | NA
Charm: | white Mail
Spoils: | Mega Elixir

----- [Z] -----

Monster: | Zeal (Black Omen)
HP: | 12000
Weakness: | NA
Charm: | Mega Elixir
Spoils: | Mega Elixir

Monster: | Zeal (Giant Face and hands)
HP: | 20000
Weakness: | NA
Charm: | Prism Dress, Mega Elixir, Prism Helmet
Spoils: | NA

Monster: | Zombor (top)
HP: | 960
Weakness: | Shadow/Water
Charm: | NA
Spoils: | NA

Monster: | Zombor (bottom)
HP: | 800
Weakness: | Lighting/Fire
Charm: | NA
Spoils: | NA

Monster: | Location:

Acid | Factory Ruins
Alien | Black Omen

Alkaline		Factory Ruins
Amphibite		Hunting Range
Anion		Hunting Range
Atropos XR		Geno Dome
Avion Chaos		Guardia Forest(600 AD)
Avion Rex		Dactyl Nest
Azala		Tyrano's Lair
Barghest		Magus' Lair
Base		Northern Ruins
Basher		Blackbird
Beast		Terra Cave
Beetle		Guardia Castle
Bell Bird		Guardia Forest(1000 AD)
Bit		Arris Dome
Black Tyrano		Tyrano's Lair
Blob		Black Omen
Blue Beast		Terra Cave
Blue Eaglet		Guardia Forest(600 AD)
Blue Imp		Truce Canyon
Blue Scout		Ocean Palace
Blue Shield		Guardia Castle
Boss Orb		Black Omen
Bug		Factory Ruins
Bugger		Proto Dome
Byte		Blackbird
Cave Ape		Tyrano's Lair
Cave Bat		Heckran Cave
Crater		Lab 16
Croaker		Dactyl's Nest
Cybot		Black Omen
Dalton		Zeal Palace, Blackbird
Dalton Plus		Blackbird
Debugger		Geno Dome
Debuggest		Geno Dome
Deceased		Zenan Bridge, Magus' Lair
Decedent		Guardia Castle
Defunct		Northern Ruins
Diablos		Magus' Lair
Display		Geno Dome
Dragon Tank(body)		Guardia Castle
Dragon Tank(Head)		Guardia Castle
Dragon Tank(Wheel)		Guardia Castle
Egder		Sewer Access
Evil Weevil		Reptite's Lair
Fat Hench		Denadoro Mountains
Flea		Magus' Lair
Flea Plus		Ozzie' Fort
Flunky		Magic Cave
Fly Trap		Hunting Range
Fossil Ape		Tyrano's Lair
Free Lancer		Denadoro Mountains
Flyclops		Black Omen
Gargoyle		Mt. Woe
Giga Gaia		Mt. Woe

Giga Mutant (top)	Black Omen
Giga Mutant (bot)	Black Omen
Gigasaur	Black Omen
Gnasher	Cathedral
Gnawer	Cathedral
Gold Eaglet	Mystic Mountain
Golem	Zeal Palace
Golem Boss	Blackbird
Golem Twins	Ocean Palace
Goon	Black Omen
Great Ozzie	Ozzie' Fort
Green Imp	Truce Canyon
Gremlin	Magus' Lair
Grimalkin	Magus' Lair
Guard	Guardia Castle
Guardian	Arris Dome
Heckran	Heckran's Cave
Hench	Magus' Lair
Hetake	Guardia Castle
Hexapod	Fiona's Villa
Imp Ace	Cathedral
Incognito	Guardia Castle
Jinn	Heckran Cave
Jinn Bottle	Heckran Cave
Juggler	Magus' Lair
Kiwala	Mystic Mountain
Kracker	Death Peak
Laser Guard	Geno Dome
Lasher	Mt. Woe
Lavos	1999 AD, 12000 BC, 600 AD, 1000AD
Lavos Spawn	Death's Peak, Black Omen
Leaper	Giant's Claw
Lizardactyl	Giant's Claw
Macabre	Death's Peak
Mad Bat	Cathedral
Mage	Ocean Palace
Magus	Magus' Lair
Mahavor	Fiona's Villa
Mammom Machine	Black Omen
Man-Eater	Mt.Woe
Martello	Black Omen
Masa	Denadoro Mountains
Masamune	Denadoro Mountains
Meat Eater	Trann Dome
Mega Mutant (top)	Black Omen
Mega Mutant (bot)	Black Omen
Megasaur	Reptite's Lair
Metal Mute	Black Omen
Mother Brain	Geno Dome
Mud Imp	Terra Cave
Mune	Denadoro Mountains
Mutant	Lab 16, Proto Dome
Naga-ette	Cathedral, Guardia Castle(1000 AD)

Nereid	Sewer Access
Nizbel	Reptite's Lair
Nizbel II	Tyrano's Lair
Nu	Hunting Range, Enhasa
Octoblush	Heckran Cave
Octopod	Lab 16
Ogan	Denadoro Mountains
Omicrone	Magus' Lair
Outlaw	Denadoro Mountains
Ozzie	Ozzie's Fort, Zenan Bridge
Pahoehoe	Hunting Range
Panel	Black Omen
Poly	Truce Canyon
Proto 2	Lab 16, Factory Ruins
Proto 3	Factory Ruins
Proto 4	Gena Dome
Rain Frog	Hunting Range
Rat	Sewer Access
Reaper	Northern Ruins
Red Beast	Terra Cave
Red Scout	Black Omen
Reptile	Tyrano's Lair
Reptite	Reptite's Lair, Tyrano's Lair
Retinite	Sunken Desert
Roly	Truce Canyon, Magus' Lair
Roly Bomber	Magus' Lair
Rolypoly	Heckran's Cave
Roly Rider	Truce Canyon
Roly Runner	Magus' Lair
R Series	Factory Ruins
Rubble	Mt. Woe
Ruminator	Black Omen
Runner	Mystic Mountain
Rust Tyrano	Giant's Claw
Scouter	Ocean Palace
Sentry	Northern Ruins
Shadow	Lab 16, Proto dome
Shitake	Hunting Range
Side Kick	Black Omen
Sir Krawlle	Sewer Access
Slash	Magus' Lair
Son of Sun	Sun Palace (2300 AD)
Sorcerer	Magus' Lair
Stone Imp	Mt. Woe
Super Slash	Ozzie's Fort
Synchrute	Black Omen
Tempurite	Heckran's Cave
Terrasaur	Tyrano's Lair
Terra Mutant (top)	Black Omen
Terra Mutant (bot)	Black Omen
Thrasher	Mt. Woe
T'Pole	Cursed Woods
Tubster	Black Omen
Turret	Blackbird

Vamp | Magic Cave, Magus' Lair
Volcano | Tyrano's Lair

Winged Ape | Tyrano's Lair

Yakra | Cathedral
Yakra XIII | Guardia Castle(1000 AD)

Zeal(Black Omen) | Black Omen
Zeal(Face/hands) | Black Omen
Zombor(top) | Zenan Bridge
Zombor(bottom) | Zenan Bridge

=====
----- [Items Listing] -----
=====

Item: | Barrier
Buy: | NA
Sell: | 2500
Comment: | Reduces damage inflicted by magic attacks by 1/3.

Item: | Bike Key
Buy: | NA
Sell: | NA
Comment: | This key operates the Speeder Bike in A.D. 2300.

Item: | Chrono Trigger
Buy: | NA
Sell: | NA
Comment: | Use this with the Clone at Death Mountain to find Crono.

Item: | Dream Stone
Buy: | NA
Sell: | NA
Comment: | Use with the Broken Hilt and Broken Sword to get Masamune.

Item: | Elixir
Buy: | NA
Sell: | 10000
Comment: | Restores one character's MP and HP. Found inside chests.

Item: | Ether
Buy: | 800
Sell: | 400
Comment: | Restores 10 MP. Sold in most shops or found in chests.

Item: | Fang
Buy: | NA
Sell: | NA
Comment: | Trade this for items at the Ioka Hut in 65,000,000 B.C.

Item: | Feather
Buy: | NA
Sell: | NA
Comment: | Trade this for items at the Ioka Hut in 65,000,000 B.C.

Item: | Full Ether
Buy: | 6000

Sell: | 3000
Comment: | Restores 60 MP. Sold in shops or found in chests.

Item: | Full Tonic
Buy: | 700
Sell: | 350
Comment: | Restores 500 HP. Sold in most shops or found in chests.

Item: | Gate Key
Buy: | NA
Sell: | NA
Comment: | Allows access to all the time portals in the game.

Item: | Heal
Buy: | 10
Sell: | 5
Comment: | Returns a character's status to normal. Buy at most shops.

Item: | Horn
Buy: | NA
Sell: | NA
Comment: | Trade this for items at the Ioka Hut in 65,000,000 B.C.

Item: | Hyper Ether
Buy: | 10000
Sell: | 5000
Comment: | Restores all MP for one character.

Item: | Jerky
Buy: | 9900
Sell: | 10000
Comment: | Allows access across Zenan Bridge and to the Moon Stone.

Item: | Lapis
Buy: | NA
Sell: | 250
Comment: | Restores 200 HP on every character. Not sold in shops.

Item: | Magic Tab
Buy: | NA
Sell: | 5
Comment: | Permanently adds one point to a character's Magic rating.

Item: | Mega Elixir
Buy: | NA
Sell: | 25000
Comment: | Restores all HP and MP for all characters. Buy it inside the
| Black Omen.

Item: | Mid Ether
Buy: | 2000
Sell: | 1000
Comment: | Restores 30 MP. Sold in most shops or found in chests.

Item: | Mid Tonic
Buy: | 100
Sell: | 50
Comment: | Restores 200 HP. Sold in most shops or found in chests.

Item: | Moon Stone

Buy: | NA
Sell: | NA
Comment: | Changes into the Sun Stone when left in the Sun Keep.

Item: | Pendant
Buy: | NA
Sell: | NA
Comment: | This item opens sealed boxes when it is powered up.

Item: | Petal
Buy: | NA
Sell: | NA
Comment: | Trade this for items at the Ioka Hut in 65,000,000 B.C.

Item: | Power Meal
Buy: | NA
Sell: | 1
Comment: | Removes a "?" or "Lock" status during battle.

Item: | Power Tab
Buy: | NA
Sell: | 5
Comment: | Permanently adds one point to a character's Power rating.

Item: | Prism Shard
Buy: | NA
Sell: | NA
Comment: | Proves the King's innocence at the Trial in A.D. 1000.

Item: | Race Log
Buy: | NA
Sell: | NA
Comment: | Records your times on the Speeder Bike in A.D. 2300.

Item: | Revive
Buy: | 200
Sell: | 100
Comment: | Revives a character to 50 HP during battle.

Item: | Ruby Knife
Buy: | NA
Sell: | NA
Comment: | Used to short circuit the Mammon Machine in 12000 B.C.

Item: | Seed
Buy: | NA
Sell: | NA
Comment: | Give this to Doan at the Info Center in A.D. 2300.

Item: | Shelter
Buy: | 150
Sell: | 75
Comment: | Restores a party's HP and MP at any save point.

Item: | Shield
Buy: | NA
Sell: | 2500
Comment: | Reduces damage inflicted by physical blows by 1/3.

Item: | Speed Tab

Buy: | NA
Sell: | 5
Comment: | Permanently adds one point to a character's Speed rating.

Item: | Sun Stone
Buy: | NA
Sell: | NA
Comment: | With it and the Rainbow Shell, Melchior makes the Rainbow Sword.

Item: | Toma's Pop
Buy: | NA
Sell: | NA
Comment: | Pour this on Toma's Grave at the West Cape in A.D. 1000.

Item: | Tonic
Buy: | 10
Sell: | 5
Comment: | Restores 50 HP. Found in most shops throughout the game.

Item: | Tools
Buy: | NA
Sell: | NA
Comment: | Use to fix the Northern Ruins in A.D. 600.

Item: | Yakra Key
Buy: | NA
Sell: | NA
Comment: | Frees the real chancellor in Guardia Castle in A.D. 1000.

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----- [Weapons Listing] -----
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-- [Crono] --

Name: | Aeon Blade
Buy: | Trade
Sell: | 6250
Attack: | 70
Comments: | Get in Ioka Hut after defeating Magus.

Name: | Alloy Blade
Buy: | 21000
Sell: | 10500
Attack: | 110
Comments: | Buy at Kajar in 12000 B.C.

Name: | Bolt Sword
Buy: | NA
Sell: | 2500
Attack: | 25
Comments: | Find at the Factory in A.D. 2300

Name: | Demon Edge
Buy: | 17000
Sell: | 8500
Attack: | 90
Comments: | Buy at the Terra Cave, 12000 B.C.

Name: | Flint Edge
Buy: | Trade
Sell: | 3250
Attack: | 40
Comments: | Get in Ioka Hut before fighting Magus.

Name: | Iron Blade
Buy: | 350
Sell: | 175
Attack: | 7
Comments: | Buy at Leene Square in A.D. 1000.

Name: | Kali Blade
Buy: | NA
Sell: | 17500
Attack: | 150
Comments: | Find this in the Northern Ruins

Name: | Lode Sword
Buy: | 4000
Sell: | 2000
Attack: | 20
Comments: | Buy at Leene Square in A.D. 1000.

Name: | Mop
Buy: | NA
Sell: | 1
Attack: | 1
Comments: | Charm Nu at the Hunting Range.

Name: | Rainbow
Buy: | NA
Sell: | 30000
Attack: | 220
Comments: | Defeat Yakra XIII, talk to Melchior with Rainbow Shell and
| Sun Stone.

Name: | Red Katana
Buy: | 4500
Sell: | 2250
Attack: | 30
Comments: | Buy at Melchior's Hut in A.D. 1000.

Name: | Shiva Edge
Buy: | NA
Sell: | 20000
Attack: | 170
Comments: | Examine chest this in the Northern Ruins, pick up in future.

Name: | Slasher
Buy: | NA
Sell: | NA
Attack: | 43
Comments: | Find Magus' Lair in A.D. 600.

Name: | Slasher 2
Buy: | NA
Sell: | NA
Attack: | 155

Comments: | Charm Super Slash to win weapon.

Name: | Star Sword

Buy: | 25000

Sell: | 12500

Attack: | 125

Comments: | Buy at the Last Village in 12000 B.C.

Name: | Steel Sabre

Buy: | 800

Sell: | 400

Attack: | 15

Comments: | Buy at the Market in A.D. 1000.

Name: | Swallow

Buy: | NA

Sell: | 19000

Attack: | 145

Comments: | Find in the blue Pyramid in A.D. 1000.

Name: | Vedic Blade

Buy: | NA

Sell: | 15000

Attack: | 135

Comments: | Find at Death Peak, A.D. 2300.

Name: | Wood Sword

Buy: | NA

Sell: | 50

Attack: | 3

Comments: | Crono's very first weapon.

-- [Frog] --

Name: | Brave Sword

Buy: | NA

Sell: | 16000

Attack: | 135

Comments: | Find on Death Peak in A.D. 2300.

Name: | Bronze Edge

Buy: | NA

Sell: | 175

Attack: | 6

Comments: | Frog begins with this weapon.

Name: | Demon Hilt

Buy: | NA

Sell: | 13000

Attack: | 120

Comments: | Doubles hits against magic enemies.

Name: | Flash Blade

Buy: | 18000

Sell: | 9000

Attack: | 90

Comments: | Buy it in Terra Cave in 12000 B.C.

Name: | Iron Sword
Buy: | NA
Sell: | 550
Attack: | 10
Comments: | Find in the Cathedral in 600 A.D.

Name: | Masamune
Buy: | NA
Sell: | NA
Attack: | 75
Comments: | Give Melchior the sword hilt and dreamstone in 1000 A.D.

Name: | Masamune
Buy: | NA
Sell: | NA
Attack: | 200
Comments: | Place sword over Cyrus' grave.

Name: | Pearl Edge
Buy: | 22000
Sell: | 11000
Attack: | 105
Comments: | Buy it at Kajar in 12000 B.C.

Name: | Rune Blade
Buy: | 24000
Sell: | 12000
Attack: | 120
Comments: | Buy at the Last Village, 12000 B.C.
-- [Lucca] --

Name: | Air Gun
Buy: | NA
Sell: | 150
Attack: | 5
Comments: | Lucca starts out with this gun.

Name: | Auto Gun
Buy: | 1200
Sell: | 600
Attack: | 15
Comments: | Buy at the Trann Dome in 2300 A.D.

Name: | Dart Gun
Buy: | 800
Sell: | 400
Attack: | 7
Comments: | Buy at the Market in A.D. 1000.

Name: | Dream Gun
Buy: | Trade
Sell: | 3700
Attack: | 60
Comments: | At Ioka Hut after defeating Magus.

Name: | Mega Blast
Buy: | 9800
Sell: | 4900
Attack: | 80

Comments: | Buy in the Terra Cave in 12000 B.C.

Name: | Plasma Gun

Buy: | 3200

Sell: | 1600

Attack: | 25

Comments: | Buy at Melchior's Hut in A.D. 1000.

Name: | Ruby Gun

Buy: | Trade

Sell: | 2900

Attack: | 40

Comments: | At Ioka Hut before defeating Magus.

Name: | Shockwave

Buy: | 11000

Sell: | 5500

Attack: | 110

Comments: | Casts a random "Chaos" spell.

Name: | Wonder Shot

Buy: | NA

Sell: | 16000

Attack: | 250

Comments: | Requires the Sun Stone to build.

-- [Magus] --

Name: | Dark Scythe

Buy: | NA

Sell: | 10000

Attack: | 120

Comments: | Magus starts off with this weapon.

Name: | Doom Sickle

Buy: | NA

Sell: | 1

Attack: | 160

Comments: | Find in Ozzie's Fort in A.D. 600.

Name: | Hurricane

Buy: | 35000

Sell: | 17500

Attack: | 135

Comments: | Buy at the Last Village in B.C. 12000.

Name: | Star Scythe

Buy: | NA

Sell: | 2100

Attack: | 150

Comments: | Find it on Death Peak in A.D. 2300.

-- [Marle] --

Name: | Bronze Bow

Buy: | NA

Sell: | 40
Attack: | 3
Comments: | Marle begins with this bow.

Name: | Comet Arrow
Buy: | 7800
Sell: | 3900
Attack: | 80
Comments: | Buy in the Terra Cave, 12000 B.C.

Name: | Dream Bow
Buy: | Trade
Sell: | 2900
Attack: | 60
Comments: | At Ioka Hut after defeating Magus.

Name: | Iron Bow
Buy: | 850
Sell: | 425
Attack: | 15
Comments: | Buy in the Market in 1000 A.D.

Name: | Lode Bow
Buy: | NA
Sell: | 850
Attack: | 20
Comments: | Find at Lab 16 in A.D. 2300.

Name: | Robin Bow
Buy: | 2850
Sell: | 1425
Attack: | 25
Comments: | Buy at the Market, A.D. 1000.

Name: | Sage Bow
Buy: | Trade
Sell: | 2100
Attack: | 40
Comments: | At Ioka Hut before fighting Magus.

Name: | Siren
Buy: | NA
Sell: | 14000
Attack: | 140
Comments: | Casts a random "Stop" spell.

Name: | Sonic Arrow
Buy: | 10000
Sell: | 5000
Attack: | 100
Comments: | Casts a random "Slow" spell.

Name: | Valkerye
Buy: | NA
Sell: | 19000
Attack: | 180
Comments: | Examine chest in Northern ruins, pick up in the future.

Name: | Big Hand
Buy: | 18000
Sell: | 9000
Attack: | 105
Comments: | Buy it at Kajar in 12000 B.C.

Name: | Crisis Arm
Buy: | NA
Sell: | 1
Attack: | 1
Comments: | Find it in Geno Dome, A.D. 2300.

Name: | Doom Finger
Buy: | NA
Sell: | 4900
Attack: | 50
Comments: | Find in Magus' Lair in A.D. 600.

Name: | Giga Arm
Buy: | NA
Sell: | 12000
Attack: | 135
Comments: | Find it in Death Peak, A.D. 2300.

Name: | Hammer Arm
Buy: | 3500
Sell: | 1750
Attack: | 25
Comments: | Buy at the market in 1000 A.D.

Name: | Kaiser Arm
Buy: | 21000
Sell: | 10500
Attack: | 120
Comments: | Buy it at the Last Village, 12000 B.C.

Name: | Magma Hand
Buy: | Trade
Sell: | 5600
Attack: | 70
Comments: | Get in Ioka Hut after defeating Magus.

Name: | Megaton Arm
Buy: | 15000
Sell: | 7500
Attack: | 90
Comments: | Buy in Terra Cave in 12000 B.C.

Name: | Mirage Hand
Buy: | NA
Sell: | 2750
Attack: | 30
Comments: | Find in the Denadoro Mountains.

Name: | Stone Arm
Buy: | Trade
Sell: | 3750
Attack: | 40

Comments: | Get in Ioka Hut before defeating Magus.

Name: | Terra Arm

Buy: | NA

Sell: | 14000

Attack: | 150

Comments: | Find it in Geno Dome, A.D. 2300.

Name: | Tin Arm

Buy: | NA

Sell: | 500

Attack: | 20

Comments: | Robo begins with this limb.

----- [Protective Gear] -----

-- [Armor] --

Name: | Aeon Suit

Buy: | 9000

Sell: | 4500

Defense: | 75

Comments: | Buy it at the Last Village in 12000 B.C.

Name: | Black Mail

Buy: | NA

Sell: | 4100

Defense: | 70

Comments: | Absorbs "Shadow" based magic.

Name: | Black Vest

Buy: | NA

Sell: | 2900

Defense: | 45

Comments: | Reduces "Shadow" damage by 50%.

Name: | Blue Mail

Buy: | NA

Sell: | 4100

Defense: | 70

Comments: | Absorbs "Water" based magic.

Name: | Blue Vest

Buy: | NA

Sell: | 2900

Defense: | 45

Comments: | Reduces "Water" damage by 50%.

Name: | Bronze Mail

Buy: | 520

Sell: | 260

Defense: | 16

Comments: | Buy at the Market in A.D. 1000.

Name: | Dark Mail

Buy: | NA

Sell: | 1900
Defense: | 45
Comments: | Find it in Magus' Lair in A.D. 600.

Name: | Flash Mail
Buy: | 8500
Sell: | 4250
Defense: | 64
Comments: | Found in Terra Cave in 12000 B.C.

Name: | Gloom Cape
Buy: | NA
Sell: | 8200
Defense: | 84
Comments: | Find at Ozzie's Fort in A.D. 600.

Name: | Gold Suit
Buy: | 1300
Sell: | 650
Defense: | 39
Comments: | Buy in the market in A.D. 600.

Name: | Hide Tunic
Buy: | NA
Sell: | 40
Defense: | 5
Comments: | Crono starts off with this armor.

Name: | Iron Suit
Buy: | 800
Sell: | 400
Defense: | 25
Comments: | Buy in the Trann Dome in A.D. 2300.

Name: | Karate Gi
Buy: | 300
Sell: | 150
Defense: | 10
Comments: | Buy at the Market in A.D. 1000.

Name: | Lode Vest
Buy: | 8500
Sell: | 4250
Defense: | 71
Comments: | Buy it at Kajar in 12000 B.C.

Name: | Lumin Robe
Buy: | 6500
Sell: | 3250
Defense: | 63
Comments: | Found in Terra Cave in 12000 B.C.

Name: | Maiden Suit
Buy: | NA
Sell: | 280
Defense: | 18
Comments: | Find in the Cathedral in A.D. 600.

Name: | Meso Mail
Buy: | NA

Sell: | 3000
Defense: | 52
Comments: | Found in Tyrano's Lair.

Name: | Mist Robe
Buy: | NA
Sell: | 3400
Defense: | 54
Comments: | Find it in Magus' Lair in A.D. 600.

Name: | Moon Armor
Buy: | NA
Sell: | 6500
Defense: | 85
Comments: | Find in the Northern Ruins.

Name: | Nova Armor
Buy: | NA
Sell: | 5500
Defense: | 82
Comments: | Find inside the Black Omen.

Name: | Prism Dress
Buy: | NA
Sell: | 4400
Defense: | 99
Comments: | Give Rainbow Shell to Melchior in Guardia Castle in 1000 A.D.

Name: | Raven Armor
Buy: | NA
Sell: | 7900
Defense: | 76
Comments: | Magus joins wearing this armor.

Name: | Red Mail
Buy: | NA
Sell: | 4100
Defense: | 70
Comments: | Absorbs "Fire" based magic.

Name: | Red Vest
Buy: | NA
Sell: | 2900
Defense: | 45
Comments: | Reduces "Fire" damage by 50%.

Name: | Ruby Armor
Buy: | NA
Sell: | 7000
Defense: | 78
Comments: | Reduces fire damage by 80%.

Name: | Ruby Vest
Buy: | NA
Sell: | 1800
Defense: | 45
Comments: | Reduces Fire damage by 50%.

Name: | Tabin Suit
Buy: | NA

Sell: | NA
Defense: | 79
Comments: | Increases Speed rating by 3.

Name: | Tabin Vest
Buy: | NA
Sell: | NA
Defense: | 33
Comments: | Increases Speed rating by 2.

Name: | Titan Vest
Buy: | 1200
Sell: | 600
Defense: | 32
Comments: | Buy in the Market in A.D. 1000.

Name: | White Mail
Buy: | NA
Sell: | 4100
Defense: | 70
Comments: | Absorbs "Lightning" based magic.

Name: | White Vest
Buy: | NA
Sell: | 2900
Defense: | 45
Comments: | Cuts "Lightning" damage by 50%.

Name: | Zodiac Cape
Buy: | NA
Sell: | 5000
Defense: | 80
Comments: | Find inside the Black Omen.

-- [Helmets] --

Name: | Aeon Helmet
Buy: | 7800
Sell: | 3900
Defense: | 33
Comments: | Buy it in the Last Village in 12000 B.C.

Name: | Beret
Buy: | 700
Sell: | 350
Defense: | 17
Comments: | Buy this at the Market in A.D. 600.

Name: | Bronze Helmet
Buy: | 200
Sell: | 100
Defense: | 8
Comments: | Buy this at the Market in A.D. 1000.

Name: | Cera Topper
Buy: | NA
Sell: | 1250
Defense: | 23

Comments: | Find in Tyrano's Lair.

Name: | Dark Helmet

Buy: | NA

Sell: | 6000

Defense: | 35

Comments: | Reduces "Shadow" damage by 50%.

Name: | Doom Helmet

Buy: | NA

Sell: | 4750

Defense: | 29

Comments: | Magus joins with this helmet.

Name: | Gloom Helmet

Buy: | NA

Sell: | 6500

Defense: | 42

Comments: | Find in Ozzie's Fort in A.D. 600.

Name: | Glow Helmet

Buy: | 2300

Sell: | 1150

Defense: | 25

Comments: | Buy in the Terra Cave in 12000 B.C.

Name: | Gold Helmet

Buy: | NA

Sell: | 600

Defense: | 18

Comments: | Found in Denadoro Mountains, talk to Knight Captain on Zenan
| Bridge after giving him the Jerky.

Name: | Haste Helmet

Buy: | NA

Sell: | 6000

Defense: | 35

Comments: | Increases speed by 50% in battle.

Name: | Hide Cap

Buy: | NA

Sell: | 25

Defense: | 3

Comments: | Crono begins with this cap.

Name: | Iron Helmet

Buy: | 500

Sell: | 250

Defense: | 14

Comments: | Buy it at Trann Dome in A.D. 2300.

Name: | Lode Helmet

Buy: | 6500

Sell: | 3250

Defense: | 29

Comments: | Buy it in Kajar, 12000 B.C.

Name: | Memory Cap

Buy: | NA

Sell: | 10000

Defense: | 30
Comments: | Find it on Death's Peak in A.D. 2300.

Name: | Mermaid Cap
Buy: | NA
Sell: | 8000
Defense: | 35
Comments: | Charm it from a regular Blue Beast.

Name: | Ozzie Pants
Buy: | NA
Sell: | NA
Defense: | 35
Comments: | Charm it from the Great Ozzie in A.D. 600.

Name: | Prism Helmet
Buy: | NA
Sell: | 400
Defense: | 40
Comments: | Requires the Rainbow Shell.

Name: | Rainbow Helmet
Buy: | NA
Sell: | 8000
Defense: | 35
Comments: | Charm it from a regular Beast.

Name: | Rock Helmet
Buy: | NA
Sell: | 1000
Defense: | 20
Comments: | Trade 3 Horns and 3 Feathers.

Name: | Sight Cap
Buy: | NA
Sell: | 10000
Defense: | 30
Comments: | Nullifies "Chaos" spell effects.

Name: | Taban Helmet
Buy: | NA
Sell: | NA
Defense: | 24
Comments: | Find inside Lucca's House.

Name: | Vigil Hat
Buy: | NA
Sell: | 25000
Defense: | 45
Comments: | Find in the Black Omen.

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----- [Accessories] -----
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Name: | Amulet
Equip On: | All
Comments: | Protects a character's status during battle.

Name: | Bandana
Equip On: | All
Comments: | Adds one point to a character's Speed rating.

Name: | Berserker
Equip On: | All
Comments: | Prevents character from being controlled during combat.

Name: | Black Belt
Equip On: | Lucca, Magus, Marle
Comments: | Invokes the Dark Eternal Triple Attack technique.

Name: | Blue Rock
Equip On: | Kucca, Robo, Magus
Comments: | Invokes the Omega Flare Triple Attack technique.

Name: | Charm Top
Equip On: | Ayla
Comments: | Increases Ayla's chances of Charm Spell success.

Name: | Dash Ring
Equip On: | All
Comments: | Adds three points to a character's Speed rating.

Name: | Defender
Equip On: | All
Comments: | Adds two points to a character's Vigor rating.

Name: | Flea Vest
Equip On: | All
Comments: | Adds twelve points to a character's Vigor rating.

Name: | Frenzy Band
Equip On: | All
Comments: | Gives you a 80% chance of a counter-attack blow against a foe.

Name: | Gold Earring
Equip On: | All
Comments: | Increases a character's HP by 50%.

Name: | Gold Rock
Equip On: | Marle, Robo, Frog
Comments: | Invokes the GrandDream Triple Tech technique.

Name: | Gold Stud
Equip On: | All
Comments: | Reduces a character's MP expenditure by 75%.

Name: | Green Dream
Equip On: | All
Comments: | One time re-animate, once per battle.

Name: | Hero's Medal
Equip On: | Frog
Comments: | Pair with the Masamune to increase critical hits.

Name: | Hit Ring
Equip On: | All
Comments: | Adds ten points to a character's Strike rating.

Name: | Magic Ring
Equip On: | All
Comments: | Adds six points to a character's Magic rating.

Name: | Magic Scarf
Equip On: | All
Comments: | Adds two points to a character's Magic Defense.

Name: | Magic Seal
Equip On: | All
Comments: | Adds five points to Magic Defense and max MP.

Name: | Muscle Ring
Equip On: | All
Comments: | Adds six points to a character's Vigor rating.

Name: | Power Glove
Equip On: | All
Comments: | Adds two points to a character's Power rating.

Name: | Power Ring
Equip On: | All
Comments: | Adds six points to a character's Power rating.

Name: | Power Scarf
Equip On: | All
Comments: | Adds four points to a character's Power rating.

Name: | Power Seal
Equip On: | All
Comments: | Adds ten points to a character's Defense, Power, and Stamina.

Name: | Prism Specs
Equip On: | All
Comments: | Maximizes a character's Attack Power.

Name: | Rage Band
Equip On: | All
Comments: | Gives you a 50% chance of a counter attack blow against a foe.

Name: | Ribbon
Equip On: | All
Comments: | Adds two points to a character's Strike rating.

Name: | Sight Scope
Equip On: | All
Comments: | Reveals enemy's hit points during battle.

Name: | Silver Earring
Equip On: | All
Comments: | Increases a character's HP by 25%.

Name: | Silver Rock
Equip On: | Robo, Frog, Ayla
Comments: | Invokes the Spin Strike Triple Tech technique.

Name: | Silver Stud
Equip On: | All
Comments: | Reduces a character's MP expenditure by 50%.

Name: | Speed Belt
Equip On: | All
Comments: | Adds two points to a character's Speed rating.

Name: | Sun Shades
Equip On: | All
Comments: | Enhances a character's Attack Power in combat.

Name: | Third Eye
Equip On: | All
Comments: | Doubles a character's Evade rating.

Name: | Wallet
Equip On: | All
Comments: | Turns experience points into gold. Find in 2300 A.D.

Name: | Wall Ring
Equip On: | All
Comments: | Adds ten points to a character's Magic Defense.

Name: | White Rock
Equip On: | Marle, Lucca, Ayla
Comments: | Invokes the Poyozo Dance Triple Tech technique.

----- [New Game+] -----
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Once you have beaten the game after finishing the Black Omen quest, you will be prompted a New Game+ at the top right hand corner on the save select screen...you will have to restart your game after you see "The End" at the end...you might or might not have noticed but the game did already save after the ending rolled by.

In New Game+ you can pick any slot you want and you will begin a new game but with all the stats and weapons you had before. The event items like the Masamune or the Epoch must be reached again in order for you to use them. Also new portals leading to Lavos are scattered about the world and it is up to you to find them...the first new warp can be found in 1000 AD at Leene Square on the right telepod of Lucca's machine...it looks like a shimmering blue dot.

----- [FAQ] -----
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- 1Q. Is there any character(s) in the game who can amass the 9999 hit mark?
1A. Yes...that's Ayla. I'm not sure how...but once you reach level 99 with Ayla(that's just an assumption) her critical hits will do 9999 everytime on anybody no matter what defense they have, guaranteed. You can give her a FrenzyBand to heighten up the chances of a critical hit...with 9999 HP of damage per round...your practically unstoppable.
- 2Q. Give me one glitch found in Chrono Trigger.
2A. This is courtesy of davidwonn.turokcave.com and in the Epoch, you can change the music of it by hopping off it and quickly hopping on it again, this happens because the game can't switch tracks fast enough. When you fly in the Epoch you will hear the overworld music instead of the "Wings Across Time" theme...but I don't know why you would want to do that since Wings Across Time is one of the greatest themes in the game.

3Q. Give me another glitch.

3Q. Another one courtesy of davidwonn.turokcave.com(not sure if the address is correct though, and if you know this site please email me). In 65000000 BC, you can head to the Hunting Range and then wait for it to rain, then head to the Nu and when it stops raining...quickly head up to the Nu before it leaves off screen and you will have recieved all the items necessary to trade for some weapons and armor in the Ioka Hut.

4Q. How many endings are in this game?

4A. There are 13 endings...to see them all, look above just after the main walkthrough.

5Q. When is the PSX US version of Chrono Trigger coming out?

5A. Not sure...I don't even think it's coming out at all. If it did come out I'm sure it be an instant hit...even if it is just a re-release. The PSX version contains over 20 minutes of live animation...the chunky ones are at the end and beginning of the game while there are a few small clips in between. The PSX does have about 5 new endings supposedly, maybe to fit in with Chrono Cross a little better...I'm not sure but I think that was the case. So if Square Japan has no intentions of a US release, then we might see a change in storyline in the US version of Chrono Cross that is maybe slightly different from the Japanese version of Chrono Cross.

6Q. Will the codes above work with a Game Genie or a similar device?

6A. Oh, you mean the codes at the top of this FAQ. Well...like I said, I'm not 100% sure...but since the ZSNES uses the hexadecimal system, then I'm pretty confident that they will work on the Game Genie or a similar device...just so long as the device you are using corresponds to the hexadecimal system then they should work just fine, exactly as they do on the ZSNES.

7Q. What happened to Schala?

7A. I don't want to get into too much details...but play Chrono Cross.

8Q. Is Chrono Cross worth getting?

8A. Most definitely...in just a few short hours of playing Chrono Cross, it easily became my favorite PSX RPG. It follows CT quite well...but it's also another side story on it's own.

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----- [Story Guide] -----

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Below is a story guide to Crono Trigger...I won't elaborate too much on the details but I'll make out some key points in the game. You can also think of this story guide as a bit fo a walkthrough.

Crono wakes up...he was anxiously awaiting the fair all night...just as the people around Leene Square had been too. As Crono reached Leene Square he bumped into a wandering girl...after checking over the girl Crono gave back the pendant that she dropped.

As Crono chooses to accompany Marle, they decide to check out Lucca's new invention...the Telepod. Crono takes a step at it and is amazingly transported to the next platform. However, as Marle tries it...she gets sent thrown back into another time period. Apparently the pendant had triggered this anomaly.

Crono chooses to travel back in time in hopes of rescuing Marle. As he does, Lucca will catch up with him...soon after Crono witnesses Marle disappearing into nowhere...literally. They soon head to the Cathedral and find a crest from Guardia on the floor...the nuns soon reveal their true selves and attack the party...but obviously they were no match for the quick sword of Crono and the quick thinking of Lucca. However, being so young they let their guard down, but not before a mysterious Frog saves them.

The party agrees to carry Frog in their party as they scavage through the Cathedral...after many battles they find Queen Leene along with the fake Chancellor who turns out to be Yakra. They defeat Yakra and head back to the castle...but Frog runs off, feeling guilt for not protecting the Queen when she needed it most.

They head back to their own time...but as Crono escorts Marle back to Guardia Castle...he is taken in and held accountable for the "kidnapping" of Marle. The trial goes in favor of Crono, but regardless he still has to stay three days in confinement...although there is no death penalty involved, the Chancellor decides to proceed with it anyways. However, as Crono is locked up, he makes a lot of noise distractions which irritates the guard and persuades the guard to come in...which Crono defeats.

After Crono defeats the guards he makes his way to the top bridge...only to be encountered by a fierce Dragon Tank. But with the wit of Lucca and Crono, the two defeat the tank and run off to the throne room.

The party soon catches up with Marle, she leaves with them on her own will but the guards still follow...the party runs into the forest and encounters a gate...sending them forward many generations ahead of their time. The future looks so bleak...why? There is not an inch of fertile soil and the snow and wind never stops. They travel through a completely torn down lab and find a broken robot...but with the genius of Lucca, she repairs the robot and gives it the name "Robo."

They soon discover however, that the day of Lavos(1999 A.D.) caused all this destruction to the planet. It laid dormant beneath the Earth for eons, draining mother Earth of its vital resources. The party can't do much about that...for now.

However, it appears that they need to restore power by going to the Factory Ruins up north. They reach the ruins and restore power...but not before encountering a few of Robo's previous friends. Crono and the other party member took care of the robots, but Robo remains in bad shape as they take him back to the Proto Dome to repair...in which Lucca successfully does.

The party then decides to leave...Robo joins them as he cannot do anything for his own time period. They travel in the gate, but they are sent to the End of Time. They meet an old man who tells them that if more than three people step into a time gate, they are sent here...the End of Time. After the talk, the party heads into the door atop the room...they meet Spekkio, who is the master of war and magic.

He allows the party to learn their own magic type and soon the party tests their new found magic on Spekkio...but they lose, badly. No matter though, it was all a friendly trial. The party is then taken back to their own time period via the time gate.

When they arrive here, they experience extreme discrimination...the mystics treat the party like trash and raise the prices atrociously. However, the

party ignores all hostilities and heads towards Heckran's cave. They know that only magic would work against monsters as fiendish as those in the Heckran cave. They meet up with Heckran and after a long battle, they defeat him and by this, the party masters the use of magic as it becomes second nature to them.

The party heads back to 600 A.D. and they find that the Guardian army is having trouble. Their food rations are out, so the party heads to Guardia Castle and gets some food rations and delivers it to the Knight Captain. They eat up...but the army is much too great for the soldiers of Guardia.

The party plows their way through the bridge and defeat the mighty Zombor and watch Ozzie take off.

As they reach the southern continent they head off to Denadoro mountains, where inside they find Masa and Mune. No one has ever defeated them before and no one who faced them before has lived...until now. The party wins the tough battle and wins a slightly shattered Masamune and delivers it to Frog through the treacherous Cursed Woods. However, even the shattered Masamune now is in no condition to face off against Magus. They find a hilt in Frog's room and talk to Melchior in 1000 A.D.

Apparently they need the Dreamstone from back in the past and they soon acquire the dreamstone. But it was no easy task. The party had to travel millions of years to pre-historic ages, past through the Forest Maze, and past through Reptites' Lair to get back their stolen Gate Key.

As they take the Dreamstone back to Melchior and after long hours, the Masamune is whole as they take it back to Frog...as he is the only one who can wield such a weapon. With the awesome force of the Masamune, Frog uses it to cut a giant path in half to get through the Magic Cave and to reach Magus' Lair.

Upon inside of reaching his lair they find dead ends...or so it seems. They try to leave, but soon encounter Ozzie and then they defeat Flea and Slash...but defeating Ozzie is another thing. Going through perilous tracks, Ozzie evades the party. After many perilous traps they reach Ozzie and overlook Ozzie's disguises and defeat him.

Yet their biggest challenge lies ahead through Magus' Lair and to the Mighty Magus! As they approach Magus, Frog shows him the clean blade of the Masamune...but Magus does not flinch(!). The battle goes on and on...but the Masamune weakens Magus a little more with every hit...the power of the sword soon overwhelms the great magician and he goes down for the count.

Yet a portal opens up and sends the party scowring across time...including Magus, but the party learns that it was not Magus that created Lavos, he only summoned it. Crono gets a small glimpse of his possible future...but why? However, it was a dream as the party finds themselves awake in Ayla's hut.

The party learns that Ayla is going to settle the Reptite problem once and for all as she headed off to Dactyl's Nest. The party follows and soon finds her there as they take flight aboard the Dactyls...and onto Tyrano's Lair, a place more fiendish than the Reptites' Lair. The party travels through, defeating monsters one by one until the great confrontation as to who will be the one to lead the planet in the next phase of evolution.

The battle is long and fierce, but Ayla and the party prevails, they defeat Azala...but in an offer of gratitude Ayal extends her hand to Azala. But Azala cannot accept what FATE has chosen, it was the humans that were meant

to lead the way...and that's how Azala will accept it. At the same time however, Lavos comes crashing down on the immediate Earth which sends large shockwaves and explosions near Tyrano's Lair...later causing it's destruction.

A new portal opens up near Tyrano's Lair...which leads eons into the future by still many generations behind the party's real time.

The snow is even greater here than it was in 2300 A.D., but the party travels on...wary of the snow but wary fo their courage. They find Skyways that takes them to the beautiful city above...they learn that the people here can wield magic and those who cannot are the Earthbound people, bound to the Earth below. The party cares not...yet, they travel until they find Queen Zeal.

They find the Queen...but find many things wrong...a wierd room is cut off from visitors as only a shining pendant can open it, but yet the party's pendant cannot open the door...despite the significantly similar features to the pendant.

The party however, finds a way to power their pendant and enter the room that was previously locked for them. They don't get far however, they are thrown back to a period whence they came and Schala is forced to seal the time gate.

But the party can now open those treasure chests that were previously locked and they unlock everyone of them and collect the new and awesome weapons that they will sorely need in the coming battles ahead. The party heads back to Mystic Mountain and travel to the Sewer Access in 2300 A.D., where they find their way through and defeat the villanous Sir Krawlie.

They reach the Keeper's Dome and release the magical lock on the door in the back and find a machine that travels across time...the Epoch! They use the Epoch to travel back to 12000 B.C., but this time however, they have a new task at hand...to rescue Melchior(?!).

They reach the Terra Cave and battle through the nasty beasts and make it atop Mt.Woe, while it is a dangerous step indeed...they make it atop and defeat Giga Gaia and release Melchior. But didn't the party speak with Melchior in the year 1000 A.D.? Regardless, he gives the party the Ruby Knife...which can destroy the Mammon Machine.

After the battle Dalton comes to drop a visit...but is hurried off by the strength of the party. They learn that the seal around the palace is broken and they head off to the palace. As they reach the palace...they also reach Dalton again, who's up to his tricks again. He toils with the party but to no avail...his Golem is defeated and the party makes it to the Ocean Palace...where Queen Zeal had moved the Mammon Machine to drain more power from Lavos.

The party fights through intense heat and fierce battles and nasty monsters and makes their way to the center room...where they come face to face with the almighty Lavos. However, the power of Lavos is great...far more greater than anything the party has seen as they are taken down easily without a sweat. Magus tries his luck...but not even a great magician like himself can even scratch the almight Lavos. Crono recovers however and tries to go face to face against Lavos but is literally turned to ashes in the awe of a fierce beam.

The rest of the party can only watch as they must escape as Schala uses her remaining power to send the party out of the Ocean Palace. Lavos' power grows as it destorys everything in the sky...the once beautiful kingdom of Zeal

is now in shambles.

Dalton now strikes the party as they are weak, he captures them and locks them up on the ship. Yet the party escapes soon after finding their way through long paths of air duct mazes. They defeat Dalton after he stole the Epoch...but as they receive the Epoch back...they noticed that Dalton actually improved it...by making it maneuverable.

The party now goes to find a way to bring back Crono. But first they have a few words to share with Magus. Magus calls Crono a fool...but much to the dismay of Frog's ears...he challenges Magus, but realizes that fighting will not bring back Crono. They leave Magus to be, but Magus soon wishes to join the party.

They head to the End of Time and Gespar gives the party the Time Egg, but they also need a clone of Crono as well...but where to find one...they got it! At the Millennium Fair at Leene Square! So they head off and find the Tent of Horrors, they win the game and pick up the Crono doll clone.

The party now must travel across Death's Peak in 2300 A.D. and even with much cold win and freezing temperatures, they make it atop and defeat smaller spawns of Lavos. They place the clone atop an eclipse and travel back to where Crono was last seen...the Chrono Trigger stops all time around it as the party is able to switch Crono with the clone. As the party reaches back, Marle is worried sick about Crono as she comforts Crono from coming back from the dead.

The hero then travels back to 1000 A.D. to the Northern ruins, only to find the ghost of Cyrus haunting the place...Frog tries to reason with the ghost but to no avail. They travel back to 600 A.D. and hire some workers to fix the place up...afterwards Frog travels inside the ruins and places the Masamune over Cyrus' grave, Cyrus has seen that Frog is there to take care of the Queen and finally can rest in peace. The Masamune shows its true form and becomes 2x more powerful than before.

The forest looks bleak...but with the help of Robo and the party, they head off to Fiona's Villa in 600 A.D. and travel down to the Sunken Desert and defeat the Retinite. Robo stays behind to help grow the forest back, but in actuality as the party traveled 400 years in a matter of seconds, Robo had to wait 400 long years for the party. Regardless, he is back.

There is still much to do...the party heads off to Ozzie's Fort and defeat the cronies for the last time and soon after they travel to the Geno Dome in 2300 A.D. Inside the Dome Robo finds the Mother Brain, the very program that was built to exterminate the humans...but once again, even without a heart, Robo sides with his friends...making decisions on his own and helps the party defeat the powerful Mother Brain.

The party's next stop is their last before the big encounter. They head off to the Sun Palace in 2300 A.D. and defeat Son of Sun and take the Moon Stone and place it on the Sun Palace in 65000000 B.C., they take a look at it in 1000 A.D. but it's gone! The Mayor has it but he won't give it to the party because of his selfish greed...so the party goes to buy some Jerky(at the Snail Shop in 1000 A.D.) and travels back to the same house in 600 A.D. and decides to give it for free to the women, who promises to uphold values and laws of sharing and honesty for generations to come. The party returns back to 1000 A.D. and this time the Mayor gives them the Moon Stone to put back in the Sun Palace...and in 2300 A.D. it shines more brightly than any star ever will.

They take this back to Melchior in Guardia Castle and he is able to create and forge powerful weapons never before seen. It looks like the party is ready to take care of some business.

The party takes a trip to the Black Omen...inside the face newer monsters that are more stronger than ever before...but so is the party with their new found experience and weapons. They fight their way through numerous groups of varying monsters and defeat the Queen and the Mammon Machine.

Lavos still beckons...this will be the party's true test to see if they are really the ones to change the future. Lavos manipulates many forms in hopes of out-lasting the party but to no avail, the party fights and defeats the form...but shockingly enough and as tough a battle as it was...they only defeated the shell!

The party travels deeper inside and face off against the real force, even with the full array of weapons the experience that the party has, they still struggle against this creature. However, their heart is strong and that is far more superior than any weapon can do...Lavos is slayed and slowly the energy that was once captured has been restored.

But does this mean it's the end? The future is flourishing...but for how long?

To be continued in Chrono Cross...

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----- [Credits] -----
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- + Squaresoft(www.squaresoft.com)
If not the greatest RPG of all time, it definitely is one of the best RPGs of all time...thanx Square.
- + Gunblade(johnliu7@home.com)
Thanks for his NUMEROUS and valuable tips scampered across this guide.
- + Respox(Respox@gmx.net)
Thanks to his help for telling me where the Magic Cave was...I forgot about it...thanx!
- + Turokcave(davidwonn.turokcave.com)
For their help in the two glitches found in the game...thanks guys!
- + CJC(www.gamefaqs.com)
For his hard work and dedication to the site.
- + Dingo Jellybean(www.vfaqs.net)
For the time and effort to typing up this FAQ!

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Time of completion: 88 hours, 11 minutes, 34 seconds

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