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This guide is not your typical walkthrough, it's a little something more. It's a comprehensive manual for total pwnage in Chrono Trigger (you gotta love the gaming slang these days; I'll try not to go overboard).

One day I decided to play my copy of Chrono Trigger, once again enjoying it's amazing gameplay; I noticed how good I was, easily destroying the most feared of enemies, and decided I should contribute my knowledge to the community. Unfortunately I don't own an original SNES Chrono Trigger, so I'm left using my PSX remake as part of Final Fantasy Chronicles; it isn't terribly different, and you should be able to make use of this guide regardless of whatever console your game is on.

_____/'.'-<What This Guide Is>-'.'_____

It's a subjective view on the best way to go about kicking ass in this game. I will give detailed strategies for character building and suggestions on which characters to use at certain times and against certain enemies. I will be writing everything in here as I do it in the game, marking what levels I am and my party at each boss battle. By following this guide, you will learn the best (in my opinion) ways to defeat every last boss and obtain every piece of amazing equipment, knowing how to use them all together, effectively. By the time you face the final adversary of the game, you will have reached a respectable level of about 60; you shall easily crush the fiend and all of its likenesses.

_____/'.'-<What This Guide Is NOT>-'.'_____

This guide is NOT a full walkthrough in *specific detail* that will guide you along step by step, getting every item possible. This guide is NOT a list of where to find every piece of equipment, or a list of all the enemies, or a list of other types of information that I deem unnecessary. This guide assumes you know the basic game controls and workings of the combat/tech systems and such (all that stuff is in the manual, you know... the thing with words that came

*Lightning 2		8		Lightning		All
*Life		12		Healing		Single Ally
Confuse		12		Physical		Single
*Luminaire		20		Lightning		All

*Radius (E) refers to radius around the targeted enemy

The muted main character sports a bandana and wicked hair; oh yeah, and he can kick just about anyone's ass. His physical attacks/techs do great damage, and his magic attacks are fairly potent. Crono's speed is high, so he should be beating enemies left and right. I usually use physical attacks unless there is a large group of enemies, then I will unleash either *Lightning2 or *Luminaire depending on the overall strength of the enemies. His dual and triple techs are also very powerful.

Conclusion: I don't see why anyone wouldn't want to use him.

_____/'.'-<Lucca>-'.'_____

Living on a sweet little island in Truce, she's one heck of a genius; she builds things with technology that doesn't exist in the year 1000 AD that do things that surpass the abilities of things we have nowadays. Quite amazing, really. Lucca's attacking skills aren't very good, but her magic powers are quite potent; her fire magic is devastating on its own, but just think of the power of her dual and triple techs. And her hair amazingly changes color from brown to pink. Aren't there a few too many strange things about her?

Weapon: Gun

Magic Type: Fire

Techs:

-Name-		-MP Used-		-Damage Type-		-Target Area-
Flame Toss		1		Fire		Line
Hypno Wave		1		Status		All
*Fire		2		Fire		Single
Napalm		3		Fire		Radius (E)
*Protect		6		Support		Single Ally
*Fire 2		8		Fire		All
Mega Bomb		15		Fire		Radius (E)
*Flare		20		Fire		All

Her single techs are great, and her dual and triple techs are even better. Lucca can be considered a magic user character, as her physical attacks are not exactly the best. The Wondershot can do some nice damage, but it's unpredictable and can do horrible damage at times. Bombarding enemies with fire magic is Lucca's specialty.

Conclusion: She's a great magic user with great techs, but I prefer to use Magus.

_____/'.'-<Marle>-'.'_____

Crono meets this lovely lady at the Millennium Fair, where she decides to join him for no apparent reason. After some trans-dimensional mishaps, it becomes known that she is actually the Princess, Nadia; even though she is of royalty, she despises her father who isn't exactly the most understanding guy (and it's probably because he lets that Chancellor run wild all over the place). While her physical attacks are about as bad as Lucca's, Marle is definitely the healing type character in Chrono Trigger.

Weapon: Crossbow
Magic Type: Water

Techs:

-Name-	-MP Used-	-Damage Type-	-Target Area-
Aura	1	Healing	Single Ally
Provoke	1	Status	Single
*Ice	2	Water	Single
*Cure	2	Healing	Single Ally
*Haste	6	Support	Single Ally
*Ice 2	8	Water	All
*Cure 2	5	Healing	Single Ally
*Life 2	15	Healing	Single Ally

She possesses only 2 attack techs, and a status changing tech (which I never use anyway); the rest of them are healing. While all her healing spells are for only one ally, they are extremely nice, usually healing you back to full HP. Despite her lack of attack magic, her dual and triple techs are killing machines (you know what I mean).

Conclusion: Awesome healing, and awesome combination techs. I keep her around for just about anything.

_____/'. '-<Frog>-'.' _____

A gallant knight from the Middle Ages, Frog (I hate that name) was once the friend of a legendary hero; Frog lives in some woods where he vigilantly keeps watch over the royal family, ensuring their well-being. Whenever he fails, it seems he overreacts just a bit (he's the sort of self-detrimental type, no self-confidence). His swordsmanship is top notch, and his wide variety of techs make him pretty good to have around.

Weapon: Broadsword
Magic Type: Water

Techs:

-Name-	-MP Used-	-Damage Type-	-Target Area-
Slurp	1	Healing	Single Ally
Slurp Cut	2	Physical	Single
*Water	2	Water	Single
*Heal	2	Healing	All Allies
Leap Slash	4	Physical	Single
*Water 2	8	Water	All
*Cure 2	5	Healing	Single Ally
Frog Squash	20	HP Based	All

Frog is a great all around character who doesn't really specialize in just one area. He's got some average healing spells, some physical and elemental techs, and some pretty good dual/triple techs. His final tech does damage based on his current health; the closer he is to dying the more damage it will do. It has the potential to do some great damage but I don't think it's worth the trouble.

Conclusion: A good character to have around for all-purpose adventures, but he doesn't really cut it since his abilities are all outdone by specialized characters in the long run.

_____/'. '-<Robo>-'.' _____

This trusty, rusty mechanical man joins your group in the future. Robo (yet another blatantly generic name that I hate; I prefer to call him by his serial number, R66-Y) is a tough combatant with a good slew of spells. He pretty much just follows you guys around because he has nothing better to do, I guess.

Weapon: Robotic Arm

Magic Type: None

(a few techs have a bit of Shadow and Lightning damage though)

Techs:

-Name-		-MP Used-		-Damage Type-		-Target Area-
Rocket Punch		1		Physical		Single
Cure Beam		2		Healing		Single Ally
Laser Spin		3		Non-Physical		All
Robo Tackle		4		Physical		Single
Heal Beam		3		Healing		All Allies
Uzzi Punch		12		Physical		Single
Area Bomb		15		Non-Physical		Radius (C)*
Shock		17		Non-Physical		All

*Radius (C) refers to a radius around the character

Robo is alright; he's on par with Frog. Robo has a various amount of techs, allowing him to be used as an all-purpose guy. He has some useful dual/triple techs, and his aren't that bad. His speed is terrible though.

Conclusion: Pretty much the same as Frog, except Robo is slower than my dead Grandmother fo'sho.

_____/'. '-<Ayla>-'.' _____

She may be primitive, but she can kick some butt! Ayla is chief of her tribe way back in 65,000,000 BC; she also has sort of a thing for Crono. She makes up for her lack of eloquence with her brute strength and speed.

Weapon: Fists

Magic Type: None

Techs:

-Name-		-MP Used-		-Damage Type-		-Target Area-
Kiss		1		Healing		Single Ally
Rollo Kick		2		Physical		Single
Cat Attack		3		Physical		Single
Rock Throw		4		Physical		Single
Charm		4		Steal		Single
Tail Spin		10		Physical		Radius (C)
Dino Tail		15		HP Based		All
Triple Kick		20		Physical		Single

As you can see, Ayla has mainly single enemy physical techs, and they do a good amount of damage. Her basic attack is powerful as well, and she has the highest base speed of all the characters (tied with one other though). Her Charm skill is the only way to get some of the best equipment and items in the game, so I'm sure you'll be seeing a lot of her.

Conclusion: Great physical attacker and has good dual/triple techs to boot. Of course, her Charm skill is why I keep her around for many boss fights.

Magus is quite an intriguing character. He was originally from 12,000 BC; you know him then as Janus, son of the Queen and Schala's brother. He is thrown into the future when a gate appears near the Mammon Machine and sucks him in. Ever since, Magus has been bent on getting revenge against Lavos, and he ultimately joins your group for that reason.

Weapon: Sickle
Magic Type: Shadow

Techs:

-Name-	-MP Used-	-Damage Type-	-Target Area-
*Lightning 2	8	Lightning	All
*Ice 2	8	Water	All
*Fire 2	8	Fire	All
*Dark Bomb	8	Shadow	Radius (E)
*Magic Wall	6	Support	Single Ally
*Dark Mist	10	Shadow	All
*Black Hole	15	Insta-Death	Radius (C)
*Dark Matter	20	Shadow	All

*Black Hole has a chance to completely remove enemies from the battle, but causes no regular damage.

Magus is the best offensive magic user in the game, hands down. He has all three second-tier elemental magic attacks as well as a powerful myriad of shadows techs. Magus has pretty good physical attacks, and is tied with Ayla in the speed department. The only downside is that he has no dual techs and only 2 triple techs which require the use of special rocks which I just ignore altogether since Crono is not a participant in the triple techs.

Conclusion: Magus is awesome. I just wish he didn't come in so underleveled; you'll have to keep him around to catch him up a bit.

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] :[-Equipping-]: |
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Equipment is one of the most important aspects of pwnage, and it's not enough to just have the stuff, it's equipping it for maximum efficiency. Here I will list the best equipment possible, as well as other stuff that's worth mentioning, and I will also tell you how it is best used (such as what combinations of equipment would work well and what characters they should be equipped on).

<Safe Helm> -

It's the best helmet in the game; why is that? Well... for starters it has a constant shield effect. That means that your character will take 1/3 less damage from all physical attacks! That beats any helm any day, no matter how high its defense is. With this helm, you will no longer fear those big muscular baddies.

<Nova Armor> -

That's right, Nova Armor. Why isn't Moon Armor the best? Simply because Nova Armor has one thing that Moon armor lacks: status protection. Moon armor gives +10 to MDEF and has a few more points of defense power than the Nova Armor;

these aren't very helpful, as every character maxes MDEF anyway, and if your character has the Safe Helm, he won't have much need for a few extra defense points, but status protection is a must (you don't want a chaos'd Crono to strike an ally with his Rainbow, trust me).

<Prism Dress> -

Please choose this over the 3 Prism Helms! This armor has a whopping 99 defense stat and an added constant wall effect, meaning whomever is bestowed this lovely item shall receive 1/3 less damage from all magic attacks! Yes, only females can use it, but I trust you should be using atleast one female in your party at all times.

<Prism Helm> -

This helm has the highest defense stat in the game and offers status protection, it's the perfect pair for the prism dress! A character with both this and the prism dress is immune to all status changes and can withstand the most gruesome magic attacks known to all.

<Vigil Hat> -

Very similar to the Prism Helm, it provides good defense, just not as much, and status protection. Use this in absence of a Prism Helm and it won't be a major difference; it provides the basic status protection and a fairly nice defense stat.

<Gold Stud> -

It cuts MP usage by 75% (3/4); need I say more? It is a crucial item that makes life a lot easier.

<All Ultimate Weapons> -

This is a given. Always have your characters equipped with their ultimate weapon whenever possible. Here's a quick list of each character and his/her best weapon:

Crono - Rainbow

Marle - Valkerye

Lucca - Wondershot

Frog - Powered up Masamune

Robo - Terra/Crisis Arm (though I don't personally use the Crisis Arm)

Ayla - Doesn't really have one...

Magus - Doom Sickle

So... From this it can easily be said that...

-Equip all males with a Safe Helm and Nova Armor

-Equip all females with a Prism Helm/Vigil Hat and a Prism Dress

-Equip characters who frequently use techs with a Gold Stud

This will easily ensure that your characters will be excruciatingly hard to defeat. In one playthrough, it is possible to get 2 Safe Helms, 2 Prism Dresses, 1 Prism Helm, and as many Nova Armors as needed; Vigil Hats are in no shortage either. That is exactly the perfect amount should you be using my preferred party at Lavos (when fighting him as the last boss).

I suggest using your best Stud on the healing character, as there's nothing worse than running out of MP to heal everyone with. Marle is my main healing character throughout the majority of the game, and I use her awesome dual techs quite often; therefore I always keep her equipped with the best Stud available at that point. You'll be able to obtain as many Gold Studs as you need when you reach the near end of the game.

<Red Mail/Red Vest> -

Equipped character absorbs fire damage; the mail absorbs all of the hit while the vest only absorbs 50% of what the mail does. Either way, you're getting healed, and that rocks. Going up against a fire boss? Better equip some of these! With this, you will not easily fall.

<Blue Mail/Blue Vest> -

These are similar to the Red armors, and as you can probably guess they absorb water damage.

<White Mail/White Vest> -

Hmmm... sounds familiar. Oh, I know! They probably absorb lightning damage! Yep.

<Black Mail/Black Vest> -

Obviously, they absorb shadow damage. Don't feel smart if you guessed it, because it was all too obvious.

<Ruby Vest> -

Not to be confused with the Red Vest, this only reduces fire damage by 50%, rather than absorbing it. Still, it's quite nice when you don't have the Red stuff.

<Mermaid Cap> -

It reduces water damage by 50%. w00t, a cap that reduces damage nicely. Of course, a Blue Mail/Vest would be better.

<R'bow Helm> -

It reduces lightning damage by 50%. Yep, same as the Mermaid Cap (except the lightning part).

<Dark Helm> -

Reduces shadow damage by 50%. Alright, more damage reduction equipment!

<Haste Helm> -

Imbues the wearer with constant haste, meaning they're twice as fast. This is nice on a slower character such as Lucca or Robo, but I'd rather have them wear the Prism Helm/Safe Helm for the previous reasons.

<Silver Stud> -

Cuts MP use by 50% (1/2); it's pretty good, but the Gold Stud is better. This is a great item until you get that Golden beauty.

<Rage/Frenzy Bands> -

The Rage Band and the Frenzy Band have 50% and 80% counterattack rate, respectively. They are quite nice, as it allows you to deal more damage than you normally would (assuming the enemies are actually attacking you). I use these on Crono when I don't have enough Studs for everyone.

<Hero's Medal> -

It's nice on Frog when he has his Masamune, as it ups the critical attack rate. Though if he doesn't have his Masamune, don't bother with it and go for a Gold Stud.

<Green Dream> -

This gives your character a one-time auto-revive in battle. You shouldn't need this, because by the time you get it, you won't be dying at all (trust me).

<Charm Top> -

The Charm Top increases Ayla's Charm tech, making it easier to steal things; stealing items is another key to getting amazing stuff to pwn with, so I highly recommend keeping this on Ayla (unless you know you're going up against a boss that doesn't have squat and you need to equip her with something a little more useful; in that case, yeah go ahead and do that).

<Prism Specs/Sun Shades> -

They both increase the physical damage you do. If you like smacking enemies left and right, then I recommend putting the Prism Specs on Crono; these will up his damage considerably. If you feel like you'd rather be using a combination of magic, techs, and physical attacks, you're probably better off with a Gold Stud.

<Gold/Silver Earrings> -

They increase your maximum HP by either 50% or 25% respectively. While this is a pretty good thing for lower HP characters, everyone will have 999 HP soon enough, and these things will be unnecessary.

<Wallet> -

Apparently, it turns EXP into G; I wouldn't know because I haven't had to use it at all. It seems like it would be good when you're in need of some cash, but I'd rather take some G and some EXP in opposition to more G and no EXP, but that's just me.

<Sight Scope> -

This nifty item allows you to see the enemies HP; it's pretty handy, but it will not be needed once you start killing everything in a single hit.

<Berserker> -

This accessory gives increased attack and defense power, but your character attacks automatically (meaning you can't use techs or items). I'd use the Prism Specs/Sun Shades instead so I could use techs and items and still have tons of attack power.

<Third Eye> -

It doubles your Evade stat, making you much harder to hit. I don't use these at all, but it seemed like I should include it on here anyway.

You can make sweet usage of a lot of these when you're lacking the best of all equipments. The colored Mails/Vests are very nice to have around when you know you're going to be fighting a boss that attacks with a certain element a lot, or when you're in an area filled with enemies of the same elemental type.

_____/'. '-<Tab Usage>-'.' _____

Well, you've found some helpful tabs but aren't sure of how to use them? Well, I'll give you some of my advice on this. There are three types of tabs: Power, Magic, and Speed. Each raises the corresponding stat by 1. First off, I use Crono, Marle, and Magus as my final party, so I am going to focus all of my tabs on these three.

First, Power Tabs: I choose to use these first on Magus until his power is on par with Crono's. Then I alternate between the two. You don't want to waste these on Marle because her attacks are NOT based on Power.

Next, Magic Tabs: I use them all on Crono. Simple enough, right? Magus and Marle, being magic based characters, have very high Magic stats. Crono's Magic is alright, but pump it with tabs to make it even better.

Last, Speed Tabs: These are the most important of all. They are the rarest kind

of tab and the most useful. Usually I will get Crono to 14 then use a couple on Marle. Once I get more I generally even everyone out at 14 and then max my main party at 16 (**). After that, I just use them on Ayla, followed by everyone else.

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]-----*  
]                :[-The 10 Commandments of Pwnage-]:                |  
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These are the most important things to follow and keep in mind as you embark on your quest to pwn n00bs and save the world.

--[1]--

Always keep a healer in your party. Healing items should be used as a last resort when you need to heal everyone quickly to prevent any unfortunate death, and if that happens you can revive them.

--[2]--

Learn your enemies strengths and weaknesses. You will never beat an enemy without knowing which elements do more damage and which ones heal. Should a specific strategy be required to defeat the enemy, learn how to do it quickly.

--[3]--

Know your enemies plan of attack. Knowing patterns and attacks the enemy uses, you can be better prepared for withstanding their attacks by equipping the proper things.

--[4]--

Fight as many enemies as possible. More enemies defeated means more EXP for you, which means higher levels (which means you are more powerful (which means you can defeat them easier (which means you can get more EXP (ok, you get the point))).

--[5]--

Always keep up to date with the latest equipment. Having the most powerful weapons and armor possible is always a must for obvious reasons. If you're short on money, go kill more enemies.

--[6]--

Collect all the items you can as soon as you can. This one has its exceptions, but for the most part you shouldn't hesitate to grab a chest. The only exceptions would be 600 AD and 1000 AD; if a chest is present in both times, pick it up in 1000 AD first, then go back to 600 AD and get the same chest. This yields twice the nice.

--[7]--

Steal stuff from baddies by charming. This is very essential, as you can get some great equipment and items by charming enemies. Sometimes this is one of the only ways to acquire certain things, and you can stock up on stuff such as MegaElixers.

--[8]--

Use tabs intelligently. Don't waste magic tabs on someone who is going to eventually max out magic anyway. Use tabs on people who definitely need them; see the above section for more information on smart tab usage.

--[9]--

Always keep a balanced party. Your party should consist of good physical attackers, good magical attackers, and good healers. You wouldn't want to be caught with all magical attackers in a place where most enemies are immune to magic, would you?

--[10]--

Have fun! I know its cliché, but what would be the purpose of playing this game if not for fun? I hope you have a good time.

(plus I couldn't think of anything else for number 10)

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]                :[-Walkthrough-]:                |  
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Now, for the feature presentation: A semi-walkthrough that will help you get through the game while getting most/all of the items and equipments and such, as well as pwn every n00b in the game (n00bs being everyone and everything that there is to fight). I will keep spoilers down to a minimum, as I think it's extremely unnecessary to tell every detail that happens in an event sequence. Also, the Boss HPs that I have listed are approximations based on me counting and adding all damage and healing, so they may be a little off of the exact value.

Select 'New Game' and let the pwnage commence! You will be faced with a simple question: "Active or Wait?" This just refers to the battle system that you will be using. "Active" means that enemies will continue to attack you when you are trying to select an item or tech to use. "Wait" is just the opposite; enemies will not attack while you are selecting an item or tech. I prefer wait, since I don't like dying because I was searching through my long list of items for an elixir after being live shaved to 1 HP, but I was too slow and was killed indirectly from having a lot of items. I choose "Wait", but it's your decision.

_____/'. '-<The Beginning>-'.' _____

Items and Such:

200 G 1 Tonic 100 G 300 G 1 Shelter

Name your Crono whatever you want; I'll stick with Crono. After gaining control of your guy, head downstairs and talk to your mom; she will prompt you to name your inventor friend, Lucca. I'll just be using Lucca for the sake of this walkthrough. Talk to your mom once again and she will give you 200 G (I wish I got that much for allowance). Leave your house and you'll be on the map; you can head over to the Mayor's Manor to get beginner's advice, you can also pick up a Tonic, 100 G, and when you talk to the Mayor twice, he'll give you 300 G. Now head South, across the Zenan Bridge, way down to a town called Porre. If you go to the Mayor's Manor, you will find a shelter upstairs; you can also talk to the Elder and he'll give you 10 G if you act like a chicken (woo!).

Now go back to Truce and head into Leene Square, the place where this fair you've been hearing about is. Buy a Bronze Helm and a Karate Gi from the armor vendor, and purchase an Iron Blade from Melchior, the swordsmith. Yay! You've just upgraded all your equipment, and you didn't even fight anyone yet! Go North into the next area, here you will inadvertently bump into a lovely young lady who will drop her pendant. Talk to her and bring her back the pendant; she will offer her gratitude and you will have a chance to name her; I'll once again use the system name Marle. After she joins you, you can go around the fair and do some cool stuff to gain Silver Points; these points are used as a sort of currency at this fair (like tokens at Chucky Cheese's or something). You can visit a bell of strength type of thing in the main area; there will

also be a race where you can guess the winner. In the upper section, there's a soda guzzling game to the East, and you can fight Lucca's combat bot, Gato, on the opposing side.

Ways to get Silver Points (note how I dubbed them myself):

Bell of Strength		1 point
Soda Guzzling		5 points
Fight Gato		15 points
Guess the Winner		20 points

Whichever method you use to gain points, you'll be able to spend them at the Tent of Horrors/Norstein Bekkler's lab, located in the main area. You will be given the choice of spending 10, 40, or 80 points. If you choose 10 points, you will play a simple game that will net you a poyozo doll, which I still don't see any important use to. If you spend 40 points, you will play a fairly easy game where you win a clone of Crono ("If you are me, then who am I?" "I am your clone!" "AGGH!"). One note on this game: you have to MIRROR what he is doing; so don't raise YOUR right arm if he raises HIS right arm. Just make sure you mirror him and you'll do fine. You can find your prizes back in Crono's bedroom, and as for the 80 point game, I haven't actually tried it, but I hear it's quite difficult.

After doing all this, talk to the guy sitting on the fountain in the center; he'll tell you that Lucca is all setup, so head North! After Marle gets her candy, head further North where Lucca and her father have set up a teleportation machine (in 1000 AD?! They don't even have toasters!). Talk to Lucca and you'll initiate a sequence of events; talk to Marle and she'll hop in the pod. Suddenly the music stops and changes, and things seem tense; gee, I wonder why. Examine the pendant and you'll follow her to wherever she was taken. Now begins your immense journey!

_____/'.'-<The Middle Ages: 600 AD>-'.'_____

Items and Such:

1 Tonic 1 Power Glove 1 Power Tab Shelters

After a quick battle, head left into the next area. You'll find a couple items in the area. After killing stuff and collecting stuff, head out to the map. Ohhh, foggy. You can visit the residents of Truce, who will tell you you're crazy. Head into Guardia Forest; I recommend fighting the enemies here until you have enough money to buy the Dart Gun at the local Market. You'll find a Power Tab here, and there will also be a moving bush that moves when you approach it. If you examine it, a monster will pop out and run away, dropping a shelter; everytime you come back in here, the monster will be there, and you can collect another shelter.

After killing green monsters and stuff, go North and enter Guardia Castle. Talk to the King and he'll allow you to sleep in the Knight's Quarters; you can go catch a nap there if you wish. On a side note, don't take any of the chests here; you can take them in 1000 AD and then come back to this era and take them again (you're tough, you don't need 'em anyway!). Take the stairs to the right of the King and talk to "The Queen" in the room at the top. After the event, head back downstairs and Lucca will find you and join your party. Leave the castle and go through the forest once again; back on the main map, head to the Cathedral that lies to the west of the castle.

_____/'.'-<Saving The Queen>-'.'_____

Items and Such:

will eventually be the same, so I left that stuff out (it's not hard to figure out anyway, I was not guilty my first time playing). Just pick the top option whenever you're asked a question and you'll eventually find yourself in a jail cell.

You'll find a mug that will restore your HP/MP and a pink bundle full of ethers in the cell, as well as a save point. I'm pretty sure the ethers are there if you're not guilty, but since I don't have experience being guilty, I'd have to have some confirmation of this. Anyway, you now have two options: break out, or wait for the execution. If you breakout, you will be all alone until you reach the end, but if you wait, Lucca will show up and you'll have her with you. Since having Lucca throughout allows her to level up, I highly suggest waiting for the execution to commence. If you want to breakout, approach the door and you will bang on it; do that repeatedly until the guards foolishly open up the cell to 'teach you a lesson.' Strangely, you still have your weapons and armor and stuff (amateurs don't know how to imprison someone).

If you wait, like I have, you'll be taken to a small room and set in a guillotine; Lucca will then bust in and knock out the guards with a cool gun. Exit the room and free the person from the guillotine; his name is Fritz and he will later reward you. Examine the knocked out guard for a Tonic, then head straight East. When you come to a room with four sets of stairs, go into each set and explore the rooms; some chests you will not be able to get right now, but don't worry, you will be able to get them later. After exploring this collection of areas, head back to the execution area. A side note: if you approach a guard as he is looking in the opposite direction and you examine him, you will knock him unconscious and you can usually find an item by examining him again. Continuing with our escape, go North at the intersection. You'll come to another room with four sets of stairs; head into the lower left one first and grab a shelter from the cell, then go into the upper left one. In the second cell is a hole that leads to the outer walls of castle; from here you will be able to scale down the sides into the other blocked off cells to collect the chests within them. After doing all that (or not), make way for the final staircase that we haven't yet been to; you'll come to the exit where a guy is laying unconscious on the ground alongside a piece of paper. Reading the paper reveals the weaknesses of a device known as the Dragon Tank. Save your game at the nearby save point, using a shelter if necessary, and go through the door. So close to escaping, and you are confronted with none other than the previously mentioned...

```
-----|
\ [BOSS] Dragon Tank                [HP] |
/      (Head)                        700 |
\      (Grinder)                     210 |
/      (Body)                         270 |
\=====|
/ [Party] Chrono, Lucca (again, no choice) |
\ [My Level] 8, 8                       |
/ [Swag] 40 EXP      5 TP      500 G     |
\                                         |
-----|
```

Not too tough, and you even learned of it's weakness (how convenient). What you are gonna do is take out the Head above all else; keep using physical attacks against the head until it is defeated, leaving behind a nice little mechanical skull. Now focus your attacks on the Grinder; use fire whirl to damage both the Grinder and the Body. The Grinder should fall quickly, allowing you to give your attention to the Body. A couple fire whirls and physical attacks should easily finish it off. I was able to defeat the Dragon Tank without the use of any healing items.

-----\\]

examine the dead guy once more to find a letter in his hand. Backtrack to the iron plank room where you will find the statue rat that was mentioned in the note; catching him isn't too hard, but you cannot proceed without doing so. Once caught, he will reveal a code pertaining to the blinking console that we saw before we came in here. Leave the room and go over to said console; now hold L+R and hit A. Voila! Access to the door; enter.

Yet another area full of enemies; just keep on going, it's mostly linear. You will notice another console near another mysteriously sealed door; you can activate the console using the L+R and A combo from earlier to create a path to it, but you still won't be able to enter it. On the North side of this room is a door; inside you will find a big ol' computer screen, which you need to approach in order to move on. Marle stumbles upon some interesting (to say the least) informational records about something by the name of Lavos. If it wasn't clear enough, Lavos emerged from the Earth in 1999 AD and caused the apocalypse; you and your crew decide to change history and defeat Lavos! But first, let's take a quick break and go get some snacks (perhaps a carbonated soda). Alright, are you ready? Then backtrack all the way back to those mangy inhabitants of the Arris Dome, where you will spread hope and joy, as well as receive a Bike Key (w00t). Once you're done here, resting or saving or whatever, leave and head towards the Sewer Access building.

_____/'.!'-<Post Apocalyptic Future: 2300 AD>-'.'_____

Items and Such:

600 G	1 Rage Band	2 Bolt Swords	2 Mid Tonics	1 Race Log
2 Mid Ethers	1 Robin Bow	400 G	2 Shelters	2 Ethers
1 Titan Vest	1 Hammer Arm	1 Plasma Gun		

You don't really have to come here as of now, but it does make your journey a bit easier later on. Fight enemies and collect a chest in the first area, then head down a ladder into the next; on the left is the diary of someone who dislikes these fish men; I like them, for they yield nice swag. Continue along, fighting the Nereids for EXP; use Fire Whirl to easily dispatch groups of them. In the next area, go up the left side and slip in through the visible gap in the wall where you can press a switch to open the door; now circle around the wall so you are above the door and simply continue along. Take the Rage Band, which I recommend equipping on Crono, and you will shortly find yourself in a battle with...

```
_____/
\ [BOSS] Sir Krawlie                               [HP] 500 |
/=====|
\ [Party] Chrono, Lucca, Marle                       |
/ [My Level] 12, 12, 11                             |
\ [Swag] 100 EXP      5 TP      500 G      1 Mid Ether |
/                                                    |
-----;

```

This guy is a pushover; the only thing he does that is threatening is an attack, wherein he says that he will inadvertently "shred ya," that brings your HP to 1. Heal immediately after this, and then resume kicking his slimy, sewer butt. I beat him using pure physical attacks, but you can do whatever you feel like; this guy is such a freebie.

-----\\]

Proceed South and go past the stairs; take the Bolt Sword and activate the switch to make a bridge appear. You can now continue across the bridge and to the exit so we can make way to our original destination, Lab 32. The ladder that you passed only leads to a place which we have no business in right now, so head on over to the Lab.

Snatch the Mid Tonic and examine you sweet jet bike that's a little to the North. A gang of robotic thugs encircles your party, and a cool dude robot appears; apparently he is their leader, named Johnny. He challenges you to a race across the Lab; accept his challenge and prepare to race. Beating him is quite easy, as you just need to wait until the 'Rest' amount reads about 40 or 50, and use a boost to get ahead of him and cross the finish. You can also go across the Lab on foot for EXP and to grab a Race Log; I usually race through and then go backwards enough to pick up the log. Whatever you decide, once you're done you can leave and continue on to the Proto Dome, ignoring the Factory.

Once inside, continue up and fight a few robots; you will shortly enter a sequence of events wherein you will find a new friend (and fix him). Once you get the chance, you can change the name of your new mechanical buddy; I will use the name Robo (although I really hate it) just for the purpose of this guide. His serial number is cool, though; maybe I'll just go with R-66Y (R-66Y, that's a terrible name! Hey, how about R-66Y? Yeah... R-66Y.... that's perfect!). Moving on, you will eventually have to choose one of the ladies to stay behind while Robo and the other go with you to the Factory; well... let's get going!

Once inside examine the computer screen, fight some Acid, then head up the right path, straight up to the elevator. Go down the first ladder, then left and up to the ladder leading up into a dark room where you can't see your characters; you can get a Mid Ether by going all the way North then all the way East and examining the spot. Back at the two ladders on the South edge, you can take the left one for a Robin Bow at the end, then head down the right one to proceed. Getting onto the conveyor belt will inevitably cause you to be picked up by a mechanical crane and deposited onto another belt; you will then fight a series of battles until you come out at our original destination, which is the bottom-left-most corner. Once you arrive, exit through the South door.

Continue on until you are back in the conveyor belt room, but up on a mesh catwalk type thing. Take the right door and activate the computer panel to learn a couple passcodes; retreat to the catwalk and now enter the left door, ignoring the ladder. You'll come to the control dock for the mechanical crane that hoisted you up earlier; simply input the two passcodes you obtained from the computer in the adjacent room and the two barrels blocking the way will be removed. Now head back out to the big room and climb down the ladder immediately to your left; proceed left until you find a small room with a single computer and a chest. Activating the computer informs you of the master passcode that you need, which is XABY (that's TRIANGLE O X SQUARE on PSX). Remember that, and backtrack all the way to the elevator; go up and take the other elevator down to a new area.

There will be a savepoint where you can save/heal up if you need to; keep going North to a room with a computer screen. Activate it to open the hatch and head downward. Continue on until you come to an impassable laser; head into the door directly above you and activate the panel in here to shutdown the defense systems. After battling some more Acid, head back into the hallway and to the right; there will be another elevator, which you should pick down to proceed on or up if you wish to save and heal at the previous savepoint. Anyway, you will end up at a computer screen where you need to input the lock code XABY that we found earlier. Once that's done, proceed into the previously locked room and examine the switch to start a ruckus; start escaping, taking the left ladder instead of the elevator, as it is inoperational. Continue backtracking until you come to a series of more events, and eventually...

```
\ [BOSS] R-Series [HP] 180 (each) |
/=====|
\ [Party] Chrono, Marle |
/ [My Level] 13, 13 |
\ [Swag] 480 EXP 6 TP 600 G |
/ |
-----;
```

You're fighting six enemies collectively as one boss, and it's pretty darn easy cheesy; just use Chrono to attack, using Cyclone to dish out some widespread damage, and Marle to heal when necessary. This battle will be over in no time, especially if Chrono has the Rage Band.

-----\\]

After the easy fight, you will automatically be taken back to Proto Dome, where Lucca will once again fix Robo. After everything's back to standard factory conditions, your party will enter another Gate, arriving in a strangely bleak place.

_____/'. '-<New Found Powers>-'.' _____

Items and Such:

12 Mid Ethers 1 Speed Tab 1 Magic Tab 2 Ethers
1 Magic Scarf

You are now in the End of Time; you ended up in such a place due to the theorem of the Conservation of Time (I've heard of Conservation of Energy, Conservation of Momentum/Angular Momentum and such, but never Time... I'd like to see how that goes). Anyway, you can save, examine the shining point next to the savepoint to recover HP/MP, and talk to the Old Man. In doing so, he tells you about time travel via those lovely pillars of light; he also warns you against using the warp in the bucket, which is a shining point to the right of the door on the North side. Unless you like dying, I also advise steering clear of it.

Once you try to leave, the Old Man will call attention to you again; he says you should check out the room behind him (strange, because if you tried to before leaving, the door was locked). Anyway, inside you will find a strange dude named Spekkio, who takes on the form of a monster according to your level. Talk to him and he tells you a little about magic; he then tells you to walk around the room 3 times, starting at the door. Notice he said WALK, so running won't work. Once you do that, talk to him again and he will grant you magical powers! w00t! He will ask you if you want to try it out; if you accept his challenge, you will fight him, and if you win you will receive some good items. Come back here often to check for new forms (I think it's every 10 levels or so, then after 40 until the very last one at 99).

After you're done with the Master of War, the Old Man will talk to you again; then you'll need to head back to your own time by taking the top pillar of light. You will arrive in the residence of some Mystics in Medina Village; they will tell you about a guy who lives near the western mountains. Before heading there, quickly enter the Forest Ruins in the North and grab a Mid Ether. Then enter the Elder's hut; this guy is the descendent of Ozzie from 600 AD. You can get a Speed Tab by examining the counter in the kitchen and a Magic Tab from upstairs. Now go West, to Melchior's Hut and talk to Melchior to buy some weapons; upon leaving, he will tell you to use the Heckran Cave to return to Truce. Once you're ready, head to the cave North of Melchior's place and enter.

Fight a couple Henches and then continue on until you reach a fork. Notice that most of the enemies here are only harmed by magic, so taking Robo isn't the best choice. Anyway, head South at the fork and proceed until you get a Magic Scarf; now you can go back to the fork and take the other path. It's pretty

straightforward from here on, so just keep going, collecting treasures and killing monsters along the way. Once you reach a savepoint, save/heal and then proceed forth to the next area to meet...

```
_____/
\ [BOSS] Heckran [HP] 2000 |
/=====|
\ [Party] Chrono, Marle, Lucca |
/ [My Level] 14, 14, 14 |
\ [Swag] 250 EXP 10 TP 1500 G |
/ |
----- ;
```

This big blue beast is only harmed by magic attacks, so don't bother bringing Robo; keep on bombarding him with magic until he gets to the point where he goes into a counterattack stance. Unless you want to be hit with a semi-powerful water attack, just lay off and heal until he returns to his normal position. Just constantly attack him with your magic and heal as needed, not attacking when he's in the counterattack stance, and you'll beat him easily.
-----\\]

Before he dissipates, the Heckran mentions Magus creating Lavos in the Middle Ages and your party decides that's where their next destination is; enter the pool of water to return to Truce and head over to the Market. Here you will find Fritz, whom you saved back at Guardia Castle; he will thank you and give you a reward of 10 Mid Ethers. After this, go over to your next destination, Leene Square, and enter the Gate. You will be back at the End of Time, where you can enter the very top pillar, which will take you to 600 AD.

_____/'. '-<Trouble At The Bridge>-'.' _____

Items and Such:

1 Jerky 1 Power Tab 1 Gold Helm 1 Magic Tab 2 Mid Ethers
1 Mid Tonic 1 Shelter

Saunter on out of Truce Canyon and check out what's going on at the Zenan Bridge; the soldiers are in need of rations! Scurry over to the castle and find the chef in the kitchen (take the right stairwell to the bottom floor). He'll be rampantly working on a bunch of things, and talking to him will yield some semi-irrational responses. Ok. Now start leaving the castle; on the way out, the chef stops you and gives you some Jerky and a Power Tab. Return to Zenan Bridge and speak with the captain once more; giving him the Jerky will 'save' them and then Magus's troops begin to advance across the bridge. Talk to the captain and agree to help fight to acquire a Gold Helm.

Start left to immediately encounter a small fight with Ozzie, the leading general of Magus's army, and some skimpy Deceased; you can either defeat the skeletal foes and Ozzie will run away, or you can attack Ozzie directly and the Deceased will disappear. Either way, you will eventually make it to the other side, where Ozzie will summon...

```
_____/
\ [BOSS] Zombor [HP] |
/ (Torso) 950 |
\ (Legs) 800 |
/=====|
\ [Party] Chrono, Marle, Lucca |
/ [My Level] 15, 14, 14 |
\ [Swag] 350 EXP 10 TP 1500 G |
/ |
----- ;
```

Get used to bosses with multiple parts, because this guy has two: an upper body and a lower body. You'll want to avoid using Lightning or Fire magic on the Torso, as that will heal it, but Ice magic will do damage; the Legs, on the other hand, are completely the inverse, and you will need to use Lightning and Fire on them for damage. Go for the Torso first, then set your sights on the Legs; keep in mind that once you defeat the Torso, it will drain your character's MP to 0 (whoever dealt the final blow); I'd make this Crono if I were you, since he can use still his physical attacks most effectively while Lucca uses Fire and Marle stays on healing duty. Stay healed and attack wisely, and you will emerge victorious.

-----\\]

After you're done with that marrow-head, head into the next town to rest at the Inn and buy stuff from the Market, if need be ("Thanks a lot for checking my store to see if we had any weapons, which we don't, and not buying anything!"). If you peek into the Elder's House, you'll see Toma getting some front money to start an expedition for the Rainbow Shell; we'll get more into that later. If you drop into the only residence here, you'll find a sparkle inside of a locked drawer; the old man on the left will trade you for that Naga-ette Bromide that we picked up way back at the beginning and you will receive a Magic Tab.

Travel South to a lone building named Fiona's Villa; inside is a woman whose husband has gone off to fight in the war, but more importantly, you can get a couple Mid Ethers here. Continue South and take the Westward path into the Cursed Woods; the end of the trail here has a bush that is slightly different in color from the others. If you approach it from behind, you will climb down into someone's home (strange folk); take a few steps in and wouldn't ya know it? It's good ol' Frog! Speak with him to inform him of the King's injury, and he says some crap about not being able to do anything (sulky amphibious chump). It looks like we are gonna have to get his confidence back. How? Head on down to Porre, in the South and we'll get started.

_____/'. '-<The Legendary Sword>-'.' _____

Items and Such:

1 Power Tab	300 G	1 Mirage Hand	1 Ether	2 Revives	500 G
1 Gold Helm	2 Mid Tonics	4 Mid Ethers	600 G	300 G	
1 Silver Stud	1 Silver Erng	1 Magic Tab	1 Shelter		
1 Speed Tab	1 Bent Sword	1 Hero Medal	1 Bent Hilt		

First you should probably stop by the Market to pick up some new armor, as well as a Power Tab; then, by exploring the few other places here, you will learn of this so called 'Hero' named Tata, who obviously isn't a legitimate hero. Now it's time to find this Tata and reclaim the title of 'The Hero' for the one who really deserves it; head up to the Denadoro Mountains, just East of Dorino.

Be sure to bring Lucca, as you will need her fire magic. Just North from your entrance is a ladder, where, upon approaching, you will fight an Ogan; to defeat these guys easily, use Lucca's Fire spell to burn their hammers away, thus transforming them into measly Goblins. Other than these guys, this place is pretty straightforward; just explore thoroughly for all the useful treasures in this place, as some are partially hidden or are not-so-obviously accessed.

Once you reach the top of a huge waterfall, edge along the bottom the left cliff and you'll come to a smaller waterfall; fall down this and you will land next to a chest containing a Silver Stud. Put this on Marle to make her a much more efficient healer, since it cuts MP usage by half (oh yeah). Keep going until you reach a creature who is staring off into the mountains; talk to him several times and he will surrender a Magic Tab. The next area holds a save point; use as needed, then continue your mountain journey. You will soon come

to a cave with a couple little kids inside; if you examine the sword, the legendary Masamune, they will challenge you to a fight...

```
_____/
\ [BOSS] Masa & Mune                [HP] 1000 (each) |
/=====|
\ [Party] Chrono, Marle, Lucca      |
/ [My Level] 16, 16, 16             |
\ [Swag] 400 EXP      4 TP      400 G |
/                                     |
-----;

```

This motley duo is fairly simple; all you have to do is focus all your attacks against one of them, and when one dies the other falls as well. Use physical attacks mainly, maybe an Ice Sword or two, since you will need to save yourself for the upcoming battle; they will counter with an X-strike attack that does moderate damage. Stay healed, and be conservative; this battle will be done in no time.

-----\\]

Shortly after, you will dive into a much more challenging battle...

```
_____/
\ [BOSS] Masamune                    [HP] 3600 |
/=====|
\ [Party] Chrono, Marle, Lucca      |
/ [My Level] 17, 16, 16             |
\ [Swag] 500 EXP      10 TP      1500 G |
/                                     |
-----;

```

Now it's time to go all out! Attack him with powerful dual techs like Ice Sword and Fire Sword, maybe an Antipode or two, just don't let up. He will try to use his ultimate attack against you, where he will have to charge energy beforehand; once he does this, immediately hit him with Crono's Slash tech to dissipate the energy. Doing this, he will never be able to unleash his most powerful attack, and you will easily defeat this horned meat-wall. Just be sure to heal frequently with Marle's Cure.

-----\\]

After that amusing encounter, walk up to the Masamune and you will collect the broken blade of the sword (even though it had a hilt in the ground); you will then be transported out of the mountain (yay no backtracking!). Take a visit to Tata's house, as the little runt is now home; he will admit to lying and will hand over the Hero's Medal. With all this new, heroic equipment, we should probably go back to Frog; so head on over to his humble forest abode. Showing him the medal only causes him to present another complaint; after he moves, a shining 'LOOK AT ME' point on the jar will appear. Within it is the other piece of the Masamune, w00t; taking it without Frog caring, or even noticing, head back to Medina Village, 1000 AD, and Melchior.

_____/'. '-<Culture Shock Anyone?>-'.' _____

- Items and Such:
1 Berserker 1 Third Eye

When you talk to Melchior about the sword, he will say that it is made out of Dreamstone, and he could reforge it if you had some; the downside is that Dreamstone hasn't been available for a very long time. I wonder what to do? Obviously, let's get back to the End of Time and find the pillar that will take us to the most distant past: 65,000,000 BC. You'll immediately meet the menace of the prehistorics, the Reptites; Lightning is strong against them, so

fire at will. You'll meet a new character who 'saves' you from some of the green bastards; she then exchanges names with you, I'll be using Ayla for her, and beckons you to follow her to Ioka Village. I'll see you there.

The bottom right hut contains a woman who will allow you to drink some 'sweet water' that recovers HP/MP, w00t; the upper right one has a guy who will trade you Petals, Horns, Fangs, and Feathers for items, though you probably won't have enough right now. You get these by fighting in the Hunting Range or just any other place in this era (although the Hunting Range is the best place). For now just go into the Chief's Hut and talk with Ayla; she will invite you and your group to a party of sorts. Talk with everyone and interact a bunch of times until Ayla challenges you to a soup drinking contest; just tap whichever button it is real fast like and you'll win the Dreamstone! Man was that easy.

Spoken too soon, it was; as your party wakes up in the morning, you'll discover your gate key has been stolen! Time to find the culprit, so wake Ayla from her sleep and she will join you in the hunt. Before you go off anywhere, head North and find the Hunting Range; stock up on trading items so you can get all the good equipment. It will occasionally rain; when it does, try and find a blue creature with a green mohawk called a Nu; these guys drop 3 of each item and a generous amount of TP/EXP. He will also give you a Third Eye on your first victory. You will find him in one of three places that I know of:

- 1) The very Northeastern spot on the ground
- 2) All the way East on top of the ledge
- 3) The Southeast area on the same ledge

Once you're done stocking up on stuff, get back to the trading hut and let the trading begin. Talk to the guy on the left if you need to know what to trade to get a certain item. Once you're all equipped with the latest gear, travel South to the Forest Maze.

_____/'. '-<Recovering The Key>-'.' _____

Items and Such:

3 Mid Tonics	2 Revives	3 Mid Ethers	1 Shelter	1 Heal
1 Rock Helm	1 Full Ether	1 Ruby Vest	1 Full Tonic	1 Elixir
1 Gate Key	1 Masamune			

I know, I couldn't think of a good name for this section. Anyway, after talking to Kino about some stuff concerning the gate key, make your way through the forest while collecting the yellow treasure chests. This place is quite linear, and you shouldn't have trouble getting through; just follow the footsteps. You will emerge near a cave structure which is the Reptite Lair; prepare to kick some reptilian butt and enter.

In the huge room with four Evilweevils, there is one hole in the ground; before doing anything, wait for all the Weevils to dig random holes in the ground. The reason for this is that there exists four different paths that are accessible here; the pathway you take depends on the location of the hole you enter, whether that hole is in the Northeast, Northwest, Southeast, or Southwest corner of the room. In the Northeast path, if you wait a while one of the weevils will eventually dig a hole that leads to an Elixir. Don't worry about it now, you can come back here as many times as needed. A note about the Megasaur enemies that you will encounter: you can defeat them easily by using Crono's Lightning magic to stun them and lower their defense. Continue on until you come to another big room, which is the point where the four paths converge.

Fight some Reptites and grab a couple chests, then head through the doorway on the right. You will fight a couple battles, then enter the door on the left if you wish to return to the Evilweevil room to explore the other paths. I will;

I will also level up some from the Evilweevils at the entrance, as all four of them at once gives a good amount of leveling things. Once you're done doing that or any other things, proceed North from the door; fight a few enemies and a savepoint will appear. Continue up the stairs and you will meet the Reptite leader, Azala; after a quick conversation, he will bring in...

```
_____/
\ [BOSS] Nizbel [HP] 4200 |
/=====|
\ [Party] Chrono, Ayla, Marle |
/ [My Level] 23, 23, 23 |
\ [Swag] 500 EXP 10 TP |
/ |
-----;
```

This guy isn't as tough as he looks, and has a weakness that you might expect; hitting him with Lightning will decrease his defense power, allowing you to hit him hard. Use dual techs like Ice Sword, Falcon Hit, and especially Cube Toss; these will all cause some catastrophic damage. After a little while, he will release the electrical energy and damage your party quite a bit; just heal with an Aura Whirl or something. Repeat the cycle and his massively unproportional body will disappear into nothing.

-----\\]

Beast slain, you will regain the Gate Key and be taken back to Ayla's where you will say your goodbyes and head off to return to Melchior, Dreamstone having been our original objective. Melchior will agree to repair the Masamune and Lucca will volunteer to assist him. Once that's done you will receive the whole Masamune! Time to take this baby over to Frog; he will be surprised by the revelation of the sword and ask you to stay the night. After a flashback scene, Frog will join thee as you head off to Magus's Lair; if you recall, the only way in is from the Magic Cave, but first head to the End of Time. Talk to Spekkio and Frog will learn magic; if you want, you can go to the Hunting Range and fight some Nus to gain some more techs and EXP, the choice is yours (to pwn or not to pwn). Now you are prepared, so get going to the Magic Cave.

_____/.'-<Evil In The Middle Ages>-'.'_____

Items and Such:

4 Mid Ethers	2 Shelters	1 Slasher	2 Barriers	2 Magic Tabs
2 Mist Robes	1 Dark Mail	1 Doom Finger	1 Lapis	
1 Speed Belt	1 Revive	1 Magic Scarf		

Upon entering, a flashback will ensue followed by Frog opening up the cave with the Masamune, which then becomes available to use; equip that and enter. Keep going and you will soon encounter a group of 5 gremlins, which can only be sufficiently harmed by magic; these guys can be easily dropped with a Lightning 2 spell. After the extremely short cave, head on into Magus's Lair; you will find the place quite empty. Explore both paths and grab all the chests you can.

When you have done that, return to the hallway and a savepoint will have appeared; stepping into it cues Ozzie to confront you. He tells you about some stuff, it's really not important; afterwards you will fight some pink enemies. Taking the left path will lead to the aforementioned Slash, while the right path will lead to Flea; either way, you're gonna have to fight both, so I'm gonna go ahead and fight Slash first just for the weapon. Head up the left side and into the room at the end to find five people who will transform into Decedents when you talk to them. After that, Slash will emerge...

```
_____/
\ [BOSS] Slash [HP] |
```

```

/          (Phase 1)                               3000 |
\          (Phase 2)                               5200 |
/=====|
\ [Party] Chrono, Frog, Robo                       |
/ [My Level] 25, 22, 22                             |
\ [Swag] 500 EXP      10 TP      1500 G             |
/                                                    |
-----;

```

This guy is pretty simple at first, but after causing a certain amount of damage to him, Slash will take his sword and put the hurt on you; use your triple tech to lay down some justice and send him a one-way ticket to the pwn shop. Heal when necessary and don't be afraid to use that triple tech all the time, just save it for Phase 2. By the way, he's kinda ultra-resistant to most magic, which is bad if your triple tech is magic based; with Crono, Frog, and Robo you get Triple Raid, which is a great physical tech.

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-----\\]
```

After his demise, a savepoint will appear along with another weapon: the Slasher. Once you're done here, return to the main hall and continue on to the right path; at the end you will fight a wimpy looking creature who turns out not to be Flea, but a Juggler. He will cast MP Buster on the character who defeats it and steal all your MP, so be wary. Once he is gone, Flea will expose himself as the bat who has been bugging you to hell since you first stepped foot in the Magic Cave. Ew, it seems "his exterior is that of a female." Oh well, time to fight...

```

-----|
\ [BOSS] Flea                                     [HP] 4200 |
/=====|
\ [Party] Chrono, Frog, Robo                       |
/ [My Level] 25, 23, 23                             |
\ [Swag] 500 EXP      10 TP      1000 G             |
/                                                    |
-----;

```

He's not really a woman, so it's okay to hit him, and hard! His attacks will cause frequent status effects such as sleep, though they aren't very potent; use Heal whenever you need a quick boost, and I suggest using a Mid Ether on whoever has 0 MP as a result of the MP Buster then resorting to your ever-useful triple tech. The trans-gender fiend will soon fall if you pummel him with a combination of physical attacks and techs. I can already hear the bells of sweet victory ringing over the spoils of battle... ah...

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-----\\]
```

A shimmering Magic Tab will be left in place of Flea; pick it up and return back to the main hall where another savepoint has appeared. Step into it to be transported to another location in the castle; you will then fight a series of battles against more of Magus's troops. Ozzie is waiting at the end, and he will flee; chase after his big green arse. He's running a big gauntlet of guillotines, which are easily evadable; you'll easily make it through and Ozzie will once again run away.

The next room is just a large stairwell full of enemies; you will then come to seemingly empty room with Ozzie on the other end. He will trigger pitfalls that send you down to the room below; fall down once and you will fight a group of six Decedents. There is much treasure to be looted here; to get back up, there are four savepoints: two are enemies, one is a real savepoint, and the other is the warp exit. You'll have to guess on these. Once you greet Ozzie he will expectedly retreat; following him once again, you'll be in yet another well of stairs teeming with enemy life.

You'll fight through another gauntlet of enemies and Ozzie will escape once more, followed by more enemies. Finally, Ozzie will confront your party in a battle, but he has encompassed himself in some kind of powerful barrier; it's pretty obvious what to do, but if you don't know then attack the chains. The green menace will plummet to his doom, and two savepoints will appear. The right one is for saving and healing, the left one is for warping and unwarping (get my drift?). The warp will take you to a set of stairs with lots of annoying bats, and at the end is a door. Enter it and you will face...

```
-----|
\ [BOSS] Magus                               [HP] 6666 |
/-----|
\ [Party] Chrono, Frog, Marle                 |
/ [My Level] 28, 26, 27                       |
\ [Swag] 1500 EXP      15 TP      3000 G      |
/                                             |
-----|;
```

Now this guy is who we came for! People say he's difficult, annoying, and just plain hard, but he's actually quite a breeze. His beginning pattern isn't very hard to catch onto; he creates a magic barrier around him and can only be harmed by that type of magic. Any other types will heal him instead (that would be bad). If he has a Lightning barrier, use Spire; if he has a Water barrier, have Marle and Crono use Ice Sword; if he has a Fire or Shadow barrier, have Frog attack physically; the Masamune will lower his magic defense. Keep this up, healing as always, until he begins to risk casting a spell; now his guard is down and you can pulverize him with Arc Impulse; a few of these and he should go down quickly. Stay healed, attack wisely, and you will see he's not the big badass everyone makes him out to be.

-----\\]

Stuff happens and everything goes crazy (w00t vague). When everything's back to not-insane, you've arrived back in 65,000,000 BC and something's afoot...

_____/'.'-<The Burning Star>-'.'_____

Items and Such:

3 Mid Ethers	1 Mid Tonic	2 Meso Mails	1 Full Tonic
1 Revive	2 CeraToppers	1 Tonic	1 Full Ether

It seems the Reptites have destroyed Laruba village, to the North; inside the ruins you will find the Chief speaking to Ayla. She will run off to get a Dactyl for her plan to go to the Reptite's lair. Before you follow her, go to the trading hut, as the guy now has some new equipment for barter; once you've got everything you need, head up into the Dactyl Nest. Now just scale up the terrain, grabbing chests until you reach the top; Ayla will be surprised at your arrival and, after some deliberating, will agree to merge with your party to take on the Tyrano Lair. You will now be riding on the Dactyls! Flying is fairly self-explanatory; just the action button to land or board. Prepare yourself and fly to the Tyrano Lair; it's the advanced looking structure on a cliff near some lava that's just East of Ioka.

Take the right path and you will find some captured villagers; set them free and move on. You will fight a group of Reptite guards at Kino's cell, then Ayla will break him free. Once he leaves, follow him back to the main hall and venture into the left path. At the next fork, take a right and grab all the Full Tonic this area has to offer, but beware of a trap in the right chest. Return to the fork and take a left path; you will end up in a large room full of invisible warps. Try to get all the treasure here, as it's kind of confusing; if you get stuck just take a peek at DBM11085's map, it's very helpful.

Continue on until you come to a room with two switches; the left one will release some enemies while the right simply opens the skull. Press the switch inside and return to the previously closed off room. Guess who? It's our old pal Nizbel, but he doesn't pay much attention to you; slip behind him and use the save point. As you try to proceed, the totally jacked reptile confronts you...

```
-----/
\ [BOSS] Nizbel II [HP] 6500 |
/=====|
\ [Party] Chrono, Ayla, Marle |
/ [My Level] 30, 29, 29 |
\ [Swag] 880 EXP 15 TP |
/ |
-----;
```

You should be familiar with his attack patterns, but this time around he's added a new trick to his book; his defense will strengthen when you attack him. What you have to do is hit him with a Lightning attack to zap his defenses, then hit him with the hardest attack you've got followed by a few more until the damage isn't significant. Try to maximize the efficiency of your attacks; hit him with Lightning again when necessary. He will of course discharge the energy for some annoying damage. Cube Toss is the most damaging attack, as I've seen, and Volt Bite is good too; Haste isn't a bad idea either. Stay healed and you'll kick his butt for the IInd time.

-----\\]

Continue up the lair and you will come to a room with not one, not two, but three switches! Each one does a different thing: the top creates a savepoint, the left removes the floor panels, and the right drops a couple Terrasaurs. After all three are pressed, enter the skull and hit the switch; go back to the locked door in the previous area and enter. It's Azala's throne room, and there's that loveable green ruler now (did I say loveable? I meant dastardly). Follow him up to the top of his fortress and you'll engage...

```
-----/
\ [BOSS] Azala [HP] 2700 |
/ Black Tyrano 10700 |
\=====|
/ [Party] Chrono, Ayla, Marle |
\ [My Level] 31, 30, 30 |
/ [Swag] 1800 EXP 25 TP |
\ |
-----;
```

Ah, this looks to be quite the battle. Azala is damn vexing, so take him out first; single tech magic attacks should suffice for the job. Leave the Tyrano alone until Azala is gone; just let him do his thing. Once the green menace is out of the way, shift your attention to the Black Tyrano; wait until he drops his defense to start an attack. Unleash duals like Cube Toss, Volt Bite, and Ice Sword 2 if you have it. When his countdown reaches zero, he will breathe fire on your party causing high-ish damage; have Marle heal the party and use Haste while you wait for him to drop his defense once more. Repeat the process to prevail over the Tyrano and show who the superior race really is!

-----\\]

Some events take place after your victory, and you will escape from the lair. You will end up back on the map and a giant crater has replaced the Tyrano Lair; enter the ruins and you will find a gate that will take you to a new place.

-----\\]
Win or lose, Dalton will capture you. Schala and Janus will free you, but you are caught by the mysterious Prophet; he then orders you to take him to the gate that got you here. You will go through and he forces Schala to seal it, making it impossible to use. You're locked out, but now your pendant is charged and you are able to open sealed doors and chests! Time to go treasure hunting across time!

_____/'.'-<Timeless Treasures>-'.'_____

Items and Such:

1 Charm Top	3 Full Ethers	1 Wallet	1 Magic Tab	1 Gold Stud
1 Power Tab	2 Elixirs	1 Lumin Robe	1 Hit Ring	1 Gold Erng
1 Magic Ring	1 Speed Tab	1 White Mail	1 Black Mail	
1 Red Mail	2 HyperEthers	1 MegaElixer	1 Blue Mail	
1 Wall Ring	1 Dash Ring	1 Safe Helm	1 White Vest	
1 Black Vest	1 Red Vest	1 Blue Vest	100 G	1 Bronze Mail
1 Tonic	2 Ethers	1 Power Ring		

This is an extremely important section, as we will collect a ton of stuff! Head back to the End of Time and warp to Bangor Dome, 2300 AD. Open the sealed door and collect a few valuable items including the Charm Top; equip this on Ayla for maximum stealing efficiency. Now enter the Trann Dome and open the door here; collect some more items including a Gold Stud. YES! About time! This accessory should be immediately equipped on Marle. Now make your way through Lab 16 and into Arris Dome; once again open the door and grab the loot.

Now head into the Sewer Access that we cleared out way long ago, and exit to find yourself on a little island; enter the Keeper's Dome. Go to the sealed door at the back of the room; inside is a series of glittering notes left by Belthasar. After you read them all, enter the next door. OMG GWHRT?! It's the Wings of Time! Admire it from the top of the screen and attempt to exit when the strange Nu comes in with the cockpit seats. You are then prompted to name the machine; the default name is Epoch. Board your new ride and prepare to transcend time itself. Let's start by going to 600 AD.

Go into Porre and enter the Elder's House; inside are two sealed chests. Check them, but when it asks if you want to open them REFUSE! You'll see why. Quickly pop into the Magic Cave and grab the sealed chest for a Magic Ring. Now go North to Guardia Castle; enter the stairs to the left of the King's throne and find a sealed chest a few floors up. Again, checky only, no openy. Don't forget to grab the Speed Tab in the chest in Guardia Forest on your way out. Now go over to Truce and Inn a visit; this place also has a sealed chests which you must check, and check only. Return to the Epoch and warp to 1000 AD.

Open all the chests that you checked in the Middle Ages to receive some damn nice magic absorbing armors; if you haven't yet, take all the chests in Guardia Castle that you have left alone in 600 AD as well. These were well worth the wait, weren't they? Now head into the Heckran Cave and find the sealed chest which has both a Wall Ring and a Dash Ring. Exit into the Medina area and go North into the Forest Ruins. You will unlock the pyramid shield thing and a Nu will offer you one of two items: a weapon granting strength, or protection that guards your life. FOR BELTHASAR'S SAKE, TAKE THE PROTECTION! It's the omnipotent Safe Helm! w00t!! This is one of the best items in the game and I insist that you equip it on Crono at once.

Return to 600 AD again and collect the sealed chests that you previously checked for some more, less effective (but still awesome), magic absorbing armor. Once that's done, go to the End of Time and warp from there to Guardia


```
\ [BOSS] Giga Gaia [HP] 9500 |
/=====|
\ [Party] Chrono, Marle, Ayla |
/ [My Level] 48, 47, 46 |
\ [Swag] 3000 EXP 3000 G |
/ [Charm] Speed Tab |
-----;
```

This guy is seemingly one of the more difficult bosses in the game, but since you've leveled your party so much, it won't take but a flick of the wrist to stomp him into dust. He will start off with his most powerful techs; they barely scratch your party so laugh in his face. Destroy his left hand (on your left side) with an Ice Sword 2 or anything you feel like, and charm a Speed Tab from his face. Then launch an all out assault on his head. Show no mercy and flaunt your infinite power! If he revives the left hand, take it out again. With a few good Final Kicks, this guy is toast.

-----\\]

Among other things, the Guru is saved and the mountain collapses; you escape and some more events take place. Talk to Melchior again and he will give you the Ruby Knife with which to destroy the Mammon Machine. The Skyway is now open, so head there and make way for Zeal Palace. Once inside, enter the throne room to find Dalton; he will attempt to stop you...

```
_____/
\ [BOSS] Dalton [HP] 3500 |
/=====|
\ [Party] Chrono, Marle, Ayla |
/ [My Level] 48, 47, 46 |
\ [Swag] 1000 EXP 2500 G |
/ |
-----;
```

For an arrogant bastard like Dalton, he's pathetically weak. He attacks with Iron Orb and does some weird evasion phase where he counters with said attack. Lay the smack down on him with Ice Sword 2 and Final Kick. No sweat.

-----\\]

He'll flee like a little girl into the gate; follow him and you will arrive at the Ocean Palace.

_____/'. '-<An Evil Beneath The Waves>-'.' _____

Items and Such:

- 1 Rune Blade 1 Aeon Suit 1 Aeon Helm 1 Star Sword
- 1 Shock Wave 1 Demon Hit 1 SonicArrow 1 Kaiser Arm
- 1 Elixir

Use the savepoint and talk to Mune to initiate a scene. This place has enemies that can only be defeated a certain way. The scout enemies can only be harmed by the type of magic that corresponds with their color and physical attacks; the Jinn and Barghest enemies always come as a pair, and you must defeat the Barghest first in order to dissolved the Jinn's shield. Explore the rooms to the East and West to find some equipment and hit some blue floor switches. Enter the Southwest door and head along the small ledge around the room to the left; you will see a lone chest in a seemingly unenterable room, but there is a hidden entrance in the middle of the slanted wall to the left of it; walk in and pick up a Demon Hit.

Run through this area and hit the blue floor switch in the middle to create a pathway in the previous area. Return there and go into the now open passage to the South. Take the stairs to enter an area that contains a series of stairs

and enemies. Continue on until you reach a savepoint; use it and enter the next room, which is actually an elevator. Upon activating it, you will fight a series of battles in your descent; achieve victory and you will reach the bottom. Head left to find a switch in the room at the end; flip it and do the same for the switch in the right room. Step on the floor switch in the central room to create a new passage.

Use the savepoint and prepare for...

```
-----'
\ [BOSS] Golem Twins                [HP] 7000 (each) |
/-----|
\ [Party] Chrono, Marle, Lucca      |
/ [My Level] 50, 49, 46             |
\ [Swag] 1000 EXP      2500 G       |
/                                   |
-----;

```

Your party is much more powerful and faster than the previous single Golem; even though there are two, you shouldn't have much trouble at all. Use the same strategy as before, using level two magic attacks and spells like Flare and Luminaire. Keep 'em busy and they won't be able to get an attack in, except for their opening Iron Orbs; these guys are pwned after just a few turns.

-----\\]

Dalton reappears, but runs off before he finishes his business. Proceed into the next room to find Schala, the Queen, the Prophet, and the Mammon Machine. Some chaotic events happen and you will find yourself battling Lavos; now, despite your nice, high level, you won't be able to defeat him. He will slay your party and some more important events follow. Whoa, this stuff is pretty heavy. You'll eventually end up back on land with the Earthbound Ones, Crono-less.

Once you're done exploring the huts of the Last Village, head to the Commons. Talk to the Elder to initiate yet another scene. It seems Dalton survived, how fortunate. Your party will yet again come to their senses in another place.

_____/'. '-<A Cretin Above The Clouds>-'.' _____

Items and Such:
1 Magic Tab

You realize that your weapons, equipment, items, and money have all been taken. Using the ladder, your party sees that they are flying through the air, aboard the Blackbird. First of all, you're going to need Ayla, as she does not need any weapons to fight; without her, you're only making things harder on yourself. You have two options of escape: use the air duct, or fake sickness and beat up the guards. I'm just going to feign illness and escape through the door.

Find the door directly to the left from where you are and enter; inside are three guards and a chest. Defeat them with Ayla and take the chest to recover your money. Back in the previous room, go Northeast to find a door guarded by two enemies; inside is a chest with a party member's equipment. Return to the main room and head South via the conveyor belt; enter the door on the left and fight a couple of guards, then open the chest to find another party member's equipment. Back in the main room, head North and enter the top door; the door on the left leads to a room with a chest housing your items. Once you've done that, return to the previous room and head up to the top and climb the ladder into the vents. Go West until you stop; go down, then right, and finally up to reach a Magic Tab. Head back to the intersection and go South, then West at the

next one; descend down the next ladder you come to. This room has an unconscious guard and a chest containing the last of your equipment; yay, that would be everything!

If you head all the way South in the ducts, you'll come to a vent that shows Dalton modifying the Epoch. Make your way back to the room that contained your inventory items and enter the door here; the ladder will take you up onto the left wing of the Blackbird. Head all the way to the left and be basically blown off the bottom of the wing to encounter...

```
_____/
\ [BOSS] Golem Boss [HP] 15000 |
/=====|
\ [Party] Marle, Lucca, Ayla |
/ [My Level] 49, 46, 48 |
\ [Swag] 2500 EXP 2000 G |
/ |
-----;
```

Well, he may seem to be a big tough guy, but he's really a wimp. He won't even attack your party as he's to afraid of heights; this doesn't mean that you shouldn't go easy on him, though. If you want the EXP and such then lay some hurt on him, or he'll run away and you will get nothing. Cube Toss is a great dual tech that will easily damage him sufficiently. If you are fast enough, you will receive EXP and the likes; if not, too bad.

-----\\]

A scene will follow the Golem's humiliating defeat. The... the Wings of Time! It... actually has WINGS!! Wow! Anyways, you will assault it's pilot, Dalton.

```
_____/
\ [BOSS] Dalton Plus [HP] 3000 |
/=====|
\ [Party] Marle, Lucca, Ayla |
/ [My Level] 49, 46, 48 |
\ [Swag] 2500 EXP 2000 G |
/ |
-----;
```

He's still as weak as ever, but this time he's stepped up his attacks. Still, no problem. Cube Toss, Flare, Antipode 3, they will all make short work of this cretin. He'll try to summon the Golem Boss, but gets sucked into his own empty attempt (literally).

-----\\]

The Blackbird will be destroyed and you can rest easy now. Talking to the people in the Commons and around the village, you learn that a mysterious person who was looking for you is up at the North Cape. Head up there and you will find none other than Magus. After some chit-chat Magus raises an opportunity to fight; decline his offer and attempt to leave. He will stop you and join your party; strangely enough, you can even rename him. The bastard is only level 37, and doesn't have crap for techs yet; argh, we're gonna have to rough it with this guy. Taking into account Magus's tip, let's head off to the End of Time. Before you're able to make use of the new and improved Epoch, the Ocean Palace emerges from the seas and haunts the sky. Continue on to the End of Time.

_____/'. '-<Resurrection>-'.'_____

Items and Such:

1 C.Trigger	1 Magic Tab	1 Wall Ring	1 Magic Ring
1 Giga Arm	1 BraveSword	1 StarScythe	1 VedicBlade

Talk to the old guy and try to leave; he'll call you back and give you the infamous Chrono Trigger. He tells you that the creator of the Wings of Time will know how to use it; that would be Belthasar, and if you don't recall, he's in the Keeper's Dome in 2300 AD. Let's pay him a visit.

When you speak to him (the Nu), he bluntly says you need a clone; remember at the very beginning of the game? Yeah, it's at Crono's house so go fetch it. If you don't have it, then you weren't following my guide, and you need to go back and look up how to get the Crono Clone. Once you've got it, come back and talk to Belthasar again; he tells you about Death Peak and sends out some weird dolls to aid your ascent. Without further delay, let's head to Death Peak.

Speak to the doll and it will give you your first simple task; it's not hard. Make your way through the next area to come to another area with a savepoint. Use the cave entrance on the North side and you'll find a buddy inside...

```

_____
\ [BOSS] Lavos Spawn                               [HP] 4000 |
/=====|
\ [Party] Magus, Marle, Lucca                       |
/ [My Level] 37, 49, 47                             |
\ [Swag] 747 EXP      120 TP      500 G              |
/                                                    |
-----;

```

He looks a little intimidating, but he's more like a tough enemy rather than a boss. Attack the head only, as attacking the shell will cause him to use a potent needle counterattack. Just heal and attack physically or use single-target techs.

-----\\]

Move on into the next area and continue until you reach the area with the savepoint; examine the shining point to open a cave. Now backtrack all the way to that room again. Enter the newly opened cave and proceed through to fight another Lavos Spawn. Continue on to find the next task; you have to navigate a slippery path, and again, it's pretty easy. Just walk and you will do fine. Keep going and you'll come to the final task; this one is really self-explanatory. Once you beat the next Lavos Spawn, it's shell remains; push it under the ladder thing and you will be able to climb it. You will then reach the summit; events will take place, just follow along.

You now have Crono back! Talk to the Old Man (Gaspar) and he will tell you the options which lay open to you now. We can go do a whole bunch of sidequests and go fight Lavos or pretty much anything. The pwnage has yet to begin...

_____/'.'-<Treasures Of The Hero's Grave>-'.'_____

Items and Such:

- 1 Toma's Pop 1 Tools 2 HyperEthers 1 Power Tab 2 Elixirs
- 1 Moon Armor 1 Valkerye 1 Shiva Edge 1 Nova Armor 1 Siren
- 1 Kali Blade

First, let's do the sidequest involving Cyrus's ghost, as it's quite easy and yields some great equipment. Head to the town of Choras in 600 AD; in the Cafe, you will find Toma. Talk to him and he will give you Toma's Pop; this is important for another sidequest. Talk to the man sitting down and drinking from a mug; he will say his tools have been stolen and he can't get any work done. Warp to 1000 AD and enter the inn; talk to another guy sitting down with his drink and he will lend you his tools. Go into the Residence and talk to the

woman, she will then get you the tools.

Talk to the guy back in 600 AD and lend him the tools. Over in the Residence, talk to him and he will gather his crew to go work on the Northern Ruins. Head up there and they will have done some work, but complain about the monsters; so, go around through the entire place and kill every last enemy. They're a little tough, but you can handle them. Once that's done, visit the Residence again. This time he will charge you 2000 G for repairs; pay it and go see their work. They complain of monsters again, so it's time to play ghost busters once more. Don't touch any chests you may find, as you will loot them in 400 years time.

Put Frog at the head of your party and go down the left stairs and into the now accessible room. Examine the gravestone to commence a scene. The Masamune will power up and will become Frog's ultimate weapon! Return to the carpenter man again and pay him for another round of his services. Everything's open now; you just need to go through and examine all the sealed chests without opening them. Do that and spring forward to 1000 AD; enter the Hero's Grave and take all the chests for some damn nice items including Marle's ultimate weapon, the Valkerye! Return to 600 AD again and collect the chests for a second time and some secondarily good items.

_____/'.'-<Fiends At The Fort>-'.'_____

Items and Such:

1 Full Ether	1 DoomSickle	1 Gloom Helm	1 Gloom Cape
1 Magic Tab	1 Sight Cap	1 Dash Ring	

This next one occurs solely in 600 AD; fly to the island where Medina Village is located in present time to find Ozzie's Fort. Ozzie will give you a warm welcome. In the next room, Ozzie will call Flea upon you; this time he's Flea Plus, but even so, he isn't even a boss. Apply sword liberally. Move on past Ozzie's lame attempt to stop you and he will call Super Slash. I believe the same applies for him as did Flea.

In the next room, Ozzie attempts to lure you into an obvious trap. Ignore it and he will run away, as always. Once he's gone, loot the chest and start making your way out. Stop. On the wall directly below the exit stairs there is a hidden entrance to a secret room containing some of Magus's best gear and a Magic Tab. Continue on to fight...

```
_____/
\ [BOSS] Great Ozzie                [HP] 6000 |
/      Super Slash                  4000  |
\      Flea Plus                     4000  |
/=====|
\ [Party] Magus, Marle, Ayla        |
/ [My Level] 42, 53, 51              |
\ [Swag] 7500 EXP    80 TP    4000 G  |
/ [Charm] OzziePants, Slasher 2, Flea Vest |
-----;

```

I suggest equipping Red Mail and Red Vest on Marle and Ayla, since these guys tend to use a Fire Sword type of attack quite often. Start off by stealing the Flea Vest and Slasher 2. Then focus all your attacks on Flea to stop the nasty triple and dual techs; once he's gone, on to Slash. After Ozzie's cronies are gone, you can go for him. Steal his item if you want, I just get it for the novelty and completion. Cube Toss and Magus's Darkbomb should be all you need to defeat these goons. Note that if you don't kill Flea first, he might run away after one of the other ghouls are gone and you won't receive all the swag.

-----\\]

Ozzie will do exactly what you expect him to; grab the chests and go after him. Hm, doesn't this seem familiar? Do what's obvious and Ozzie will knock you back a room (OH NO!). Return and resume your foiling of his plans; bye Ozzie. Once he falls, your work here is done.

_____/'.'-<The Unfinished Expedition>-'.'_____

Items and Such:

1 Speed Tab	1 Sight Cap	3 Power Tabs	1 Full Ether	
1 Blue Rock	3 Lapis'	1 FrenzyBand	2 Elixirs	2 HyperEthers
1 Yakra Key				

Now let's get us that Rainbow Shell! Remember how Toma gave us his carbonated beverage back in the Cafe along with some instructions? Well, go to 1000 AD and find the West Cape, near Choras. It's Toma's grave; examine it and Toma will appear with some information. Well, it seems we know where the Rainbow Shell is now, but before you leave check behind his grave for an all important Speed Tab. Now, make tracks (Wings of Time tracks) for 600 AD and find the Giant's Claw on an island just Northwest of Choras.

Hmmm... this place seems familiar... agrwgrh! It's the Tyrano Lair, buried in the ground! Continue on and go down the stairs and through the right exit in the next room. Hit the left switch and jump down the hole. When you get to the room where apes are leaping out of the black crevice, don't forget to grab the partially hidden chest containing a Blue Rock. Proceed forward and down all the ladders. You'll reach the part with two branches; take the left one first to find a FrenzyBand. Then go through the right one and fight a couple of those amazing Rubble monsters. Use the trap in the next room to fall into the jail cell. Go up the left stairs and grab another Power Tab. Return back to the jail and go down to the next one. There's a savepoint and a hole in the wall. Equip your party with the Red Mail, Red Vest, and Ruby Vest and enter the hole to come face to face with...

```
_____/'
\ [BOSS] Rust Tyrano                [HP] 25000 |
/=====|
\ [Party] Magus, Marle, Ayla         |
/ [My Level] 44, 54, 52              |
\ [Swag] 3800 EXP    40 TP    2000 G  |
/ [Charm] Red Mail                    |
-----;

```

Well well well... look who beat the extinction. His attacks are quite similar to his Black counterpart. Use Cube Toss and Darkbomb continuously until he unleashes his flame breath; only one person should sustain damage from it. Keep healed and attack endlessly throughout this fight, and charm a Red Mail from him. We will need it later. Haste should also be very helpful to make this long-ish battle not so.

-----\\]

Further back you will find the long sought Rainbow Shell! It's too heavy to lift; as you leave you're automatically saved the trouble of travel and the scene shifts to the castle (what the...? Magus is stuck in the walking cycle). So now the shell will be brought to the castle and stored in a treasury, how grand. Let's see if it will make it 400 years; zip to 1000 AD and enter the castle.

What's this? There are guards blocking every which way, and speaking to them procures information about the King. It seems that he's on trial! Argh, one thing after another; let's get to the bottom of this. Start by taking the only

open stairway to the top floor, in the right wing of the castle. Speak to the guards with Marle in your party and she'll be your ticket in. Ah, the familiar castle courtroom. After a short scene, you're promptly removed from the room disallowed further entry. Your goal is now clear, so make way for the new set of stairs that you may have tried to go down before. You'll find that the guard inside is now lying on the floor.

You'll find some enemies from the beginning of the game, hah what a nice treat. Slaughter them, continuing up the passage as the plot unfolds. Once you find the Rainbow Shell, examine it to commence the next sequence of events. Go all the way back to the entrance to the courtroom, just to find that they still won't let you in. After a few happenings, you'll roll your eyes at...

```
_____/
\ [BOSS] Yakra XIII [HP] 18000 |
/=====|
\ [Party] Magus, Marle, Ayla |
/ [My Level] 44, 54, 52 |
\ [Swag] 3500 EXP 40 TP 2000 G 1 MegaElixir |
/ [Charm] White Mail |
-----;
```

Yep, that's right. Yakra's ancestor is looking for revenge. To start off, charm a White Mail from him, then start up your normal "tech and heal" routine. His attacks are pretty similar to his predecessor, with a few new tricks. Watch out for chaos, and expect some needle attacks later in the fight. Nothing fancy here, just pummel him and stay healed; he'll go down in no time.

-----\\]

Aww, a touching dialogue. After everything's over, you'll be in the throne room. Now, you might have noticed a glowing sparkle where Yakra died, so head back to the courtroom to pick it up. Whoa, a Yakra Key! I wonder what it opens. There's a chest on one of the floors branching from the set of stairs that leads up to the courtroom that you might have tried to open, but to no avail. Well, find it. The Yakra Key will open it and out pops the real Chancellor! You were probably wondering where he was stuffed this time (if not, then shame on you for forgetting about him!).

Now it's time to meet Melchior in the enemy-free treasury for our well-earned reward. He'll ask you if you want 1 Prism Dress or 3 Prism Helms; if you have any sense and have read the equipment section, you will TAKE THE DRESS! So ends this somewhat lengthy sidequest.

_____/.'-<The Power Of The Sun>-'.'_____

```
1 Power Tab      1 Wondershot      1 Sun Shades      1 PrismSpecs
1 Rainbow
```

Let's direct our focus to the next task: obtaining the power of the Sun Stone. To find it, we need to make a stop in 2300 AD. Once there, look for an island with a single cave on it just south of the Keeper's Dome and Death Peak. This cave is called the Sun Palace. Before you proceed inside, equip your entire party with your 2 Red Mails and your Red Vest. Enter the Sun Palace and proceed to the center of the room to call forth...

```
_____/
\ [BOSS] Son of Sun [HP] 2500 |
/=====|
\ [Party] Magus, Marle, Ayla |
/ [My Level] 45, 54, 53 |
\ [Swag] 3800 EXP 40 TP 2000 G |
/ [Charm] Black Mail, 5 Elixirs |
```

;
At first, this battle might look like a long and intimidating one, but with 2 Red Mails and a Red Vest equipped, it will be easy as pie. You see, Son of Sun uses powerful fire attacks, and your armor will absorb it and his futile attempt will do nothing but heal all your characters! The only attack he uses that can damage you is a laser-like thing which isn't very dangerous. Before you begin to attack, you can charm a Black Mail from him and some Elixirs from the flames. Now in order to deal damage to him, you need to attack one of the flames surrounding him. If you guess correctly, he will take damage; if not, you will be healed by the flames' counterattack. Occasionally, the flames will be shuffled so you'll have to find the correct one again. That's about it.

-----\]
Once he's out of the picture, you can proceed forth to claim the Moon Stone, the uncharged version of the Sun Stone. It seems that we must charge it with the Sun's power, and it will take over 65 million years. Well, as you have likely deduced, we must travel back to the prehistoric age and begin this process. In the distant past, fly to an island located Northeast of the main continent to find the Sun Keep. Place the stone in the light and leave for the future.

The stone is missing, and your party leader suggests that you head back to the present to find it. First, travel to 600 AD and grab a Power Tab that sits next to the stone. Now, to 1000 AD. If you check the Sun Keep, your leader then suggests you take a look around. If you do a quick fly-over of the map, you'll notice that the Mayor's Manor in Porre is sparkling. Let's take a look inside. The Mayor will deny anything about a Moon Stone, and talking to his family members reveals that he's a greedy bastard. Jet back to 600 AD and pay his ancestors a visit.

If you talk to the women inside the Elder's House, she'll say that she needs some Jerky to make some food for her family. Back in 1000 AD, enter the Snail Stop and buy some Jerky from the blue hat guy. It's expensive, but you need it. Give it to the women in 600 AD and she'll give you her gratitude and state that she will teach her children to share. FINALLY return to 1000 AD and the Mayor will give you the Moon Stone upon asking for it. Leave it at the Sun Keep and go to 2300 AD to claim the stone of your labor. Put Lucca in your party and some stuff will happen; afterwards you will receive the Wondershot and Sun Shades.

Oh, we aren't done yet. Go to Guardia Castle and find Melchior, still sitting by the Rainbow Shell. After some tooling around, Melchior will present the PrismSpecs and last but not least, the Rainbow!

_____/'. '-<Beneath The Barren Sands>-'.' _____

- 1 Lapis 1 Aeon Suit 1 Elixir 2 Full Ethers 1 Full Tonic
- 5000 G 1 HyperEther 1 Aeon Helm 1 MuscleRing
- 1 Memory Cap 1 Power Tab 1 GreenDream

This sidequest is a little unnecessary, though there are a few good things to gain besides the completion itself. Roll on back to 600 AD and enter the Sunken Desert, which is near Fiona's Villa. Once inside, you can grab the chests for some items, all the while fighting Hexapods (hey, some much needed TP for Magus). Using Ice or Water magic will lower their defense, leaving them vulnerable to physical attacks. Once you're done in this room, move into the next cavern.

Shortly into this room you'll witness the monster that has turned the forest into a desert, and its causing tectonic shaking that gradually hurts your

party. Just hurry up and collect the treasures. Once everything is acquired, heal your party from the menu then proceed into a battle with...

```
_____/'
\ [BOSS] Retinite                [HP] |
/      (Torso)                    5000 |
\      (Legs)                      5000 |
/=====|
\ [Party] Magus, Marle, Ayla      |
/ [My Level] 46, 55, 53           |
\ [Swag] 1000 EXP    40 TP        |
/ [Charm] Speed Tab               |
-----|
;

```

Hmm... I've seen this before... oh, right! Looks just like Zombor from way back when. He's dealt with pretty much the same too; except this time he's got an extra part: the core. Start the battle off by charming a Speed Tab from said core; now ignore it for the rest of the battle. Our plan of attack is simple: lower the enemies defense using Ice2 and attack physically, much like the Hexapods, though his defense will rise again after attacking. First take out the upper half of the beast, then once that's done, move on to the legs. Totally ignore the core after you get the tab, as it will run away when the rest of the body dies. Remember to heal often; the legs have a nasty consume attack that will eat a big chunk off your character's HP. This skeletal monstrosity will fall if you keep up with healing, ice magic, and attacking. That's all you need to know to take this guy down.

-----\\]

Well he's dealt with, so let's go see Fiona. Put Robo in your party and talk to her, he will then offer to stay and help rebuild the forest. Let's skip the centuries of waiting and just go to 1000 AD. The forest is back! And there's a new shrine; inside you'll find Robo and reactivate him, and a scene follows.

Once you regain control, head off screen to the right and hop in the gate. If you head into the kitchen you'll find a note from Taban saying that the password is the name of his wife. Ok... Go down into the living room and you will see a scene involving a big machine of death. Quickly examine the shining dot near the bottom on the left side. It will ask you for the password; enter L A R A; now, for playstation people DO NOT USE TRIANGLE! Enter L1 O R1 O and all will be well. Who makes a giant machine that pulls people into a big giant wheel of doom that can only be turned off via password in the middle of the living room?! Crazy Taban. Anyway, enter the gate and you'll get the Green-Dream after some conversation with Robo. Really, the only reason I do this whole thing is for completion and that Speed Tab, and you can go to Fiona's Shrine to buy Vigil Hats from one of the nuns if you ever need them.

_____/'.'-<Techno Busting>-'.'_____

2 Full Tonics	50000 G	1 Elixir	2 Lapis'	1 Power Tab
1 HyperEther	2 Full Ethers	1 Vigil Hat	1 MegaElixir	
15000 G	1 Terra Arm	1 Crisis Arm		

This is pretty much the final sidequest before we move on to proceed with the game. Go to 2300 AD and fly Southeast of Death Peak to find a small island with a single building on it. This is Geno Dome, our next destination; put Robo as your party leader then head inside.

Activate the screen to be greeted by a not-so-user-friendly computer. In the next room you'll take a conveyor belt ride that pits you against familiar enemies in a succession of battles. Lightning2 makes short work of them. Once the ride is over continue to the next room and hit the switch next to some

techy looking alcove to open it. Now head left and up to a room with 3 Proto 4s. Use to computer here to learn about various things in the Dome, including energy pods like the 'alcove thing' I mentioned recently.

First thing, charge yourself in the energy pod to the left of the monitor and open the door by using entering the first pod we came across. Grab the loot and return to the previous room. Go East then North, grabbing a couple treasures from the room then make your way up the conveyor belt. Open the pod on the left then go to the very top of the belt to witness a robot making use of a 'hidden' passage. Go back south and use the elevator in the room jutting out below the conveyor belt.

Enter the door to your immediate left and continue up the passage to another elevator. Turn off the laser, then use the pathway you saw the robot use here earlier; from here turn the conveyor belt around by using the switch just below you. Backtrack all the way to the information monitor and the energizing pod. Energize yourself in the pod then dash around to the conveyor belt, to the North, and unlock the door on the left. Grab the loot then lead the guard robot along to the South side of the room then all the way West. It's a pain in the ass, I know, as he can get stuck a lot.

Once you make it, lead him north to the other guard robot and they will lock up with eachother, allowing you to grab the doll as well as a Vigil Hat. Go around to the information monitor and continue through the doorway here. Open the pod by switch the right switch then the left switch on the North wall. Open the door now and grab the doll. Now head back to the elevator and back up to where the save point is. Continue West to encounter a pink robot. After some talking, you'll go one on one with...

```
-----/
\ [BOSS] Atropos XR                [HP] 6000 |
/=====|
\ [Party] Robo                      |
/ [My Level] 51                     |
\ [Swag] None                       |
/ [Charm] None                      |
-----;

```

Time for a duel. Now, you've just got Robo here, but this fight shouldn't be much of a problem, especially with a Safe Helm on him. From her appearance, you can probably tell her moves are very similar to your own, which they are. Just use Robo Tackle on her and heal yourself whenever necessary. This is a pretty easy fight; I didn't even need to heal with my trusty Safe Helm.
-----\\]

After another touching scene, Robo's speed with increase permanently by 3 (much needed!) and his magic defense will increase by 10. That's pretty nice. Continue forth to the huge door and place the two dolls in the two green markers to open it. Inside you will by confronted by...

```
-----/
\ [BOSS] MotherBrain                [HP] 5000 |
/      Display (3)                   300    |
\=====|
/ [Party] Robo, Magus, Ayla          |
\ [My Level] 52, 47, 55              |
/ [Swag] 3000 EXP    40 TP    3000 G    |
\ [Charm] Blue Mail, 3 Elixirs       |
-----;

```

First off, you can charm some Blue Mail from MotherBrain as well as a few Elixirs from the Displays. Now, the Displays will heal the MotherBrain so take

them all out in one fell swoop (such as Lightning2). After they're gone, MotherBrain will begin to use an increasingly powerful attack (though it barely does anything at this point). She doesn't have a lot of HP, so you should be able to dispose of her in a couple turns without needing to heal at all. Just use Darkbomb and attack physically to take her down in no time flat without those damn Displays offsetting your damage by healing her for 1000 HP.

-----\\]

Once she's defeated, you are awarded Robo's ultimate weapons: the Terra and Crisis arms! Congratulations, our sidequesting has come to an end; head back to the end of time to save and rest.

_____/'.'-<A Skybound Blackness>-'.'_____

6 MegaElixirs	30000 G	1 Magic Seal	2 Elixirs	1 Vigil Hat
1 Nova Armor	1 Haste Helm	1 ZodiacCape	1 Power Seal	
4 Speed Tabs	1 White Rock			

If there's anything you need to do, do it now; you won't be able to come back from this point on (well, that's not entirely true, but if you have something to do, now is the best time to get it done). At this point, you can fight Spekkio for a Speed Tab, along with some other tabs; he shouldn't be too hard with the equipment you have now. When you're ready, fly over to the Black Omen that haunts the sky in 1000 AD, 600 AD, and 12000 BC; it's kinda hard to miss. As soon as you enter, you'll find yourself up against...

```
_____/
\ [BOSS] Mega Mutant                [HP] |
/      (Upper Body)                  5000 |
\      (Lower Body)                  4500 |
/=====|
\ [Party] Crono, Magus, Marle        |
/ [My Level] 56, 48, 56                |
\ [Swag] 900 EXP    50 TP    1500 G    |
/ [Charm] Don't bother                |
-----;

```

Finally, Crono gets to see some action! Just because of the fact that this guy has nothing useful to steal. Well, this guy has two parts to deal with; it doesn't really matter how you do it or in which order. I ended up killing the lower body first then taking out the upper body. Just focus on one part at a time and you'll be fine.

-----\\]

Continue North and into the next room. Before moving on, put Ayla in your party; as you move up, you will be attacked by a couple flying yellow fat things called Goons. You can charm some Nova Armor off these guys; take advantage of these annoying enemies to get as many as you need. Head on and you'll come across a savepoint.

Now, before you continue on PUT AYLA IN YOUR PARTY! This is important! You will fight enemies called Panels; these things can be charmed for Speed Tabs! There are quite a few throughout the Black Omen, so I'll point out when you'll come across them. You'll easily max out your characters speed by the end of this place. Oh and these guys don't respawn either, so you've got a only one chance to grab Speed Tabs from them.

Head up through the next are and you will encounter Boss Orb enemies along with Side Kicks. First, take out the Boss Orbs, then the Side Kicks will run away. They're similar to the Rubble enemies from Mt. Woe, as they give lots of TP but you will miss often. You shouldn't really need any TP by this point anyway.

Proceed forward until you fight a couple Metal Mutes. After they're dead, put Ayla in your party again and continue on to fight two Metal Mutes along with some guys named Flyclops. Have Ayla charms both of these for Gold Studs. Ah, our equipment collection grows so grandly! Now you'll have enough Gold Studs for everyone in your immediate party; MP is no longer a problem for anyone. If you need more, you can always charm any other Flyclops in the Black Omen for some. These enemies are easy to come by.

Keep going and you'll come to an elevator that'll take you to another floor and through some battles. Continue on grabbing stuff, this place is fairly straight forward for now. You'll eventually reach a room with a save point, 2 Nus, and a bunch of chests. The left Nu will sell you some items while the right one will offer you the chance to "Wake up." If you choose to wake up you will exit the Black Omen instantly; this is your last chance if you remembered anything you need to do. Once you're ready, go forth to the next room.

Here you'll encounter a beastly enemy called Tubster; these guys counterattack with powerful physical damage, so it's best to just use whoever has the Safe Helm equipped to minimize damage (in my case, that would be Crono). After a while you will fight a Tubster with 2 Flyclops; at the bottom right corner of this room is a half-concealed chest containing a Speed Tab, woo! Oh look, another one in a chest in the next room, nice! That makes a total of 6 Speed Tabs so far; 4 from the Panels near the beginning and 2 from the chests we just got.

Continue on through the teleport to reach a large room where you'll fight Aliens and Blobs. The Aliens will counterattack you with an instant death attack; I just use Ice Sword2 to kill them in one hit so they won't have the chance to annoy me. Also, be sure to pick up, among other things, another Speed Tab. In the next room, you'll find a save point; use it at your will then proceed further into the room to find...

```
-----'
\ [BOSS] Giga Mutant                [HP] |
/      (Upper Body)                 6000 |
\      (Lower Body)                 5000 |
/=====|
\ [Party] Crono, Magus, Marle      |
/ [My Level] 58, 51, 59            |
\ [Swag] 1500 EXP    2000 G        |
/ [Charm] Don't bother            |
-----                               ;
```

Oh boy, a sequel. The drill here is pretty much the same as with the previous mutant. He'll use a variety of status effects on you, but you should have status protection on everyone by now. The worst he'll do is steal your MP. He's boasting some good resistance to physical attacks, so don't use those at all. Use elemental techs to whallop this twisted fiend back to the genetic lab that spawned him. Luminaire for the win.

-----\\]

Continue on as usual. After you fight 2 Tubsters in one battle, put Ayla in your party. That's right! It's panel time; 4 of them at once in the next room. After they're gone, a savepoint will appear, and you can grab that chest which contains yet another Speed Tab. Surely you've maxed out atleast 3 character's speed by now. I've maxed out Crono, Magus, Marle, and Ayla speedwise now. After saving, head to the North part of the room and you will fight...

```
-----'
\ [BOSS] Terra Mutant              [HP] |
```

```

/      (Upper Body)                8000 |
\      (Lower Body)                ????? |
/=====|
\ [Party] Crono, Magus, Marle      |
/ [My Level] 59, 52, 59            |
\ [Swag] 2000 EXP      3800 G      |
/ [Charm] Don't bother              |
-----|
;

```

The final chapter in the trilogy. He's similar, yet different than his brethren in a few ways. He has two body parts, but the lower half is beastly; it has a lot of HP and absorbs most, if not all, of your magical attacks. In addition, attacking the lower body will incur a Life Shaver counterattack that takes your life down to 1. The good news is that the lower half will die once the top half bites it. So, focus all your attacks on the upper body of the mutant. Just use Luminaire and Dark Matter; apply pain liberally.

-----\\]

Once he's dead, grab the chests and use the save point again if you want to. Put Ayla in your party and continue North. You will soon be confronted by...

```

/-----|
\ [BOSS] Lavos Spawn                [HP] 10000 |
/=====|
\ [Party] Ayla, Magus, Marle      |
/ [My Level] 58, 52, 59            |
\ [Swag] 2450 EXP      2500 G      |
/ [Charm] Safe Helm, Haste Helm    |
-----|
;

```

You might be thinking "Ugh, not one of these again!" But fear not! You should kiss this guy! To start the battle, charm his shell to get a Safe Helm. Hurray! That pretty much completes our collection of awesome equipment. If you want, you can charm a Haste Helm from his head. Once you've got the loot, handle him just like you would anywhere else. Attack the head and heal when needed.

-----\\]

Now that he's dead and you've got your precious Safe Helm, head along, with Ayla still in your party, to fight a total of 5 Panels at once! Speed Tabs galore. When they're all dead a save point will appear. Use it as needed and proceed North. Prepare yourself, you will be fighting the first of an onslaught of bosses...

```

/-----|
\ [BOSS] Zeal                        [HP] 12000 |
/=====|
\ [Party] Ayla, Magus, Marle      |
/ [My Level] 58, 52, 60            |
\ [Swag] 1 MegaElixir              |
/ [Charm] 2 MegaElixirs            |
-----|
;

```

Finally, it's time to smack this vagabond up. She'll start off with Hallation, reducing everyone's HP to 1. She likes this move; you'll see it throughout this fight. Heal up with that magical 1 MP Cure and commence the beating. Charm a MegaElixir from her, twice, if you want. Heal your healer first, just to make sure that she doesn't kill the only one with Life2. As for dealing damage, Dark Matter works just fine; throw in a Cube Toss or two if Marle isn't too busy healing.

-----\\]

She'll get angry at you once you defeat her, then you'll be thrown into a battle with...

```

_____/
\ [BOSS] Mammon Machine [HP] 18000 |
/=====|
\ [Party] Ayla, Magus, Marle |
/ [My Level] 58, 52, 60 |
\ [Swag] 1 MegaElixir |
/ [Charm] MegaElixir |
-----;

```

Great, now you have to fight this dumb machine. Well, it's not difficult. First take the time to heal yourself up from that stupid Hallation spamming; you can also charm another MegaElixir from it. Now a little about the Machine before we start wailing on it. You'll get a message saying "Mammon M. modifies all energy..." This means that attacking it will raise its defense or attack power. This is very bad. Wait until it releases the stored energy and you get a message saying "Mammon M. stands still..." Now is the time to unload all your attacks on it. This battle is a piece of cake if you wait for the right time to attack, otherwise you're in for a hard time.

-----\\]

The Mammon Machine fades away and an angry Queen Zeal will begin her last attempt to defeat you...

```

_____/
\ [BOSS] Zeal (Head) [HP] 22000 |
/=====|
\ [Party] Ayla, Magus, Marle |
/ [My Level] 58, 52, 60 |
\ [Swag] 1 MegaElixir |
/ [Charm] MegaElixir, Prism Dress, Prism Helm |
-----;

```

This is it, the final battle against this annoying hag. First off, don't use group attacks or attack the hands at all; they will counterattack with Life Shaver or MP Buster. Focus your attention on the head alone. Now, when you begin the battle, charm both of the hands for a Prism Dress and a Prism Helm. I know, this goes against what I just said, but you want those nice items! The hands will both counterattack Ayla, but you can heal her back up. Charm another MegaElixir from the head and start pounding away with Cube Toss and Dark Bomb. If things get tight (she still uses Hallation), don't be afraid to use a MegaElixir; we've got plenty. Soon enough, she'll die for good. Really, she's not that hard at all.

-----\\]

A short scene follows your victory. You'll find yourself standing face to face with the biggest, baddest enemy of them all.

```

\ ...../
> THE FINAL BATTLE: *[-LAVOS-]* <
/.....\

```

[Party] Crono Magus Marle

[Level] ^59 ^52 ^60

[Equipment]

Crono:	Rainbow	Magus:	Doom Sickle	Marle:	Valkerye
	Safe Helm		Safe Helm		Prism Helm
	Nova Armor		Nova Armor		Prism Dress

If you've been reading the guide you should know all this, but here it is again just incase you need it and don't want to go looking for it (I'm so nice).

When you regain control, you can take this time to swap out party members and heal; use this time. When you are ready, approach the beast to start the first part of the battle. As you could say, the beginning of the end.

```
>-----//]
      | Lavos - [Phase 1] : [HP] - 10,000 |
      | ..... |
      ;
```

At first, you may be thinking something to the extent of "Crap, he's gonna bomb us with those nuclear spikes and kill us all!" Wrong. Lavos' first form is a nice break from those last bosses we were fighting; he's a walk in the park! What Lavos does, as you may have figured out already, is become a clone of the earlier bosses that you've already crushed. You crushed them then, so crush them again! After each fight, you'll be able to heal and re-equip, swap out party members and all that stuff, but you don't really need to. You just need to follow the strategies for the corresponding boss to whoop his spiny butt. Have fun, and if you want to know his HP just check the boss that he copies.

If you still can't figure it out, these are the previous foes he mimics: Dragon Tank, Guardian, Heckran, Zombor, Masamune, Nizbel, Magus, Azala and Black Tyrano, and Giga Gaia.

After all that Lavos will fight you as himself. This is still nothing to fear. Use your best techs to slam him; DarkMatter + Ice Sword 2 = win.

```
>-----\\]
```

After he falls, you're party will venture into his hollow body. Here you will find a savepoint and a gate. Ok, I lied; you can return by using the gate, but THIS IS YOUR FINAL CHANCE TO TURN BACK! Save and shelter up. When you're ready, head on up to face something more terrible than you could possibly imagine...

```
>-----//]
      | Lavos - [Phase 2] : [HP] - 20,000 |
      | (Left Arm)      :      - 8,000 |
      | (Right Arm)     :      - 10,000 |
      | ..... |
      ;
```

Well, maybe he's not so terrible. In fact, he's not so tough for the last boss. He'll open up on you with a Laser Beam attack, but it's nerfed by your awesome gear. You'll be unable to significantly damage the main body for now, so direct your attention to the arms. The left arm has the least health, and the right arm will heal the body. Use DarkMatter and Ice Sword 2 as you see fit until both arms are easily extinguished. The body will now be vulnerable to your attacks. You shouldn't need to heal much, so keep up a barrage of DarkMatter and Ice Sword 2 (of course) and he'll go down in no time flat.

```
>-----\\]
```

A short scene follows before you're thrown into the very last battle.

```
>-----//]
```

```

| Lavos - [Phase 3] : [HP] - 10,000 |
| (Left Pod)      :      - 2,000 |
| (Right Pod)     :      - 30,000 |
|.....|
;

```

What? He's still not dead?! Yeah, don't worry though. This is his last chance to defeat you (like that's gonna happen). This battle is going to be tougher than the last one, by quite a bit. While this battle seems similar to the last, it's really quite different. The left pod will heal the body, and is immune to magic attacks (they will heal him). The body has really powerful magical attacks. The right pod, which is actually the true core and your ultimate target, has a strong defensive shield and the ability to revive the other two parts. When the right pod dies, the battle is over.

Start by attacking the left pod and healing back up from the last battle. It will soon die off since it has really low HP. Now use DarkMatter and Luminaire to damage both the center and the right parts at once. If Marle isn't busy healing, have her cast haste on herself then the others; with max speed AND haste you will be insanely fast. After attacking for a little while, the right part will shut off his defense (it did for me anyway). Once the body dies, this is a good time to heal and start attacking full on with DarkMatter and Ice Sword 2. You won't get much time though, as the right pod will revive the other parts soon enough. Repeat the process of taking out the left pod and attacking both the body and right pods at the same time.

If you're running low on MP or you've gotten yourself into a jam, use an item or two; this is the last battle after all, and not using items would kind of defeat the purpose of even having them now. Although, I was able to emerge victorious on the second time through the cycle without the aid of a single item in this battle :D

>-----\\]

Congratulations on beating the game (with my help and wisdom)! Enjoy the ending and have fun getting all the rest of 'em if you so desire. That whole Extras mode on Playstation adds a little more to the game.

```

]-----*
|                :[-Ultimate Equipment-]:                |
]-----*

```

Now, if you've read through the walkthrough, you'd know the exact locations of every awesome piece of equipment. If not, you could ctrl+f to search for it. ...Fine. Be that way. Here's a list of the best equipment from the previous sections and a short description of their locations.

<Safe Helm> -
Forest Ruins, 600 A.D. It's North of Medina. Approach the large glowing pyramid with the charged amulet after your first visit to 12,000 B.C. and choose the treasure the Nu describes as 'protection' (haha, very funny). You'll also be able to obtain a very nice second one by charming the shell of the Lavos Spawn found in the Black Omen.

<Nova Armor> -
You can pick up a few of these, such as during the Cyrus's Ghost sidequest and in the Black Omen. But the best way to get them is to charm them off the Goon enemies found inside the Black Omen.

<Prism Dress> -

This guy is pretty easy, and you shouldn't have much trouble defeating him. Hit him with X-strike for some good damage, and have Lucca cast Fire Toss on him. He'll usually counter with a 'Drrroooo...' thing that hits everyone for some crap damage; it's nothing to worry about. He'll also use a needle spin attack that does fairly good damage; if someone falls below 70 HP, you should bring them back up with a Slurp from Frog. By the time he gets you down to below half HP, he'll be close to dead anyway.

-----\\]

```

/-----/
\ [BOSS] Dragon Tank                [HP]
/      (Head)                        700
\      (Grinder)                     210
/      (Body)                         270
\=====|
/ [Party] Chrono, Lucca (again, no choice)
\ [My Level] 8, 8
/ [Swag] 40 EXP      5 TP      500 G
\
-----
;
```

Not too tough, and you even learned of it's weakness (how convenient). What you are gonna do is take out the Head above all else; keep using physical attacks against the head until it is defeated, leaving behind a nice little mechanical skull. Now focus your attacks on the Grinder; use fire whirl to damage both the Grinder and the Body. The Grinder should fall quickly, allowing you to give your attention to the Body. A couple fire whirls and physical attacks should easily finish it off. I was able to defeat the Dragon Tank without the use of any healing items.

-----\\]

```

/-----/
\ [BOSS] Guardian                    [HP] 1200
/      (Bit)                          200
\=====|
/ [Party] Chrono, Lucca, Marle (no choice!)
\ [My Level] 10, 10, 10
/ [Swag] 300 EXP      5 TP      1000 G
\
-----
;
```

First of all, do not attack the Guardian while the two Bits are still active; this will cause a rather damaging counterattack called Amplifire. Your first task is to destroy the two bits one by one; after that, hit the Guardian for all you've got. If he is getting close to reviving the bits, around 3 or 2, use an Aura Whirl to restore your health; he will then revive the Bits and resume pummeling you once the countdown reaches 0. Quickly take out the Bits once more and repeat the process until he is finally destroyed. I healed once and took him out during the second time I isolated him from the Bits.

-----\\]

```

/-----/
\ [BOSS] Sir Krawlie                  [HP] 500
/=====|
\ [Party] Chrono, Lucca, Marle
/ [My Level] 12, 12, 11
\ [Swag] 100 EXP      5 TP      500 G      1 Mid Ether
/
-----
;
```

This guy is a pushover; the only thing he does that is threatening is an attack, wherein he says that he will inadvertently "shred ya," that brings your HP to 1. Heal immediately after this, and then resume kicking his slimy,

sewer butt. I beat him using pure physical attacks, but you can do whatever you feel like; this guy is such a freebie.

-----\\]

```
\ [BOSS] R-Series [HP] 180 (each) |
/=====|
\ [Party] Chrono, Marle |
/ [My Level] 13, 13 |
\ [Swag] 480 EXP 6 TP 600 G |
/ |
```

;
You're fighting six enemies collectively as one boss, and it's pretty darn easy cheesy; just use Chrono to attack, using Cyclone to dish out some widespread damage, and Marle to heal when necessary. This battle will be over in no time, especially if Chrono has the Rage Band.

-----\\]

```
\ [BOSS] Heckran [HP] 2000 |
/=====|
\ [Party] Chrono, Marle, Lucca |
/ [My Level] 14, 14, 14 |
\ [Swag] 250 EXP 10 TP 1500 G |
/ |
```

;
This big blue beast is only harmed by magic attacks, so don't bother bringing Robo; keep on bombarding him with magic until he gets to the point where he goes into a counterattack stance. Unless you want to be hit with a semi-powerful water attack, just lay off and heal until he returns to his normal position. Just constantly attack him with your magic and heal as needed, not attacking when he's in the counterattack stance, and you'll beat him easily.

-----\\]

```
\ [BOSS] Zombor [HP] |
/ (Torso) 950 |
\ (Legs) 800 |
/=====|
\ [Party] Chrono, Marle, Lucca |
/ [My Level] 15, 14, 14 |
\ [Swag] 350 EXP 10 TP 1500 G |
/ |
```

;
Get used to bosses with multiple parts, because this guy has two: an upper body and a lower body. You'll want to avoid using Lightning or Fire magic on the Torso, as that will heal it, but Ice magic will do damage; the Legs, on the other hand, are completely the inverse, and you will need to use Lightning and Fire on them for damage. Go for the Torso first, then set your sights on the Legs; keep in mind that once you defeat the Torso, it will drain your character's MP to 0 (whoever dealt the final blow); I'd make this Crono if I were you, since he can use still his physical attacks most effectively while Lucca uses Fire and Marle stays on healing duty. Stay healed and attack wisely, and you will emerge victorious.

-----\\]

```
\ [BOSS] Masa & Mune [HP] 1000 (each) |
/=====|
\ [Party] Chrono, Marle, Lucca |
```

```
/ [My Level] 16, 16, 16 |
\ [Swag] 400 EXP      4 TP      400 G |
/ |
----- |
;
```

This motley duo is fairly simple; all you have to do is focus all your attacks against one of them, and when one dies the other falls as well. Use physical attacks mainly, maybe an Ice Sword or two, since you will need to save yourself for the upcoming battle; they will counter with an X-strike attack that does moderate damage. Stay healed, and be conservative; this battle will be done in no time.

-----\\]

```
----- |
\ [BOSS] Masamune | [HP] 3600 |
/=====|
\ [Party] Chrono, Marle, Lucca |
/ [My Level] 17, 16, 16 |
\ [Swag] 500 EXP      10 TP      1500 G |
/ |
----- |
;
```

Now it's time to go all out! Attack him with powerful dual techs like Ice Sword and Fire Sword, maybe an Antipode or two, just don't let up. He will try to use his ultimate attack against you, where he will have to charge energy beforehand; once he does this, immediately hit him with Crono's Slash tech to dissipate the energy. Doing this, he will never be able to unleash his most powerful attack, and you will easily defeat this horned meat-wall. Just be sure to heal frequently with Marle's Cure.

-----\\]

```
----- |
\ [BOSS] Nizbel | [HP] 4200 |
/=====|
\ [Party] Chrono, Ayla, Marle |
/ [My Level] 23, 23, 23 |
\ [Swag] 500 EXP      10 TP |
/ |
----- |
;
```

This guy isn't as tough as he looks, and has a weakness that you might expect; hitting him with Lightning will decrease his defense power, allowing you to hit him hard. Use dual techs like Ice Sword, Falcon Hit, and especially Cube Toss; these will all cause some catastrophic damage. After a little while, he will release the electrical energy and damage your party quite a bit; just heal with an Aura Whirl or something. Repeat the cycle and his massively unproportional body will disappear into nothing.

-----\\]

```
----- |
\ [BOSS] Slash | [HP] |
/ (Phase 1) | 3000 |
\ (Phase 2) | 5200 |
/=====|
\ [Party] Chrono, Frog, Robo |
/ [My Level] 25, 22, 22 |
\ [Swag] 500 EXP      10 TP      1500 G |
/ |
----- |
;
```

This guy is pretty simple at first, but after causing a certain amount of damage to him, Slash will take his sword and put the hurt on you; use your triple tech to lay down some justice and send him a one-way ticket to the pwn shop. Heal when necessary and don't be afraid to use that triple tech all the

time, just save it for Phase 2. By the way, he's kinda ultra-resistant to most magic, which is bad if your triple tech is magic based; with Crono, Frog, and Robo you get Triple Raid, which is a great physical tech.

-----\\]

```
_____/
\ [BOSS] Flea [HP] 4200 |
/=====|
\ [Party] Chrono, Frog, Robo |
/ [My Level] 25, 23, 23 |
\ [Swag] 500 EXP 10 TP 1000 G |
/ |
-----;
```

He's not really a woman, so it's okay to hit him, and hard! His attacks will cause frequent status effects such as sleep, though they aren't very potent; use Heal whenever you need a quick boost, and I suggest using a Mid Ether on whoever has 0 MP as a result of the MP Buster then resorting to your ever-useful triple tech. The trans-gender fiend will soon fall if you pummel him with a combination of physical attacks and techs. I can already hear the bells of sweet victory ringing over the spoils of battle... ah...

-----\\]

```
_____/
\ [BOSS] Magus [HP] 6666 |
/=====|
\ [Party] Chrono, Frog, Marle |
/ [My Level] 28, 26, 27 |
\ [Swag] 1500 EXP 15 TP 3000 G |
/ |
-----;
```

Now this guy is who we came for! People say he's difficult, annoying, and just plain hard, but he's actually quite a breeze. His beginning pattern isn't very hard to catch onto; he creates a magic barrier around him and can only be harmed by that type of magic. Any other types will heal him instead (that would be bad). If he has a Lightning barrier, use Spire; if he has a Water barrier, have Marle and Crono use Ice Sword; if he has a Fire or Shadow barrier, have Frog attack physically; the Masamune will lower his magic defense. Keep this up, healing as always, until he begins to risk casting a spell; now his guard is down and you can pulverize him with Arc Impulse; a few of these and he should go down quickly. Stay healed, attack wisely, and you will see he's not the big badass everyone makes him out to be.

-----\\]

```
_____/
\ [BOSS] Nizbel II [HP] 6500 |
/=====|
\ [Party] Chrono, Ayla, Marle |
/ [My Level] 30, 29, 29 |
\ [Swag] 880 EXP 15 TP |
/ |
-----;
```

You should be familiar with his attack patterns, but this time around he's added a new trick to his book; his defense will strengthen when you attack him. What you have to do is hit him with a Lightning attack to zap his defenses, then hit him with the hardest attack you've got followed by a few more until the damage isn't significant. Try to maximize the efficiency of your attacks; hit him with Lightning again when necessary. He will of course discharge the energy for some annoying damage. Cube Toss is the most damaging attack, as I've seen, and Volt Bite is good too; Haste isn't a bad idea either. Stay healed and you'll kick his butt for the IIInd time.

-----\\]

```
-----\\]
/
\ [BOSS] Azala [HP] 2700 |
/ Black Tyrano 10700 |
\=====|
/ [Party] Chrono, Ayla, Marle |
\ [My Level] 31, 30, 30 |
/ [Swag] 1800 EXP 25 TP |
\ |
----- ;
```

Ah, this looks to be quite the battle. Azala is damn vexing, so take him out first; single tech magic attacks should suffice for the job. Leave the Tyrano alone until Azala is gone; just let him do his thing. Once the green menace is out of the way, shift your attention to the Black Tyrano; wait until he drops his defense to start an attack. Unleash duals like Cube Toss, Volt Bite, and Ice Sword 2 if you have it. When his countdown reaches zero, he will breathe fire on your party causing high-ish damage; have Marle heal the party and use Haste while you wait for him to drop his defense once more. Repeat the process to prevail over the Tyrano and show them who the superior race really is!

-----\\]

```
-----\\]
/
\ [BOSS] Golem [HP] 7000 |
/=====|
\ [Party] Chrono, Marle, Lucca |
/ [My Level] 31, 30, 29 |
\ [Swag] 1000 EXP 35 TP 2000 G |
/ |
----- ;
```

This guy is tough and he means business. First of all, you don't even have to win this battle, and it doesn't affect anything if you do; you just get the swag and satisfaction of pwnage. The trick here is to speed up your characters in order to dish out more damage. The Golem will copy your move with a version of his own; the secret is to hit him with Lightning magic, then Ice, then Fire. Keep up this cycle and he will never attack since he is too busy trying to keep up with your moves! Stop for nothing and keep him busy; just don't run out of MP! Once he dies he will let out a burp attack that damages your party a little. My character's speed: Crono - 14 Marle - 10 Lucca - 8

-----\\]

```
-----\\]
/
\ [BOSS] Mud Imp [HP] 1200 |
/ Blue Beast 5000 |
\ Red Beast 5000 |
/=====|
\ [Party] Chrono, Marle, Ayla |
/ [My Level] 32, 31, 30 |
\ [Swag] 954 EXP 26 TP 2600 G |
/ [Charm] Speed Tab, Mermaid Cap, Elixir |
----- ;
```

Finally, something to spice things up! It's been a while since we've fought much of anything, really. Start off by charming the Red Beast for an Elixir; then unleash Ice Sword 2 or Cube Toss on it and attack it until it dies. Then do the same for the Blue Beast; charm it for a Mermaid Cap then attack it until it too falls. The Mud Imp will let its defense up now that his minions are gone, and you will be able to significantly harm him. First charm him for a Speed Tab, then relentlessly pummel the midget until you win.

-----\\]

```
-----/
\ [BOSS] Giga Gaia [HP] 9500 |
/=====|
\ [Party] Chrono, Marle, Ayla |
/ [My Level] 48, 47, 46 |
\ [Swag] 3000 EXP 3000 G |
/ [Charm] Speed Tab |
-----;
```

This guy is seemingly one of the more difficult bosses in the game, but since you've leveled your party so much, it won't take but a flick of the wrist to stomp him into dust. He will start off with his most powerful techs; they barely scratch your party so laugh in his face. Destroy his left hand (on your left side) with an Ice Sword 2 or anything you feel like, and charm a Speed Tab from his face. Then launch an all out assault on his head. Show no mercy and flaunt your infinite power! If he revives the left hand, take it out again. With a few good Final Kicks, this guy is toast.

-----\\]

```
-----/
\ [BOSS] Dalton [HP] 3500 |
/=====|
\ [Party] Chrono, Marle, Ayla |
/ [My Level] 48, 47, 46 |
\ [Swag] 1000 EXP 2500 G |
/ |
-----;
```

For an arrogant bastard like Dalton, he's pathetically weak. He attacks with Iron Orb and does some weird evasion phase where he counters with said attack. Lay the smack down on him with Ice Sword 2 and Final Kick. No sweat.

-----\\]

```
-----/
\ [BOSS] Golem Twins [HP] 7000 (each) |
/=====|
\ [Party] Chrono, Marle, Lucca |
/ [My Level] 50, 49, 46 |
\ [Swag] 1000 EXP 2500 G |
/ |
-----;
```

Your party is much more powerful and faster than the previous single Golem; even though there are two, you shouldn't have much trouble at all. Use the same strategy as before, using level two magic attacks and spells like Flare and Luminaire. Keep 'em busy and they won't be able to get an attack in, except for their opening Iron Orbs; these guys are pwned after just a few turns.

-----\\]

```
-----/
\ [BOSS] Golem Boss [HP] 15000 |
/=====|
\ [Party] Marle, Lucca, Ayla |
/ [My Level] 49, 46, 48 |
\ [Swag] 2500 EXP 2000 G |
/ |
-----;
```

Well, he may seem to be a big tough guy, but he's really a wimp. He won't even attack your party as he's to afraid of heights; this doesn't mean that you shouldn't go easy on him, though. If you want the EXP and such then lay some hurt on him, or he'll run away and you will get nothing. Cube Toss is a great dual tech that will easily damage him sufficiently. If you are fast enough, you will receive EXP and the likes; if not, too bad.

-----\\]

```
-----\\]
/
\ [BOSS] Dalton Plus [HP] 3000 |
/=====|
\ [Party] Marle, Lucca, Ayla |
/ [My Level] 49, 46, 48 |
\ [Swag] 2500 EXP 2000 G |
/ |
----- ;
```

He's still as weak as ever, but this time he's stepped up his attacks. Still, no problem. Cube Toss, Flare, Antipode 3; they will all make short work of this cretin. He'll try to summon the Golem Boss, but gets sucked into his own empty attempt (literally).

-----\\]

```
-----\\]
/
\ [BOSS] Lavos Spawn [HP] 4000 |
/=====|
\ [Party] Magus, Marle, Lucca |
/ [My Level] 37, 49, 47 |
\ [Swag] 747 EXP 120 TP 500 G |
/ |
----- ;
```

He looks a little intimidating, but he's more like a tough enemy rather than a boss. Attack the head only, as attacking the shell will cause him to use a potent needle counterattack. Just heal and attack physically or use single-target techs.

-----\\]

```
-----\\]
/
\ [BOSS] Great Ozzie [HP] 6000 |
/ Super Slash 4000 |
\ Flea Plus 4000 |
/=====|
\ [Party] Magus, Marle, Ayla |
/ [My Level] 42, 53, 51 |
\ [Swag] 7500 EXP 80 TP 4000 G |
/ [Charm] OzziePants, Slasher 2, Flea Vest |
----- ;
```

I suggest equipping Red Mail and Red Vest on Marle and Ayla, since these guys tend to use a Fire Sword type of attack quite often. Start off by stealing the Flea Vest and Slasher 2. Then focus all your attacks on Flea to stop the nasty triple and dual techs; once he's gone, on to Slash. After Ozzie's cronies are gone, you can go for him. Steal his item if you want, I just get it for the novelty and completion. Cube Toss and Magus's Darkbomb should be all you need to defeat these goons. Note that if you don't kill Flea first, he might run away after one of the other ghouls are gone and you won't receive all the swag.

-----\\]

```
-----\\]
/
\ [BOSS] Rust Tyrano [HP] 25000 |
/=====|
\ [Party] Magus, Marle, Ayla |
/ [My Level] 44, 54, 52 |
\ [Swag] 3800 EXP 40 TP 2000 G |
/ [Charm] Red Mail |
----- ;
```

Well well well... look who beat the extinction. His attacks are quite similar to his Black counterpart. Use Cube Toss and Darkbomb continuously until he

unleashes his flame breath; only one person should sustain damage from it. Keep healed and attack endlessly throughout this fight, and charm a Red Mail from him. We will need it later. Haste should also be very helpful to make this long-ish battle not so.

-----\\]

```
_____/
\ [BOSS] Yakra XIII                [HP] 18000 |
/=====|
\ [Party] Magus, Marle, Ayla        |
/ [My Level] 44, 54, 52             |
\ [Swag] 3500 EXP    40 TP    2000 G    1 MegaElixir |
/ [Charm] White Mail                 |
-----;
```

Yep, that's right. Yakra's ancestor is looking for revenge. To start off, charm a White Mail from him, then start up your normal "tech and heal" routine. His attacks are pretty similar to his predecessor, with a few new tricks. Watch out for chaos, and expect some needle attacks later in the fight. Nothing fancy here, just pummel him and stay healed; he'll go down in no time.

-----\\]

```
_____/
\ [BOSS] Son of Sun                [HP] 2500 |
/=====|
\ [Party] Magus, Marle, Ayla        |
/ [My Level] 45, 54, 53             |
\ [Swag] 3800 EXP    40 TP    2000 G    |
/ [Charm] Black Mail, 5 Elixirs      |
-----;
```

At first, this battle might look like a long and intimidating one, but with 2 Red Mails and a Red Vest equipped, it will be easy as pie. You see, Son of Sun uses powerful fire attacks, and your armor will absorb it and his futile attempt will do nothing but heal all your characters! The only attack he uses that can damage you is a laser-like thing which isn't very dangerous. Before you begin to attack, you can charm a Black Mail from him and some Elixirs from the flames. Now in order to deal damage to him, you need to attack one of the flames surrounding him. If you guess correctly, he will take damage; if not, you will be healed by the flames' counterattack. Occasionally, the flames will be shuffled so you'll have to find the correct one again. That's about it.

-----\\]

```
_____/
\ [BOSS] Retinite                [HP]      |
/      (Torso)                    5000    |
\      (Legs)                     5000    |
/=====|
\ [Party] Magus, Marle, Ayla        |
/ [My Level] 46, 55, 53             |
\ [Swag] 1000 EXP    40 TP           |
/ [Charm] Speed Tab                 |
-----;
```

Hmm... I've seen this before... oh, right! Looks just like Zombor from way back when. He's dealt with pretty much the same too; except this time he's got an extra part: the core. Start the battle off by charming a Speed Tab from said core; now ignore it for the rest of the battle. Our plan of attack is simple: lower the enemies defense using Ice2 and attack physically, much like the Hexapods, though his defense will rise again after attacking. First take out the upper half of the beast, then once that's done, move on to the legs. Totally ignore the core after you get the tab, as it will run away when the rest of the body dies. Remember to heal often; the legs have a nasty consume

attack that will eat a big chunk off your character's HP. This skeletal monstrosity will fall if you keep up with healing, ice magic, and attacking. That's all you need to know to take this guy down.

-----\\]

```
-----/
\ [BOSS] Atropos XR                [HP] 6000 |
/=====|
\ [Party] Robo                      |
/ [My Level] 51                     |
\ [Swag] None                       |
/ [Charm] None                      |
-----|
;                                     |
```

Time for a duel. Now, you've just got Robo here, but this fight shouldn't be much of a problem, especially with a Safe Helm on him. From her appearance, you can probably tell her moves are very similar to your own, which they are. Just use Robo Tackle on her and heal yourself whenever necessary. This is a pretty easy fight; I didn't even need to heal with my trusty Safe Helm.

-----\\]

```
-----/
\ [BOSS] MotherBrain              [HP] 5000 |
/      Display (3)                 300    |
\=====|
/ [Party] Robo, Magus, Ayla        |
\ [My Level] 52, 47, 55           |
/ [Swag] 3000 EXP    40 TP    3000 G   |
\ [Charm] Blue Mail, 3 Elixirs      |
-----|
;                                     |
```

First off, you can charm some Blue Mail from MotherBrain as well as a few Elixirs from the Displays. Now, the Displays will heal the MotherBrain so take them all out in one fell swoop (such as Lightning2). After they're gone, MotherBrain will begin to use an increasingly powerful attack (though it barely does anything at this point). She doesn't have a lot of HP, so you should be able to dispose of her in a couple turns without needing to heal at all. Just use Darkbomb and attack physically to take her down in no time flat without those damn Displays offsetting your damage by healing her for 1000 HP per turn.

-----\\]

```
-----/
\ [BOSS] Mega Mutant              [HP]      |
/      (Upper Body)              5000    |
\      (Lower Body)              4500    |
/=====|
\ [Party] Crono, Magus, Marle     |
/ [My Level] 56, 48, 56           |
\ [Swag] 900 EXP    50 TP    1500 G   |
/ [Charm] Don't bother            |
-----|
;                                     |
```

Finally, Crono gets to see some action! Just because of the fact that this guy has nothing useful to steal. Well, this guy has two parts to deal with; it doesn't really matter how you do it or in which order. I ended up killing the lower body first then taking out the upper body. Just focus on one part at a time and you'll be fine.

-----\\]

```
-----/
\ [BOSS] Giga Mutant              [HP]      |
/      (Upper Body)              6000    |
\      (Lower Body)              5000    |
```

```

/=====|
\ [Party] Crono, Magus, Marle |
/ [My Level] 58, 51, 59 |
\ [Swag] 1500 EXP 2000 G |
/ [Charm] Don't bother |
-----|
;

```

Oh boy, a sequel. The drill here is pretty much the same as with the previous mutant. He'll use a variety of status effects on you, but you should have status protection on everyone by now. The worst he'll do is steal your MP. He's boasting some good resistance to physical attacks, so don't use those at all. Use elemental techs to whallop this twisted fiend back to the genetic lab that spawned him. Luminaire for the win.

-----\\]

```

-----|
\ [BOSS] Terra Mutant [HP] |
/ (Upper Body) 8000 |
\ (Lower Body) ????? |
/=====|

```

```

\ [Party] Crono, Magus, Marle |
/ [My Level] 59, 52, 59 |
\ [Swag] 2000 EXP 3800 G |
/ [Charm] Don't bother |
-----|
;

```

The final chapter in the trilogy. He's similar, yet different than his brethren in a few ways. He has two body parts, but the lower half is beastly; it has a lot of HP and absorbs most, if not all, of your magical attacks. In addition, attacking the lower body will incur a Life Shaver counterattack that takes your life down to 1. The good news is that the lower half will die once the top half bites it. So, focus all your attacks on the upper body of the mutant. Just use Luminaire and Dark Matter; apply pain liberally.

-----\\]

```

-----|
\ [BOSS] Lavos Spawn [HP] 10000 |
/=====|
\ [Party] Ayla, Magus, Marle |
/ [My Level] 58, 52, 59 |
\ [Swag] 2450 EXP 2500 G |
/ [Charm] Safe Helm, Haste Helm |
-----|
;

```

You might be thinking "Ugh, not one of these again!" But fear not! You should kiss this guy! To start the battle, charm his shell to get a Safe Helm. Hurray! That pretty much completes our collection of awesome equipment. If you want, you can charm a Haste Helm from his head. Once you've got the loot, handle him just like you would anywhere else. Attack the head and heal when needed.

-----\\]

```

-----|
\ [BOSS] Zeal [HP] 12000 |
/=====|
\ [Party] Ayla, Magus, Marle |
/ [My Level] 58, 52, 60 |
\ [Swag] 1 MegaElixir |
/ [Charm] 2 MegaElixirs |
-----|
;

```

Finally, it's time to smack this vagabond up. She'll start off with Hallation, reducing everyone's HP to 1. She likes this move; you'll see it throughout this fight. Heal up with that magical 1 MP Cure and commence the beating. Charm a MegaElixir from her, twice, if you want. Heal your healer first, just to make

sure that she doesn't kill the only one with Life2. As for dealing damage, Dark Matter works just fine; throw in a Cube Toss or two if Marle isn't too busy healing.

-----\\]

```
_____/
\ [BOSS] Mammon Machine           [HP] 18000 |
/=====|
\ [Party] Ayla, Magus, Marle      |
/ [My Level] 58, 52, 60          |
\ [Swag] 1 MegaElixir            |
/ [Charm] MegaElixir             |
-----|
;

```

Great, now you have to fight this dumb machine. Well, it's not difficult. First take the time to heal yourself up from that stupid Hallation spamming; you can also charm another MegaElixir from it. Now a little about the Machine before we start wailing on it. You'll get a message saying "Mammon M. modifies all energy..." This means that attacking it will raise its defense or attack power. This is very bad. Wait until it releases the stored energy and you get a message saying "Mammon M. stands still..." Now is the time to unload all your attacks on it. This battle is a piece of cake if you wait for the right time to attack, otherwise you're in for a hard time.

-----\\]

```
_____/
\ [BOSS] Zeal (Head)             [HP] 22000 |
/=====|
\ [Party] Ayla, Magus, Marle      |
/ [My Level] 58, 52, 60          |
\ [Swag] 1 MegaElixir            |
/ [Charm] MegaElixir, Prism Dress, Prism Helm |
-----|
;

```

This is it, the final battle against this annoying hag. First off, don't use group attacks or attack the hands at all; they will counterattack with Life Shaver or MP Buster. Focus your attention on the head alone. Now, when you begin the battle, charm both of the hands for a Prism Dress and a Prism Helm. I know, this goes against what I just said, but you want those nice items! The hands will both counterattack Ayla, but you can heal her back up. Charm another MegaElixir from the head and start pounding away with Cube Toss and Dark Bomb. If things get tight (she still uses Hallation), don't be afraid to use a MegaElixir; we've got plenty. Soon enough, she'll die for good. Really, she's not that hard at all.

-----\\]

If you're looking for Lavos, just scroll up to the end of the walkthrough, he pretty much has his own section.

Just for the sake of counting, you fight a total of 40 boss battles throughout the game, assuming you're using my walkthrough. This includes the 3 phases of Lavos, but excludes the fight with Lavos at the Underwater Palace, 12,000 BC.

```
]-----*
|                                     |
|               :[-Odd Stuff-]:      |
]-----*
```

These are just some small connections, observations, and other random things about this game. I decided to put this here for no reason in particular...

- Just before you fight Magus at his castle, he says "The black wind begins to blow," or something similar. This is obviously in connection with Janus who says the same thing the first time you visit the Zeal Kingdom and he says that one of you is about to die.

- When you see Schala and Janus when you go the Zeal Palace, Schala gives him an amulet that she says will keep him safe. When you first get Magus, he comes equipped with an Amulet.

- If you go to the Dactyl Nest before talking to Ayla in Laruba, you can see the very bottoms of the claws of three dactyls at the very top of the screen on the summit.

- In the flashback with Glenn and Cyrus, where they fight the big frog guy, Cyrus is using what seems to be the Ruby Knife. At the Undersea Palace, you use the Ruby Knife on the Mammon Machine and it changes into the Masamune.

- Maybe it's my imagination, but the Safe Helm/Prism Dress seem to cut a lot more damage than 1/3. I don't know if it's true. I'm just saying this from what I've seen.

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]                :[-Credits-]:                |  
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Here I'll make a quick list of everyone who helped and contributed to the guide as well as anything else that may belong here.

- No one in particular yet... (some help would be appreciated ^_^)
- GameFAQs for being so awesome and stuff...
- HUGE thanks to Squaresoft and everyone else who actually created this game

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E-Mail Policy:

If you find something wrong or erroneous within my guide, be it spelling errors or something incorrect in the information, I'd gladly accept anyone to point it out. If you have some remaining questions for me, where the answer is not found anywhere in this guide, and you have searched for it, and have looked in other places, and have determined your question to be relevant to everything else here, go ahead and send it to me. I won't take any action to answer any questions that are already answered or have nothing to do with this. Lastly, please do NOT send me any junk! Junk being insults and all related things which have no bearing on this guide. Now that you're serious about contacting me, here's my e-mail:

Xmetaphysics@gmail.com

I may or may not send a response to your message, so don't fret if I don't. If you're message violates my policy, then I'll promptly delete your message so don't even feel inclined to send anything like that.

Not much else to say now... hm. How about:

Thanks for reading my guide, I hope you enjoyed it.

~X-Metaphysics

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