

If you have any questions and it has NOT already been covered in the guide or for whatever reason you feel the odd sensation to e-mail the great author of this FAQ, you can reach her at this e-mail address: See below.

I am under no obligation to reply to any e-mails or offer personal help, tips and other relevant stuff. All the help I can offer is found within the document you're reading. You must be absolutely positive that your question is valid, otherwise I will delete your e-mail outright. However, all compliments and hate mail are welcome (although I'd rather you not write too nasty of a message)!!! ^_^

Contact me: toiletrabbit@hotmail.com

-- WHAT'S NEW, WHAT'S GONE --

Version 1.86 | April 20, 2002

After much controversy on the FAQ board concerning this guide (makes you feel all warm and fuzzy inside), this FAQ has certainly moved up a notch in terms of quality and accuracy. So, many thanks to Neill Morgan for helping me bring out this update. Anyway, while I was making the amendments to this update, I found that I had not listed all of the bosses in the Bestiary section. So that problem has been fixed, along with the correct spellings of certain monsters. Besides those corrections, I've also replaced the approximated HP values of bosses with their accurate HP since the original sum was calculated by me on a first playthrough. I hope to finally put this guide to rest unless anything else comes to light. Thanks for reading.

Version 1.80 | March 21, 2002

After working on this update for about 7 days, I've finally finished refining this guide. I went through the entire guide and re-wrote many portions of the walkthrough and other aspects, including the introduction. Everything has been re-organized. I feel that this update has improved the FAQ immensely; possibly the best update this guide has had in the 9 months it's been up. I originally intended to add a Charm List to the guide, but I found it to be useless since that information has already been included with the monster data. Instead of disposing of that document (which I worked on for about 2 hours), I've submitted as a separate file. But enough about that! Let's talk more about the guide! Uh, there's nothing more. Thanks for reading.

Version 1.75 | February 7, 2002

Today is my one-year anniversary since the day my first FAQ had been posted. To celebrate this momentous event, I decided to update this and a few of my other FAQs. Yay me! Just corrected a few typos and added the last set of songs I neglected to list in the Omake section. I guess I missed it. Anyway, that's all for now.

Version 1.73 | January 20, 2002

For the fact that could possibly further updates, I thought it'd be a paradox to mark it as a Final version and keep having updates roll in. Now, my guide is renewed as Version 1.73. In this update, there's nothing new, except a few grammar and punctuation corrections.

Final Version | January 17, 2002

I've added a very frequently asked question I've been getting too often. It's time I settle it in here and hope that you will read the FAQ section before e-mailing me to ask me the same question. Thanks for tuning in! There may be

more updates to come! Who knows!

FINAL Version | November 4, 2001

That's it, folks. This is all the help I can offer. While this is marked as the Final Version, I won't hesitate to make quick appearances to correct stupid mistakes. As always, questions, if any, are still welcome. If you have any neat info you'd like to contribute, send it my way. I really had fun writing this FAQ, and I find it to be my best work thus far. I just can't seem to repeat the effort I put into this particular guide with my other FAQs I have or will be making in the future. I sincerely thank all those who've e-mailed me with heart-lifting comments about this guide. Thank you everyone.

Version 1.5 | October 7, 2001

A small correction by Istanbul and a new question to the FAQ. That's about it I think.

Version 1.4 | September 13, 2001

Hey there fellow gamers! Thanks for all the helpful e-mails! It was just last month when I suddenly got a slew of e-mails regarding CT and my FAQ. Now that the madness is over, I've finally found the time to update the guide, yet again! And this time, with a new section ("Tab Locations") upon request. Also new in this version are some reader contributions (Thanks!). That's pretty much about it...Oh, and I also cleaned out some errors and appended somewhat to the walkthrough. Ok, this is Adrenaline signing off! Ciao!

Version 1.25 | August 11, 2001

Nothing really. Just stopped to drop in and fix some spelling errors as well as add a little note to clear up some confusion about Lara's password. Oh, and I just fixed the ASCII art at the top since someone notified me (Thanks AJGuitar13@aol.com for telling me!) that I spelled "Chrono" incorrectly. Ok, I'm in and out! Later!

Version 1.2 | August 4, 2001

It's been 2 weeks, I think, since I've updated this sucker. Reading the whole Thing again last night irked me since I found so many spelling and grammar errors. I just finished reading (without using a program) the entire guide to fix up any mix-ups and other stuff. It's not guaranteed that the FAQ is free of errors, but major ones have been corrected. I also added some neat info. people have been sending me. Thanks guys! On an unrelated note, I've decided to drop a Spoiler Section for the time being. I may waver back to my original plan and finish it, but I've gotten lazy. Tell me what you think. Do you need a Spoiler Section?

Version 1.1 | July 21, 2001

During the course of the day, I've worked my butt off and with the help of some friends, I've completed the whole guide. Although, I think I still need a Norstein Bekkler's Lab compendium, but that's nothing to worry about! Again, I haven't run the spell check yet, so spelling mistakes are abound! I need to give my fingers a rest for awhile. Don't expect another update until about a week! I've also re-arranged some sentences and other stuff.

Version 1.0 | July 19, 2001

Everything is finished, but I will play the game several times just to patch up any holes and make affirmations. Although, the spoiler section is still under construction since I have used my valued Chrono Trigger time taking notes for the rest of the guide. I also need to get all the endings so I could share my unreliable brain power with you. This is the initial release of the FAQ, so please don't make a fuss about it until the next update. I haven't run the spell check yet, so spelling mistakes and possible grammar errors are abound. Love and Peace!

A NOTE ABOUT THE FFC COLLECTION:

There are possible defects in some Final Fantasy Chronicle packages. According to a reliable source, the first batch of FFC packages that were shipped do contain defective discs of both games. However, the chances of this happening to you are 1 of 10. If you happen to be that unlucky person, I feel for you, man. Actually, you should try it on all your Playstations (Ie PSONe, PS2, etc). Some, according to a few people, work on PS2's while others work on the PSONe, and for others, it doesn't work. Period. As for me, both discs work fine on both my PSX and PS2. I'm just that cool. But uh, this message was supposed to remind you to always keep your receipt...or something.

Solid Examples as such:

SPOILER WARNING

WHEN:

After first trip to the end of time. After returning to 1000 AD to investigate and was referred to Magus as the CREATOR of Lavos. I ventured through Guardia's Castle and learned that Tata (false Hero) was looking for the Masamune. Before going to Zenan Bridge, I visited and defeated Lavos.

ENDING:

When I defeated Lavos, I saw the "Legendary Hero Ending". Robo and Atropos is in NeoLeene Square, re-enacting Crono's and Marle's fateful first encounter. Then you see Tata at Guardia's Castle (600 AD - Middle Ages) and goes off to Magus's Lair.

HERE'S THE BUG I ENCOUNTERED:

After going through the PlayStation Version Credits and was taken to the Save System File screen, I noticed that it still read as "Ending #05 Good Night (Nu trying to sleep and bothered by a Tap'ole)."

For a secondary confirmation, I tried saving the system file only to find that it did save as the Ending #05Data.

Thanks to Rex Fabros for this bug.

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| I. Preliminary Events |

Introduction to this Guide

This Chrono Trigger guide serves as the ultimate Chrono Trigger resource that combines quality content and an innovative text formatting for ease of navigation. Each event written in this guide does contain story spoilers. The intent was not to plant even an iota of spoilers within the walkthrough. However, as dumb as this author is, she may have let a few (minor, if not fairly major) slip by without her knowing it. As with most other guides, this FAQ strives to act as the near perfect reference for when you get stuck or

just want to pick up all the goodies you've missed on your first playthrough.

This isn't (hopefully) a strict walkthrough in the sense of a "run right and run some more" set of instructions. You will have a blast, experiencing the sensation of this epic adventure on your own, rather than letting me drone on and on about meaningless stuff. My purpose here is to just show you the path, and you're on your own from there until you come across another fork in the road (Pick it up ^_^). Take advice only when you are totally stumped.

With the help of this guide, you should be able to finish Chrono Trigger in a good 20 to 25 hours of gameplay. Unless, you really enjoy exploring, possibly even 40 hours. However, if you play too much at once, there is a possibility you might get brain cancer. :) So, it's very wise to play a little at a time to fully digest the story of Chrono Trigger.

For your convenience and greater precision, I have diligently listed the area contents--as in what monsters, items and equipment you are to find in each. I've also added a shop list at the end of each town visited. And remember, I make no promises as to the degree of spoilers thrown at you against your will. Finally, I hope you all find my work helpful; the only benefactor here is my miserable lack of life. Pip, pip.

Introduction to this Game

We'd have to admit, the announcement of a Final Fantasy Chronicles due out in the summer was a bit sudden, but why would we want to complain? It's Chrono Trigger and Final Fantasy IV (II in the US) we're talking about! Sure, it may just very well be another mediocre-adjusted, synthesized game. However, from past experiences with Chrono Trigger, it has been suspected that there have been no significant changes we can't revere. This duplicated version has just been revamped with anime sequences portraying the flow of the fabulous story. Although an exact replica of the original game, RPG players like DaLadiesMan and I have been eagerly awaiting for this title to finally port over to the Playstation. Now, that the boys at Square Japan have gotten over their monopolization of the PSX Chrono Trigger, they have finally plucked up enough sense to localize it. They are doing something right for once!

The Playstation version of Chrono Trigger was released in Japan just in time before the Christmas shopping frenzy (November 2, 1999). It's been that long, already. Now, it's been two years and finally, fortunate oversea dwellers can finally, and once again, join an unforgettable adventure with Crono, Marle, Lucca and the gang through a world of turmoil and antagonism.

Chrono Trigger involves story themes of time travel, whereas Chrono Cross was comprised of dimension hopping. It's a frantic adventure to stop the inevitable apocalypse from emerging onto the surface world. You will meet new allies that range from prehistoric times to a futuristic period that depicted the aftermath of the conflagration. It's up to Crono and co. to save the day and prevent this atrocity from happening. Can they really change the fate of the world? We're about to find out.

Keep a sharp eye out for any suspicious-looking objects. If you find it out of place, like a mango lodged in a rice field, most of time, it's a camouflaged chest. There are, however, some chests that take a little perseverance to access, although many of them can be retrieved at later parts of the game. These chests can contain various items such as armor, weapons, accessories, and important or rare items. The chests that contain rare gems are usually partially hidden or difficult to access.

In a New Game+, all the treasure chests you've already pillaged will return to their spots and will be ripe for the picking once again. It's good to have duplicates of one or more items. On a second playthrough, you may be able to find chests you've never thought possible. It's important to keep a sharp eye out while exploring towns and dungeons, as these places are riddled with many hearty treasures.

THE COMBAT SYSTEM

The most important aspect of the entire game (well, besides the story) is the combat system. Without it, the game can become a little monotonous. When the lead character (Crono) comes in contact with the visible monsters, the game switches on the battle engine, in which each character draws his weapon and prepares himself for a battle.

Although you may be familiar with the basic RPG battle system, Chrono Trigger features a unique style of fighting. It requires careful balancing of attacks, tech skills, healing and defense. It's imperative that you don't just engage in a battle uninitiated. First, there is the layout of the command menu. Allow me to provide you with a visual aid to help you better understand it.

A.			B.	HP	MP	C.
-> Att.	-> Att.	-> Att.	Bob	999	: 99	(=====)
Comb	Comb.	Comb.	Bobby	999	: 99	(=====)
Item	Item	Item	George	999	: 99	(=====)

That's your basic command alignment. At the start of the fight, characters will not stand in one line like Final Fantasy. Instead, the characters will stand in positions that end up encompassing the opposing party unless ambushed. Also, Chrono Trigger doesn't exhibit a cheap "whack fest", wherein they deliver a nasty poke to their foe and return. There's a unique, cartoonish motif to it.

So what do the letters mean? I'm getting to that part.

"A" : When the active time bar fills, the character's bar that filled up will be given a chance to act. While you decide what you want him to do, that character will remain stationary until the player has confirmed a command.

"B" : Those numbers indicate the remaining amount of Hit Points and Magic Points each character has. The names above are ones I made up; don't be fooled by them.

"C" : That is the active time bar. Depending upon how fast the

character is, the bar can fill up slowly or in an instant. The character will remain inactive until the the bar is fully filled.

While you can be content with just using physical attacks, the developers of this game purposely set up a system to allow you to use magic known as techs and these neat powerful attacks called tech skills. Each character has innate abilities that become available to you as that character levels up or when a special situation arises and grants him his powers.

DUAL/TRIPLE TECHS

After reaching a certain power level, a character can learn new tech skills. Tech skills are powerful magic attacks that utilize the power hidden within each character. The point? As each character gains tech skill after tech skill, two required tech skills of two specific characters can be defined. For example, Crono's Cyclone must be in synthesis with Frog's Slurp Cut to perform the X-Strike, an attack that leaves the trail of a X. This tech skill is unique to Crono and Frog only. Both must participate in battle in order for it to be properly executed. Sounds confusing, doesn't it? It's not. It's only because I made it sound that way.

To perform these dual techs, you must wait until the required characters are all active and ready to strike. The command Comb. replaces Tech; this is when you know a dual tech is now available.

Not just dual techs, there's also the Triple tech--a system that derives from dual techs. The only difference is that, as its name implies, three characters are needed to perform the triple tech properly. There are many possible combinations to try with the seven characters. You know, trial and error. Or if you want to show off as the Chrono Trigger expert on your block, you can steal a look at the chart I've provided and say you discovered them on your own, you cheap bastard.

STATUS EFFECTS

While playing through the game, you have probably encountered certain enemies that have the ability to inflict various status effects that pose a dangerous threat to your party. The effects of these status ailments often hamper or outright block your character's abilities to fight to their full potential. Enemies will try to react intelligently to status ailments, either on you or on themselves. Fortunately, there's a panacea to every one of these ailments.

Enemies will view the maintaining of these status ailments as a priority, and there are certain status effects (ones that the enemy has cast upon itself, specifically) you cannot undo. Regardless, all status ailments will vanish when the battle ends.

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Unlike Chrono Cross, Chrono Trigger offers a fixed set of party members you can recruit, which is 7, respectfully. However, don't let the number deceive you. Their personalities and backgrounds aren't nearly as insipid. They actually portray more emotional countenance than the myriad of characters in Chrono Cross.

Crono

He seems to look young enough to wield a wooden sword and old enough to take on an adventure only you and he will experience together, along side of his other companions. The worldwide quest looks too big of a job for little Crono to perceive by himself. Never fear, with his affable manner, Crono can be befriended easily. Sure enough, he meets a couple of companions that are willing to throw their lives away just to be travel buddies and to save the fate of mankind from Lavos. Although his dialogue is never shown in the game, his buddies interact with him as though he had said something. This audacious warrior, always thirsting for adventure is about to have a taste of his fill. An all-around good fighter.

Lucca

Lucca and Crono have been friends for who knows how long, and they are not about to let some flaw in her Time machine invention come between them. Being the daughter of an ill-struck mother and a renowned goofball inventor, Lucca has devoted herself to the study of science and technology. Her brilliant mind will come in handy many times to get the party out of sticky situations. Although she's not the best of a fighter, her fire magic is effective against some bosses and helps conjure some of the best Dual Techs in the game. Yowza!

Marle

Not just a blonde chick, but THE blonde chick. She is the daughter of a royal family. She happened upon Crono at the Millennial Fair, the same day she had snuck out of the castle. There is some uncanny connection with her pendant and the Teleporter that had transported her elsewhere, and later Crono, to a world that had existed hundreds of years ago. Why was she sent there? Why does she look like Bulma?* All valid questions. But enough with them, I forgot to mention a few of her attributes: Well, she's pretty proficient with her bow, but she is reserved for the title, "magic user". Preferably, use her magic whenever you need to pry yourself out of a jam. The Ice element is also considered as Water.

* : Yes, I know she looks like Bulma because the character creations were by the famous Akira Toriyama of the Dragonball series. Stop telling me!

Frog

The former benevolent knight, now a gallant, archaic-tongue speaking frogman. Literally. He's a life-size talking frog. Nothing strange there, right? Of course not. Apparently, he was transformed into a "human frog" by a powerful, notorious magician known as Magus. At first, he's apathetic to joining Crono on his quest, but finally sees through Crono's true intentions and decides to join him under the name of Cyrus! He's a great ally to have and has powerful

attacks. He also does the fabulous X-Strike double tech with Crono, which is easily one of the most useful double techs in the game.

Robo

There are many oddities we'll never understand in this game. What now? Nothin but a talking robot that has been recovered from beyond damage, thanks to our Lucca. Founded by Lucca in the year 2300 AD, Robo is indebted to Lucca for repairing his circuitry. He joins the party just for the heck of it. Oh, and because Lucca is a nice lady. His initial objective was to annihilate all humans and leave no remnants of them, but while repairing Robo, Lucca managed to erase that horrific mission from his database. Now, Robo is a good-willed robot that's willing to help those in need. He can be a good fighter once you equip him with stronger weapons. Not the most reliable character, but he is one of the few characters that comes equipped with Shadow-based abilities.

Ayla

A mysterious woman who rescued the party from a horde of vicious reptiles at their first confrontation at Mystic Mountain in the year B.C. 65,000,000. She communicates with them by putting a few words together, forming a barely coherent sentence, but still comprehensible. She hails from Ioka Village--one of the two existing villages in this time period. Her village, along with the neighboring village is currently at war with an advanced civilization of humanoid dinosaurs called Reptites. While Ayla is strong, she, unfortunately, wields no weapons, but rather, she packs quite a punch with those iron fists o' hers. As she and the party develops, she attains more powerful fists. Shortly after their first meeting, Ayla invites the flustered party to her village, where the troubles had no beginning and no end.

Magus

In the beginning, Magus only goads and taunts you with his magic, and evolves into a formidable opponent for your party to handle. However, it turns out that he is actually trying to exact his revenge on Lavos, under the pretense of destroying humanity in order to form a pact with the Mystic Race (who are in conflict with the human race). He comes packed with incredibly powerful magic attacks and is probably the strongest character in the game, if not the single most useful character.

/|_|_|_|_|_|_| Single |_|_|_|_|_|_|_|
|/|/|/|/|/|/ Techs /|/|/|/|/|/|/|

CRONO

TECH NAME	COST OF MP	DESCRIPTION
Cyclone	1	Does damage to all enemies in range.
Slash	2	Slashes through a line of enemies.
Spin Cut	4	Targets and damages to one opponent.
Confuse	12	Attacks enemies with confuse 4x.

Lightning	1	Lightning-based attack to enemy.
Lightning 2	8	Strengthen Lightning-based attack.
Life	10	Revives a fallen character.
Luminaire	20	Targets and damages all opponents.

| LUCCA |

TECH NAME	COST OF MP	DESCRIPTION
Flame Toss	1	Ignites a flame that damages one line.
Hypno Wave	1	Afflicts Sleep status to all foes.
Napalm	3	Does damage to all enemies in range.
Mega Bomb	15	Does damage to all enemies in range.
Fire	2	Fire-Based damage to one foe.
Protect	6	Temporarily raises physical DEF.
Fire 2	8	Strengthen Fire attack.
Flare	20	Strengthened version of Mega Bomb.

| MARLE |

TECH NAME	COST OF MP	DESCRIPTION
Aura	1	Restores HP from a range of 200-500.
Provoke	1	Afflicts Confusion status.
Ice	2	Does Ice-Based damage to one foe.
Cure	2	Restores HP from a range of 200-700.
Haste	6	Speeds character movement.
Ice 2	8	Strengthened Ice-Based attack.
Cure 2	5	Strengthened cure.
Life 2	15	Revives/heals fallen characters.

| ROBO |

TECH NAME	COST OF MP	DESCRIPTION
Rocket Punch	1	Physical attack to one foe.
Cure Beam	2	Restores HP from a range of 200-500.
Laser Spin	3	Shadow-based damage to all opponents.
Heal Beam	3	Restores HP from a range of 100-400.
Robo Tackle	4	Knocks down a single opponent.
Uzzi Punch	12	Unleashes a frenzy of attacks.
Area Bomb	14	Does damage to all enemies in range.
Shock	17	Lightning-based attack to all enemies.

| FROG |

TECH NAME	COST OF MP	DESCRIPTION
Slurp	1	Recovers a certain amount of HP.

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Aura Whirl	2 / 1	Cyclone with added Aura.
Ice Sword	4 / 2	Spin Cut with added Ice.
Ice Sword2	12 / 8	Powerful variation of IceSword.

| CRONO AND FROG |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
X-Strike	2 / 2	Leaves an "X" trail on screen.
SwordStream	4 / 2	SpinCut and Water combined.
Spire	8 / 4	Lightning2/Leap Slash combined.

| CRONO AND AYL A |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Drill Kick	2 / 2	Sends Ayla for a deathblow.
Volt Bite	2 / 3	Lightning-based attack.
Falcon Hit	4 / 4	Speed slashes through a line.

| CRONO AND ROBO |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Rocket Roll	2 / 3	Powerful physical attack.
Max Cyclone	4 / 3	Stronger variation of Cyclone.
Super Volt	8 / 17	Lightning2 and Shock combined.

| LUCCA AND ROBO |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Fire Punch	2 / 1	Rocket Punch and Fire combined.
Fire Tackle	8 / 4	Fire-based physical attack.
Double Bomb	15 / 14	Shadow and Fire-based attack.

| LUCCA AND AYL A |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Flame Kick	2 / 2	A Fire-based physical attack.
Fire Whirl	8 / 10	Works like FireWhirl with Crono
Blaze Kick	8 / 20	Triple Kick and Fire2 combined.

| MARLE AND LUCCA |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Antipode	2 / 2	Ice and Fire combined.
Antipode2	8 / 8	Stronger variation of Antipode.
Antipode3	8 / 20	Stronger variation of Antipode2

| MARLE AND FROG |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Ice Water	2 / 2	Ice and water combined.
Glacier	8 / 8	Ice2 and Water2 combined.
Double Cure	5 / 5	Restores all HP to all allies.

| MARLE AND AYL A |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Twin Charm	1 / 4	Increases the "Mug" rate.
Ice Toss	2 / 4	Ice and Rock Throw combined.
Cube Toss	8 / 4	Stronger variation of Ice Toss.

| MARLE AND ROBO |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Aura Beam	1 / 2	Restores HP of all allies.
Ice Tackle	2 / 4	Ice-Based physical attack.
Cure Touch	5 / 3	Fully restores HP of all allies

| FROG AND LUCCA |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Red Pin	4 / 2	Throws a wall of ember.
Line Bomb	4 / 15	Fire-based damage to one line.
Frog Flare	15 / 20	Flare and Frog Squash combined.

| FROG AND ROBO |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Blade Toss	2 / 3	Vertical slash from the air.
Bubble Snap	2 / 4	Encase Robo in a bubble.
Cure Wave	5 / 3	Fully restores HP of all allies

| FROG AND AYL A |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Slurp Kiss	1 / 1	Counters negative status.
Bubble Hit	2 / 2	Encase Ayla in a bubble.
Drop Kick	4 / 20	Leap Slash/Triple Kick combined

| ROBO AND AYL A |

TECH NAME	MP REQUIRED FROM EACH	DESCRIPTION
Spin Kick	4 / 2	Robo Tackle/Rollo Kick combined
Boogie	4 / 4	Casts "Stop" on all enemies.
Beast Toss	12 / 4	Tosses enemy around and down.

/|_|_|_|_| Triple |_|_|_|_|_|
 |/_/_/_/_/_/ Techs /_/_/_/_/_/

It seems that a lot of people have trouble using certain Triple Techs. There are two main conditions that are needed to be met in order to muster up specific triple techs. First, you need the individual tech skills from each of the three characters that are required to enact the triple tech. In most cases, that's enough to execute the triple tech skill. However, in special circumstances, the aid of an unique rock to invoke the skill is necessary. Therefore, you need both the individual tech skills and the rock equipped on one of the characters.

To clear up some confusion, I'm going to list the tech skills that are required from each character for each triple tech.

Characters	MP Required From Each	Tech Skills	Target	Triple Tech
Crono	2	Cyclone	Single	3D Attack
Frog	2	Slurp Cut		
Ayla	20	Triple Kick		
Crono	4	Spincut	Single	Arc Impulse
Frog	4	Leap Slash		
Marle	8	Ice2		
Marle	8	Ice2	All	Dark Eternal (Black Rock)
Lucca	8	Fire2		
Magus	20	Dark Matter		
Crono	8	Lightning2	All	Delta Force
Marle	8	Ice2		
Lucca	8	Fire2		
Crono	8	Lightning2	All	Delta Storm
Lucca	8	Fire2		
Frog	8	Water2		

Crono	8	Lightning2	Single	Final Kick
Marle	8	Ice2		
Ayla	20	Triple Kick		

Crono	4	Spincut	Range	Fire Zone
Lucca	8	Fire2		
Robo	3	Laser Spin		

Crono	8	Lightning2	Single	Gatling Kick
Lucca	8	Fire2		
Ayla	20	Triple Kick		

Marle	15	Life2	All	Grand Dream
Frog	15	Frog Squash		(Gold Rock)
Robo	3	Laser Spin		

Crono	2	Lightning	All	Lifeline
Marle	15	Life2		
Robo	3	Heal Beam		

Lucca	20	Flare	All	Omega Flare
Robo	3	Laser Spin		(Blue Rock)
Magus	8	Dark Bomb		

Marle	1	Provoke	All	Poyozo Dance
Lucca	1	Hypno Wave		(White Rock)
Ayla	10	Triple Kick		

Robo	4	Robo Tackle	Single	Spin Strike
Frog	4	Leap Slash		(Silver Rock)
Ayla	10	Tail Spin		

Crono	2	Cyclone	Single	Triple Raid
Frog	2	Slurp Cut		
Robo	4	Robo Tackle		

Crono	2	Cyclone	All	Twister
Robo	3	Laser Spin		
Ayla	10	Tail Spin		

| IV. Walkthrough |

Just a few notes before you play:

* This walkthrough's purpose is to not guide you strictly, step by step at every potential "dangerous" zone, but to light your path. You will find that I have not gone into too much detail trying to explain how to get any one item, unless it takes some doing. If the item is just there, overt to view, and you miss it, you're a moron and you shouldn't even be playing this game. Go home.

* The names of the attacks I've provided with each boss strategy are names I

have made up based on the context of the attack. Most attacks are not named, therefore, a lot of the names are inane, made-up attacks by me. You're welcome.

* The degree of spoilers in this guide have been compressed to my ability. I did summarize minor events of the story, so it's safe to read the whole FAQ if you wish. Although I may have been unable to contain myself and let the spoilers loose. Needless to say, just be cautious.

* If this is your first time reading the FAQ and you're looking for something specific, you'll find that it is rather difficult to do that since I've not specified the location, era, etc. Instead, they're substituted by catchy (or sort-of catchy) titles.

* If you feel the need to use this walkthrough, please stick with this same walkthrough the whole game through. If you like "FAQ-hopping" you'll find it difficult to follow up where you've left off with this guide.

* Please remember that I'm not a perfectionist. Thus, I probably don't have every single item you can get in each area. So, I ask you as the readers to help my helpless soul. You can send just about anything that you think is helpful.

* A tip for the wise. Since this game is based on time traveling. What you do in the past does affect the future. Therefore, if you see a chest, pick it up in the future, and come back to the past--the item is still there! However, this doesn't work for everything. The treasures from the past, present and future differ somewhat. And some areas aren't accessible in some time periods.

* Finally, enjoy your experience at an AdrenalineSL walkthrough. Have a nice day, son.

Before our story unfolds, the game offers two options: Active or Wait. Well, what on earth does that mean? Those two options pertain to what type of combat you would like. Still lost? Then let's discuss the difference between the two. Active is a system which allows the player to battle in real-time mode, meaning, that it's not turn-based. The enemies will not sit and allow you to take eons to select a command. They will attack no matter what. A perfect example would be Final Fantasy's ATB battle system. You'd have to be quick with your choices or you're toast.

Whereas, the Wait combat system allows you to exchange attacks with current adversaries. This is recommended for tyros and first-timers at this game. That way, you won't be pressured to make a choice to attack. Whatever your choice, it won't affect the game, except the type of combat system you will undergo.

=====	
INTRODUCTORY EVENTS (1000 AD)	ENEMIES
=====	
• Name your character (Default: Crono)	None
• Name the inventor friend (Default: Lucca)	ITEMS
• Meet and name a new ally (Default: Marle)	200G
• Speak with Melchior	=====

• Rendezvous with Lucca at the square

| EQUIPMENT

| None

WAKE UP, SLEEPYHEAD!

Our quest begins at Crono's house, where we see him sleeping soundly in bed. His mom approaches him and tells him to wake up. Crono sleepily and reluctantly gets out of bed and heads downstairs. Downstairs, Crono's mother will have forgotten your inventor friend's name. Here, you'll be asked to name her. Once the conversation has ended, speak to your mother for a second time to receive your weekly allowance--[200G].

Time to head out and have fun at the fair. Travel north from your house to reach the Millennial Fair.

FUN AT THE FAIR

From the entrance, you can already see a load of stands and funhouses for you to choose from. The carnival is bustling with people. You can sense warmth in the atmosphere as the place fills with sporadic laughter of children. The people here won't give you the time of day, so don't bother. Unless you speak with the vendors selling weapons and other money-hungry people, there's no one else to talk to. Among the activities, you have a variety to choose from. Here's a quick chart of what there is to do to digress from the story.

GAMES	DESCRIPTION
The bell-ringing game	Approach the man and play his game. It's not rigged so it's OK, I suppose. When the game begins, Crono will begin to move in a vertical motion. The point of this game is to hit the bell hard enough to ring the bell above. If successful, Crono will be awarded with 1 point. You can do this as many times as you'd like.
The singing fighter, Gato	In the northwestern clearing, you will come across a singing robot. He introduces himself as Gato and challenges you to a fight. You can use Marle as well, if you have her. He is not utterly difficult. He just has a tendency to do more damage to you. :) Win, and you'll receive 15 Silver Points, as well as the needed EXP.
Soda Guzzling Contest	As the name implies, you'll need to have really quick fingers to pull this off. On the table are 8 soda cans. To win, you must chug all 8 pops in a very limited amount of time. Sounds simple? It's not. Mashing won't help either. There's a trick to it. Can you figure it out?
Norstein Bekkler's Lab	Norstein Bekkler is a talking gimp mask that'll goad you to try out any of his mini-games; but to play them, you'll need to exchange Silver Points: 10, 40, or 80. The higher it costs, the harder the game and better the prize. I'll go into more detail later, or maybe never.
	Speak with the man in the blue tent after the race is over. He'll ask if you want to guess who the winner of the race will be. Can you

Guess the Winner!	anticipate it? Possibly. Here's the secret:
	Speak with the elderly man near the starting
	line. Although his conjectures break even, it
	will sometimes help you win. Try it out and
	take 20 Silver Points home with you.

Prehistoric Dancing	In the northeastern part of Leene's Square,
	you hear strange beats. You can dance here and
	listen to the discordant music, although it
	ain't bad, just scary. Push any button to make
	Crono and Marle dance and stuff. Jive for 30
	minutes and you get...nothing.

NOTE

Silver Points is the currency exchange that can only be made at the fair.

Now that you've got a fill of fun, it's time to revert to the story. Ok, from here on out, you need to find and trigger events before the subsequent event with Lucca will ensue. So let's meet our first additional party member.

MEETING UPON FATE

Head to the top of Leene's Square to find a young girl wandering around. You can deliberately run into her, or vice versa. When you and the girl collide, she loses her pendant and frantically searches for it. Regain control of the chap, Crono, and bring the pendant to her. You're supposed to give it back, you thief! You now have a chance to name her something inane, but her default is Marle.

Listen up, now. The actions you perform from here are essential to the later repercussions. Screw up and you die (Well, not really, but it does have the effect to grasp your attention, eh?). The point is to try and be the best lil samaritan you can be by:

- A. Leading the stray cat from the west portion of the market to the opposite side and returning it to its owner.
- B. Challenging Gato to a quick duel and win.
- C. Speaking with Melchior, the weapons store owner. He asks if you're willing to sell Marle's pendant. Refuse his offer.
- D. Never taking the luncheon from the table, although it's very enticing to do so. You will be considered a thief if you do that and you don't want that status, do you?

Follow my advice and you should be fine for the time being. It's time to meet with Lucca and see what the hooley is all about. Speak with the girl resting near the water fountain. The stairs to Lucca's location are now accessible. When Marle goes off to buy candy, be a patient gentleman until she's done (See: Don't move a muscle!).

FUN GONE WRONG

At the top, witness the pyrotechnic display Lucca and her father entertain the crowd with. Introducing their newest invention, the Teleporter! By dreadful misfortune, Crono must act as her first victim, er...I mean volunteer. Marle has enough brains to observe from afar. Lucca takes Crono and positions him on the left pod. After some bizarre rituals from the Lucca family team, Crono disappears and re-appears on the opposite pod. Of course,

the crowd is utterly baffled by this performance. Is it a hoax? Now, Marle wants to try it out!

NOTE

| You can actually skip Crono's performance by speaking with Marle before
| you step onto the pod.

Everything is flowing along swell until a huge dimensional opening splits the space in two, sucking Marle into it. A hush falls over the crowd and Crono is the first to react. It seems that Marle's pendant distorted the functions of the teleporter. As soon as Crono steps onto the pod, Lucca goes berserk, but eventually gives in. She tells you to wait for her until she figures out exactly what went wrong. Crono gets drawn into the same wormhole and disappears from Leene's Square. And thus, a whole new adventure awaits. Can you contravene with time?

Leene's Square places:

- None

Leene's Square Shops:

Weapons

Iron Blade	350G	Raises attack by 7.
Lode Sword	4000G	Raises attack by 20.

Items

Tonic	10G	Heals a small amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Armors

Karate Gi	300G	Raises defense by 10.
Bronze Helmet	200G	Raises defense by 8.

```
=====
AND SO, IT BEGINS (600 AD) | ENEMIES |
===== | BlueImps |
• Find a way out of Truce Canyon | RolyS |
• Enter the Castle | RolyRiders |
• Something different about the queen | BlueEaglets |
• Where's Marle? | GreenImps |
• Make deductions and save the real queen! |=====
| ITEMS |
| Tonic x2 |
| Ether |
A TWISTED WORLD...OR IS IT? | Speed Tab |
Crono arrives at what seems to be the edge of a | Power Tab |
forest. The wormhole will remain, so take note | Shelter |
of that before your departure. Leave through the |=====
western opening. | EQUIPMENT |
| PowerGlove |
Empty the chests in the next area for a [TONIC] | BronzeMail |
and a [POWER GLOVE]. At this state you should know |
to use Tonics sparingly. You can avoid the last
fight at the bottom with the two Imps and a Roly, if
```

you quietly hug the south border of the screen and slip through to the exit. You might want to equip that PowerGlove you found on Crono.

Things are well...different, even the overworld theme. Something's fishy. You can stop by the Residence areas and Truce Inn if you wish to stock up on items. That is, if you have any money. However, your destination is the green bushy area before the conspicuous castle further west called Guardia Forest.

USELESS TRIVIA

/

Did you know if you walked by monsters quietly they will not attack you
unless you provoke them? Try it if you don't like going through battles.

Navigating through Guardia forest is simple, but you will encounter a couple of hostile battles along the way, but nothing you can't handle at this point. Investigate the suspicious rustling leaves for a pig-like creature to pop out and drop a [SHELTER]. You can re-enter and do this as many times as you'd like. Now, you don't have to waste 150G on Shelter anymore! :) In the southeastern area of the forest are two glowing dots, inspect the upper one to receive a [POWER TAB]. To the north is the pathway to the castle.

BLAST TO THE PAST

Inside, two soldiers stop you and ask your name. They mention your hair looking a bit outlandish. After scoffing at you for your strange appearance, the queen comes to your aid and orders them to let you through. Somehow she looks vaguely familiar. There is a place for you to recover your health to the left of the room.

The Chancellor seems quite suspicious of you and snubs you regardless of the king's friendly approach. The left tower leads to the guest's resting quarters. There's a chest containing a [BRONZE MAIL] there. Along the way, there is [100G] inside a chest. The right tower is where you should be heading. Grab the [TONIC] from the chest and proceed to the top to meet the queen.

Approach the Queen and she'll dismiss her servants. After the shocking news and odd event, regain control of the hero and empty the chest for an [ETHER]. Discretely leave her room and return the way you came. At the bottom, Lucca and you reunite and discuss the strange occurrences that are happening. She comes up with the theory that you are in the primeval castle that resembles the one in your time. To conclude her theory, you must find the real queen or Marle will cease to exist in the present time (1000 AD). Leave the castle and head towards the Cathedral.

Guardia Kingdom places:

- Residence
- Market
- Truce Inn

Market:

Weapons

Iron Blade	350G	Raises attack by 7.
Dart Gun	800G	Raises attack by 7.

Items

Tonic	10G	Heals a small amount of lost HP.
Heal	10G	Counteracts status ailments.

Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Armors		
Karate Gi	300G	Raises defense by 10.
Bronze Helmet	200G	Raises defense by 8.

DESTINY AWAITS (600 AD)	ENEMIES
• Duke out with four lowly monsters	Naga-Ettes
• Meet and name a talking frog (Default: Frog)	Diablos
• Find a secret entrance	Gnasher
• Hit the correct skull switch	Hench
• Play the organ to open another entrance	Mad Bat
• Battle Yakra	Yakra (Boss)
• Rescue the Queen!	ITEMS
• Find Marle	Tonic x3
• Time to go home	Ether x2
	100G
	Power Tab
A CONSPIRACY	Revive
In the cathedral, speak with the Head Mistress near the organ, then inspect the spot that appears. Now, the nuns surround you and a fight commences. It's pretty hard since they tend to halve attack power and speed with their deadly Kiss. Afterward, a fifth Naga-ette appears, only to meet its fate by a mysterious warrior-frog. Ask him to join your party because he'll come in handy. Name him and be on your way. Examine the organ to reveal a hidden passage.	Heal
	Mid Ether
	Shelter
	EQUIPMENT
	Naga-ette Bromide
	Steel Saber
	Speed Belt
	Maiden Suit
	Iron Sword
	Defender

WHERE IS THE QUEEN?

Ignore the door in front of you at the start of the entrance; head along to the left. In the room, at the top of the left set of stairs, check the clock for the secret [NAGA-ETTE BROMIDE]. Upon doing so, you are attacked by 3 Hench. The Naga-Ette Bromide has no use now, but it can be traded later on, at the Dorino Village for a Magic Tab. Equip any new armor, weapons, accessories you can when you have the chance. To have even a small advantage over your enemies is better than nothing. On the opposite side of the room, discover the horrifying truth about monsters disguising themselves as humans.

In one of the rooms, don't be deceived by their horrid impersonations of the king, Queen Leene, and a soldier. They will try to lure you into their trap with the pretense of acting as if everything is fine. In that same room, there is a partially hidden room to your right; it leads to two very nice prizes. Don't miss out.

The next area contains a save point. Slide down the right set of stairs and hit the skull switch to lower the spikes in the center room. Dispose of the third-class enemies and play the organ to again to open, yet another, secret passage along the northern wall.

Meet some stiff resistance in the next room and finally, save at the point to avoid any unnecessary backtracking. Before going in, Crono and Frog must be able to perform their X-Strike dual tech, and Crono should have the Steel Saber equipped on him. On the other side of the door is the real queen and a

political imposter.

BOSS: YAKRA

HP: 920

Attacks: NeedleThrust

Gained: 50 EXP

5 TP

600 G

At the start of the fight, alternate using the dual tech, Fire Whirl, with Lucca and the X-Strike with Frog. Use Ethers when necessary. When Crono is executing a dual tech with one character, have the other attack normally. The boss counters with an attack that damages all characters. He's a pain in the butt, but easy enough to finish off without too much effort.

Following the battle, the queen thanks you and waits for you by the door. In the left chest is the Chancellor all tied up. He's fine, so don't worry about him. :) If you leave him in the chest, he'll magically pop out and chase after you as the party turns to leave. Collect the [MID ETHER] and return to the castle.

Back at the castle, peace has been restored and the people within the castle are content. Frog blames himself for allowing Queen Leene to be kidnapped. And because he had failed to protect her, he's decided to leave for good. The embarrassment and shame is too much for him to retain.

Return to the throne room and speak with Queen Leene. Speaking of the queen, where's the princess? I'm speaking of Marle, of course. Your best bet is to go back to the queen's room, where she had first disappeared. When you reach her room, Marle will once again, make her appearance and not remember a thing that has happened to her. The choices you are given here have not yet been confirmed whether or not they affect the outcome of the story. Chances are, they don't. With the party reunited, it's time to go home.

=====	
JUSTICE HAS NOT BEEN SERVED (1000 AD)	ENEMIES
=====	Hetake
• Escort Marle home	Beetle
• Witness the court hearing	Avian Chaos
• Breakout of jail...or wait for Lucca	Guard
• Destroy the DragonTank	Blue Shield
• Ditch the Chancellor	Decedent
• Outstrip the guards	Omnichrome
• Open the Gate	DragonTank (Boss)
	=====
	ITEMS
	Power Tab
AN UNJUST TRIAL	Ether x3
Be a gentlemen and escort Marle back to the castle.	Mid Tonic x8
In Guardia Forest, there's another [POWER TAB]	Shelter x4
resting in the corner. Once you reach the castle,	1500G
everyone is simultaneously shocked and relieved	=====
now that Princess Nadia has come home safely. But	EQUIPMENT
unfortunately for Crono, he does not receive such	BronzeMail
an vivacious greeting. Instead, the Chancellor	Lode Sword
orders the soldiers to detain him. Marle demands	=====

her soldiers and the Chancellor to stop this at once, but they yield no compliance. The Chancellor censures Crono for abducting Princess Nadia and orders him to be kept in a holding cell.

Later on, a hearing will be held to determine whether the verdict (you) is guilty of um, royal abduction or not. The number of people that will be your proponents or opponents are dependent upon the actions that took place in Leene's Square--before your party's little journey to save Marle. If you have followed what I've said earlier, then you should get by. However, from adding up the factors that can cause members of the jury to go against you, I have summed it up to this:

Crono's guilty if he:

- Deliberately bumped into Marle
- Took the pendant before checking on Marle
- Stole the lunch from the elderly man
- Tried to persuade Marle into selling her pendant
- Didn't return the kitty to the little girl
- Didn't wait for Marle to finish buying candy

Crono's innocent if he:

- Did the opposite of the all the above

However, if you've followed what I have said in Leene's Square, just answer the Chancellor in this order: "I did." and "No, not at all." This should be more than enough to have 5 jury members on your side.

After the witnesses have told their amusing stories depending upon what you did, seven jury members will come out one by one and decide whether or not Crono is guilty. The predominant side will win in your favor. Regardless of whether you were innocent or guilty, the soldiers will be ordered to take you away to confinement. Although the repercussion is the same, you do benefit from being innocent. Accompanying you in your cell are 6 [ETHERS], given to you by sympathizers. You also have about 3 days left to cherish the sun, the moon and the stars.

NOTE

| There are two dilemmas for you to choose from. One being, you break out |
| of jail yourself, or seconds before you are beheaded, Lucca comes and |
| saves you herself. However, the choices, to my knowledge, won't affect |
| the story. Go to JAIL BREAK if you decided to bail out on your own, or |
| go to LUCCA, OUR SAVIOR, if Lucca helped your pathetic little self. |

JAIL BREAK

When you've regain consciousness, bang on the cell door three times to annoy the guard. He comes in and shuts your pie hole. Before he gets a chance to leave the cell, quickly sneak up behind him and bonk him in the head. Now go out to meet an armed Guard. Quickly dispose of him and leave. You'd want to go to the opposite tower before dealing with the Blue Shields blocking access to the other areas.

Take the left set of right stairs to avoid an unnecessary battle. As Crono crosses the bridge to the other side, two guards accost him from both directions. Stupid cowards. Continue into the interior of the next tower and infiltrate it by sneaking up on guards and knocking them unconscious. If they

see you, you'll have to battle them. Examine guards you've felled for some items. Help the pitiful man from the guillotine and plunder the chests along the way.

Beat the second set of Blue Shields. Head up the left stairs and through the hole in the wall. Climb down the tower and crawl into any openings to find treasures. There is a hole in one of the cells. Investigate and jump in to come to two chests. One contains the most powerful weapon you can get at this point, the [LODE SWORD], and the other features [1500G].

Find your way to the supervisor's room and scare him off, only to find him being zapped silly by one of Lucca's crazy guns. Yay, Lucca is here to save you! Worship her, you fool! Read the top secret document on the floor to learn about the upcoming boss' weaknesses. Inspect the unconscious body of our lovely superintendent to gank 5 [MID TONICS] from him. We need them more than he does.

OR...

LUCCA, OUR SAVIOR

Wait patiently for the 3 days to pass by (go get yourself a cup of coffee). When your time is up, you will taken to the execution room. Just seconds before you're through with begging for your life, Lucca breaks in and zaps everyone to death (ok, not really, but that's how you'd picture her). From this point onward, everything falls in line in accordance to the mainstream of the story. If you need help, start from the third paragraph in JAIL BREAK.

HI-HO DRAGONTANK

Now is a good time to replenish your HP before facing this thing. Make sure Crono is equipped with the Lode Sword just to boost his attack power for better results. Equip both Lucca and Crono with the best equipment you have. You and your female cohort will meet your next opponent on the other side of the bridge...

BOSS: DRAGONTANK

HP: 266 (Head), 208 (Grinder), 600 (Body)

Attacks: Deploys missiles	Gained: 40 EXP
Fireballs, Ram	5 TP
Recover	500 G

This bad boy is comprised of a Head, Grinder and the tank itself. If you have read the manual back in the office, you'll know its weakness. If not, then I guess it's tough beans for you. But since I'm so nice, I'll just spill it for the sake of your sanity. From the start of the fight, the head will begin to heal itself even if no damage has been done to it. Wipe out the head first with physical attacks. When the head gets blown off, the rest of the tank should be susceptible to Fire and Lightning now. Conveniently, Lucca and our hero are of these attributes. For the remainder of the fight, punish it with Fire Whirl, if you will.

The Chancellor commands the men to repair the Dragon Tank before it's too late, even though, it already is too late. Part of the bridge explodes, and the Chancellor and two other soldiers hold on for dear life, while your party walks across the imitated bridge. On your way out, the guards won't do a darn thing; they'll just follow you until Princess Nadia joins you.

In Guardia Forest, the assault team forces you to the eastern edge and barri-

cedes any apertures to escape from. Open the Gate and disappear right before their eyes for a very comical countenance from our dear Chancellor.

Guardia Castle places:

- None

Market (1000 AD):

Weapons

Steel Saber	800G	Raises strength by 15.
Iron Bow	850G	Raises strength by 15.

Items

Tonic	10G	Heals a small amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Armors

BronzeMail	520G	Raises defense by 16.
Maiden Suit	560G	Raises defense by 18.
Bronze Helmet	200G	Raises defense by 8.

```
=====
A GLIMPSE OF A STRUGGLING WORLD (2300 AD) | ENEMIES |
=====| Octopod |
• Travel to Trann Dome | MeatEater |
• Venture through Lab 16 | Crater |
• Learn about the underground storage | Shadow |
• Read a threatening memo | Mutant |
• Face the Guardian | Proto 2 |
• Hide and Seek |=====|
| ITEMS |
| Ether |
| Mid Ether |
BACK TO THE FUTURE | Mid Tonic |
Crono and co. land in what seems to be an old, | Magic Tab |
deserted research center. You're currently in |=====|
Bangor Dome. Travel south to Trann Dome. You may | EQUIPMENT |
find something helpful there to prepare you for | Berserker |
the next dungeon. | Lode Sword |
| Lode Bow |
A horrible sight. All the inhabitants of this area |=====|
are in emaciated conditions, still struggling to
survive in this desolate land. The first guy you
meet sells decent items including the Mid Tonic. Be
sure to stock up on that before heading out. Replenish the party's health via
the Enertron. When you've restocked on items, it is time to depart.
```

Once you reach Lab 16, careful to avoid those scurrying rats, as they tend to steal Tonics from you. You can't get them back once they're stolen. All there is to do here is to find your way through the debris and empty the chests you find along the way. The Shadows you will encounter don't respond to anything but magic attacks.

In Arris Dome, you'll again find a handful of mendicants who are aspiring for solid food. When you are asked whether you've come from the west, answer Yes and everyone is suddenly very interested in you. Their eyes follow your every movement (scary). Again, there is an Enertron, as well as another merchant selling the items from Trann Dome, excluding the Mid Tonic. Didn't I tell you

to stock up on Mid Tonics? Save now, then climb down the ladder in the center of the room.

Weave around the rails and read the memo on the rat statue on your way to the north. The alarm sounds and your party is attacked by the guardian of the...refrigerator?

BOSS: GUARDIAN

HP: 1200 (Guardian), 200 (Bits)

Attacks: Amplifire
Delta Attack

Gained: 300 EXP
5 TP
1000 G

This big fella is hard if you don't do things right. Immediately after the battle commences, concentrate on taking out the Bits first, as they can enact Delta Attack with the three of them. To avoid any further damage, destroy the remaining Bit. At this point, the Guardian performs a countdown from 5. When it reaches 0, he can revive the Bits. Then the cycle starts over. Just keep in mind to attack the Guardian, only if the Bits are non-existent. Otherwise, it'll be hard to keep up your assault while recovering your health. At any time, other than when the two Bits are gone, should you attempt to attack the Guardian, it will just counter attack with Amplifire Counterattack.

In the room ahead is the refrigerator. Unfortunately, the food has spoiled since the fridge had malfunctioned. However, the corpse in the room has a little something for you to bring back. Inspect the body again to learn about the rat.

Back at the rails, the once solidified rat statue is alive and perky and it's itching for you to catch it. Just keep running and don't lag too far behind by getting "caught" in the cross-sections. Once it leaves the screen, simply re-enter the area to try your luck again. When you've caught up to it, it will disclose the password to the panels in the previous room (L1 + R1 and X). Use this code on one of the control panels to reveal a bridge leading to the door.

Work your way around the enemies and head to the door on the opposite side of the room. Lucca activates the computer and discloses information about a Gate at the Proto Dome. Marle ingeniously stumbles onto the horrible truth of this world. Whatever's here are the only survivors of Lavos' mass annihilation of mankind. It seems that this space-borne creature exercised genocide on humanity by creating a great conflagration that consumed the lush land. Marle suggests to the party to take it upon themselves to prevent the world from ending up this way. On the surface, Doan gives you the Bike Key and bids you farewell. On to Proto Dome, but first, we need to stop by Lab 32.

Trann Dome:

Weapons

AutoGun	1200G	Raises strength by 15.
---------	-------	------------------------

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Armor

IronSuit	800G	Raises defense by 25.
IronHelm	500G	Raises defense by 14.

Arris Dome:

Weapons

AutoGun	1200G	Raises strength by 15.
---------	-------	------------------------

Items

Tonic	10G	Heals a small amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Armor

IronSuit	800G	Raises defense by 25.
IronHelm	500G	Raises defense by 14.

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=====
A NEW ALLY, A NEW BEGINNING (2300 AD) | ENEMIES |
=====| Mutant |
• Race Johnny to the finish line | Shadow |
• Meet and Repair a downed robot (Default: Robo) | Acid |
• Select someone to stay behind | Debugger |
• Travel to the Factory Ruins | Bug |
• Deactivate security system level one | Alkaline |
• Obtain the passcodes | R-Series (Boss) |
• Move the barrels using the crane |=====|
• Obtain the password "ZABIE" | ITEMS |
• Deactivate final set of security systems | Mid Tonic x2 |
• Battle the R-Series | Mid Ether x2 |
| Ether x2 |
| Shelter x2 |
| 400G |
COMPETITIVE JOHNNY | Race Log |
Unfortunatly, before you can reach the other side |=====|
to Proto Dome safely, a highway man known as | EQUIPMENT |
Johnny challenges you to a race. Hit the finish | Bolt Sword |
line and you're free to go. Lose and start over. | Robin Bow |
Are you up to it? The trick is to just stay with | Hammer Arm |
him and within meters from the finish line, use | Titan Vest |
a Boost to take it all the way. No challenge. Or | Plasma Gun |
if you've got the stamina, pass through Lab 32 by |_____|
foot. Situated in the highway is a [RACE LOG]. This
is used to record scores when you race with Johnny.

```

RACELOG NOTE

If you get the race log from the ruins in the future, you can use it to get some good items. Talk to the score keeper to change modes to no nitros, then race Johnny. If you score 1300 or more points, you get 5 Mid Ethers. If you score 1500 or more points you get a Power Tab.

Note submitted by Cory Clemons

* * *

If you get over 2300 points (and that is impossible, unless you stay in front of him ALL THE TIME), he'll give you 5 Full Ethers! The game says that Johnny gives 5 Ethers, but that's one big error.

An error that looks like the one above is that Johnny will say that he gives you 5 Ethers, but he gives you 5 Mid Tonics instead (this is when you're having over 1300 points).

There's also a bonus if you get 777 points, but I forgot the prize (and maybe there's one if you get 999 or 1111?).

The racing will be a LOT easier if you change the perspective (use the L1 and R1 buttons). Instead of horizontal racing, try it vertically and it will have amazing effects on your score-counter. You can also zoom in and out by using the Triangle and Circle buttons, but that won't make the game easier I think.

Lastly, you'll get a Power Tab if you get over 1300 points. You already noted this in your FAQ, but you didn't say that it was once (so you can't get it twice or unlimited).

Thanks to pHOENIX for this info.

Johnny's abashed by this loss and bows his head in respect for defeating him. He welcomes you to come by anytime to race again. With that in mind, you can leave and finally head towards Proto Dome.

LUCCA DOES IT AGAIN!

Battle the Buggers that annoy you in haste. At the other end is a decrepit robot covered in rats. You get the first anime sequence when you approach it. Lucca whips out her trusty screwdriver and gets to work repairing it. As she is doing so, Marle discovers that the door to the Gate won't budge. Once Lucca is done with the repairs, she juices it to give it life. The robot is rather thankful and speaks in a formal manner. Name him. Robo offers to help switch the power back on from the Factory in the north, but someone has to stay to open the door. You are torn between choosing Lucca or Marle. Choose either, as it doesn't matter too much (although Marle is the better choice).

AN ACTIVE FACTORY

Fiddle with the computer to instigate a battle with some Acids. They are well protected against physical attacks. Afterward, hop onto the right elevator. You arrive in a room with conveyor belts. The room alignment looks confusing. The first thing you'd want to do is head down to the opening of the lower conveyor belt that's traveling east; start running in the opposite direction and take a breather at the inlets. Repeat this again until you reach the last inlet. Avoid the robots as they go by or you will be forced to fight in a series of unhealthy battles.

Activate the computer and extract the information out of it. It gives you two Passwords. Copy it down if you're a forgetful person. Now find the crane control room. Enter the codes after the chime. The crane should remove the red barrels from blocking your way, opening the path to a new, accessible room. Pick up the [BOLT SWORD] and obtain the password "ZABIE", translated as / \, (_), X, [] in Playstation language from the computer. Return to the entrance of the factory and hop onto the left elevator. Saving is advisable at this point. Defeat the Acids and Alkaline to get the computer to operate. Examine it and the latch opens, revealing a ladder.

Input the password "ZABIE" into the computer database to unlock to air-tight latch on the door to the right. Take a look at the mainframe in the next room and the alarms goes off. Evacuate immediately. Back at the room full of trash chutes, 6 robots emerge from them and barricade the exit. Robo recognizes them as his cohorts and urges them to let his friends through. The robots scoff at Robo for being defective and forgetting his real mission. As if Robo

were garbage, the robots dump him into the trash chute. Then, they avert their attention back to your party and ready themselves to eliminate all intruders, meaning you.

BOSS: R-SERIES

HP: 180

Attacks: Laser Beams
Charge

Gained: 480 EXP
6 TP
600 G

Conveniently, they've aligned themselves in two columns of straight lines. It is great news for you. Being machines that are susceptible to Lightning, Crono's Cyclone can almost kill three of these mechanical humanoids at once. They go down pretty quickly.

Following the battle, Marle/Lucca goes to the chute and pulls out Robo. The two members of the party lug the disheartened robot back to Proto Dome, where he will be repaired...again. During the time of his renewal, Marle asks what he plans to do once he is repaired. Robo doesn't know his answer. When the repairs have been finished, Robo's mind is set; he decides to join you on your worldwide quest to save the world.

THE END AND BEGINNING OF TIME	
	ENEMIES
	None
• The old man is scary	
• Meet Spekkio	ITEMS
• Run around the room	Magic Tab
• Speak with Spekkio	Speed Tab
• Attain first magic abilities	
• Return to Crono's time	EQUIPMENT
	None

A PITSTOP

There was an apparent flaw in the Gate that had the party wind up in a dismal place as this. Speak with the old man to learn about the End of Time, where all lost travelers end up. With inductive reasoning, he tells you that there can only be a party of 3 people traveling through these gates, otherwise, it will be unstable. Now's your chance to choose which members you'd like to bring along; the rejected one stays here, at the End of Time, until he/she is summoned.

The room behind the senile man presents a pig-like creature that goes by the name of Spekkio. He imparts some knowledge regarding magic, telling you that magic had once been an asset everyone had, but all that is gone since man was abusing his power. He orders you to run around the room 3 times in a clockwise fashion, starting from the door. Speak to him when you're done, and if you've done it unerringly, he'll enhance each party member's ability with magic. You can use magic now! He asks if you'd like to try out your new toys. If yes, be prepared for some serious beating. Use all-magic attacks. Lucca's Fire and Marle's Ice work well against the little runt. Although his attacks can instantly knock off three-quarters of a character's HP, it's very possible to defeat him. If you can hold off the fort until his defeat, he will reward you with whatever items that correspond to your character levels. See chart.

REWARDS FOR BEATING SPEKKIO'S DIFFERENT FORMS:

- Levels 1-19 : 1 Magic Tab, 5 Ethers
- Levels 20-29 : 1 Magic Tab, 5 Mid Ethers
- Levels 30-39 : 1 Magic Tab, 5 Full Ethers
- Levels 40-98 : 1 Magic Tab, 1 Speed Tab, 1 Power Tab, 10 Elixirs
- Level 99 : 10 Magic Tabs, 10 Speed Tabs, 10 Power Tabs, 10 MegaElixirs

***Note: For information on his various forms, please read the Frequently Asked Question section (Section XI).

USELESS TRIVIA

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<p> If you ever find yourself stumped on where to go next, visit the old man at the End of Time to receive a few hints. </p>

When you feel you've punished Spekkio enough, leave the End of Time through the portal on the right. The glimmering dot on the altar is a shortcut to the day of Lavos. It is obvious that that's not where you'd want to go right now.

DETRIMENTAL MYSTICS

Your party arrives at Medina Village and pops out of a closet, belonging to a Mystic couple. Before you leave, the couple warns you of the Mystic's still vindictive manner toward humans. At the Market, you are awarded with a bonus battle against a Hench Omnichrone when you entreat the Hench for items. Upon defeat, the Hench succumbs to your murderous glint of anger and reluctantly sells you items...at ridiculously high prices. Talk about a blow to the ol' self-esteem. Abstain yourself from buying the Demon Edge, although it looks tempting. I believe the prices they charge at the Market are at random. You can find a [MAGIC TAB] and a [SPEED TAB] at the Elder's House.

To retreat to a shop where they actually sell things cheap, head southwest to Melchior's Hut. He'll gladly sell you items at an affordable price.

Medina Village:

- Elder's House
- Residence

Medina Village's Market:

Weapons

Iron Blade	65000G	Raises strength by 7.
SteelSaber	65000G	Raises strength by 15.
Demon Edge	65000G	Raises strength by 90.

Items

Tonic	2280G	Heals a small amount of lost HP.
Mid Tonic	22500G	Heals a moderate amount of lost HP.
Full Tonic	65000G	Heals a large amount of lost HP.
Heal	2250G	Counteracts status ailments.
Revive	45000G	Revives a fallen character.
Shelter	33750G	Fully restores HP/MP at Save points.
Ether	65000G	Restores a small amount of lost MP.

Equipment

Lumin Robe	65000G	Raises defense by 63.
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Flash Mail	65000G	Raises defense by 64.
Glow Helm	65000G	Raises defense by 25.

Melchior's Hut:

Weapons

Red Katana	4800G	Raises strength by 30.
Robin Bow	2880G	Raises strength by 25.
Plasma Gun	3200G	Raises strength by 25.
Hammer Arm	3800G	Raises strength by 25.

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Equipment

Titan Vest	1200G	Raises defense by 32.
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=====
STRUGGLE AGAINST THE MYSTICS (1000 AD) | ENEMIES |
=====| Hench |
• Find and seek the Heckran | JinnBottle |
• Use the Gate to return to the fairgrounds | Octoblush |
• Stop by the End of Time | Tempurite |
• Warp back to the Middle Ages | RolyPoly |
| Cave Bat |
| Heckran (Boss) |
|=====|
GOT HECKRAN BONE? | ITEMS |
The Mystics apparently still hold a grudge against | Ether x2 |
Humans even after 400 years; the first ignition of | Mid Ether x11 |
resistance is met at the frontlines of the cave. |=====|
Two low-life Henches to be exact. | EQUIPMENT |
| MagicScarf |
Monsters here can sustain physical attacks and | Taban Vest |
suffer very little damage from them, although |=====|
they'll bite the dust upon being touched by magic.
Almost all the battles here cannot be avoided, except
the very last one with the JinnBottle. Head to the
far left and down. Pave your way towards the turbid waters and wade across to
the save point. You'd better save, as the boss is just ahead. And he's a hard
one too. You should have the Red Katana equipped on Crono to optimize full
attack power at this point and equip the best defensive armor on the girls if
you have them with you. It would be better if you have both Marle and Lucca
in the current party since their Antipode dual tech (if you have it) can
really save the day.

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Inside the cave, a mighty beast taunts your party and vows to crush your puny brains.

BOSS: HECKRAN HP: 2100

Attacks: Cyclone Gained: 250 EXP
WaterWave 10 TP
1500 G

He's one helluva tough water merm-thing. He can already do some damage with mere physical attacks, but enforce it with some damaging magic attacks and you've got one exceptionally tough battle. Try to cast Antipode as many times as you can. Marle's Ice magic works well, otherwise. Depend heavily on magic and pray that he doesn't kill off one of your party members. At some point in the fight, Heckran goads you to attack him. STOP. Take this opportunity to revive fallen characters or cure injured ones. If you attempt to attack him, he has a disposition to retaliate with Water Wave, a powerful water attack that damages all party members. The blue guy is fond of his Cyclone and tends to use it a lot to make you suffer.

The Heckran curses at the party and scoffs at their empty victory. "Magus and Lavos will whip all yo asses," he says in his dying breath. Suck it up and continue to the pool. Jump in and it brings you to Vortex Point near Lucca's house. Since you're here, you might as well visit her folks. You can receive a [TABAN VEST] from Lucca's dad, Taban. Quite obvious how he got the name for it. Now is also a good time to visit Fritz' Shop at the Market. He's forever in your debt and hands you 10 [MID ETHERS] as a deposit (you can only get this if you have saved Fritz from the guillotine). If you stop by Crono's house on the way to Leene's Square, you'll be treated to a small, frivolous sequence.

Time to stop fooling around and sidetracking from the story, mates! Let's go to Truce Canyon in the year A.D. 600.

Fritz' Shop:

Weapons

Red Katana	4800G	Raises strength by 30.
Robin Bow	2880G	Raises strength by 25.
Plasma Gun	3200G	Raises strength by 25.
Hammer Arm	3800G	Raises strength by 25.

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Equipment

Titan Vest	1200G	Raises defense by 32.
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=====
AN ERA OF WAR (600 AD) | ENEMIES |
=====| Deceased |
• Visit the kitchen chef at Guardia Castle | Ozzie |
• Learn about the legendary Hero |=====|
• Pass the food rations to the captain | ITEMS |
• Help prevent Magus' troops break through defense | Jerky |
• Send Zombor back to its resting place | Power Tab |
• Save Guardia Kingdom | Mid Ether x2 |
• Visit people in the villages |=====|
| EQUIPMENT |
| GoldHelm |
|_____|

```

HOLD OFF THE TROOPS!

Routinely leave Truce Canyon and check out the repaired bridge. The soldiers are suffering from exhaustion and hunger. If you don't do something soon, they're all gonna rot and die! Head straight to Guardia Castle. Annoy the kitchen chef and his assistants. When you attempt to leave, he stops you and gives you [JERKY], as well as a [POWER TAB]. With the food, head back to Zenan Bridge.

At one end is the Knight's Captain; hand over the food rations, also known as Jerky and he will be eternally grateful. One of his troops comes to report that Magus' troops are advancing further into the kingdom. Offer to help, and the captain gives you a [GOLD HELM] under his obligation. Equip it on Crono and get going.

Acquaint yourself with the malignant general, Ozzie. He sics two dead people on you (Deceased). Fend them off easily and finish the general with one swipe of your sword. He'll retreat and sic more undead fiends on your party. Defeat him again and he retreats to the far end of the bridge, where he summons the ultimate undead creature, Zombor, which is basically a fusion of five or so Deceased.

BOSS: ZOMBOR

HP: 960 (Upper body), 800 (Bottom)

Attacks: Doom, Doom
Dark magic,
MP Buster

Gained: 350 EXP
10 TP
1500 G

A decent adversary that will force you to properly utilize your brain cells in order to defeat him. He is comprised of an upper body and a pelvic bone. The upper body is immune to Lightning and Fire attacks. Using Lightning-based or Fire-based attack heals it. As for the pelvic bone and down, it is immune to Ice-based attacks. With these hints engraved in stone, use Lightning and Fire attacks on the pelvic bone area and Ice attacks on the upper abdomen. I think Crono's physical attacks work well with the Red Katana. Just beware of Zombor's attacks, most notably, his Doom, Doom attack.

Travel south to the villages below. In one of the Elder's Houses, you barge in on a conversation. Apparently, the elder is willing to pay Toma, the great explorer, a copious sum of money to find the rarest of the rare, a Rainbow Shell. Elsewhere, people are spreading rumors about a boy, by the name of Tata, who is their supposed legendary hero that will slay the malicious Magus. There are 2 [MID ETHERS] you can pick up at Fiona's Villa. If you need to rest up, Porre's Inn is much more recommendable and dare I say, cheaper than the other inn.

Once you've robbed everyone of their items, it's time to head towards the mammoth mountain everyone talks about, the Denadoro Mountains, which is located just east of Dorino Village. It's the only towering mountain in the area; on it is a small outline of a trail leading to the summit, seen on the world map.

Porre Area:

- Porre Inn
- Market
- Elder's House

Market (Across Zenan Bridge):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

=====		
THE SEARCH FOR THE MASAMUNE (1000 AD)		ENEMIES
=====		Goblin
• Bring the brain (Lucca) with you		BellBird
• Meet Tata, the legendary fraud		Ogan
• Duke it out with Masa & Mune		FreeLancer
• Take back the Hero's Medal from Tata		Masa (boss)
• Find the other half of the Masamune		Mune (boss)
• Seek Melchior for help		MasaMune (boss)
• Go waaay back in time for a stone		=====
		ITEMS
		300G
		Ether
MOUNTAIN OF THE GOBLINS		Revive x2
Enter to find two seemingly harmless goons. Walk		500G
past them and the annoying bird rings the bell		Mid Ether x4
and alarms the goblins. Easy enough here. They		Mid Tonic x2
die with one swing of Crono's attack, but that		600G
bird is another story. Anyway, after you've		300G
dispatched the first squad, continue into the		Speed Tab
unfamiliar mountain area.		Magic Tab
		Shelter
		=====
Further ahead, you get a glimpse of the boy who		EQUIPMENT
is our supposed legendary hero. Instead of a		MirageHand
resolute tone you'd expect from a hero, you find		GoldHelm
that the boy is terrified. Although he still		GoldSuit
attempts to persuade you to go back and runs off.		SilverStud
		SilverErng
You find that the goblins wielding huge mallets		_____
tend to be helluva lot tougher than they look. The		
trick is to use Lucca's Fire magic to disintegrate		
its weapon, making it completely helpless. Without its massive		
weapon, it loses self-esteem and falls victim to your blade. They are easily		
felled with one swing. There's a hidden area under the canopy of leaves that		
leads to Robo's weapon, the [MIRAGE HAND].		

USELESS TRIVIA

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| Most of the battles that take place here are mandatory, although, there |
 | are some you can avoid since the goblins are taking their afternoon nap. |
 | They won't awake unless you go up to them, or a FreeLancer pelts a rock |
 | at it, or when a BellBird rings its bell. |

When you come to the bed of the waterfall, notice that there are two diverging smaller waterfalls near the bottom of the screen. Jump off the left water flow and you'll land on a ledge. On this ledge is a [SILVER STUD]. Don't worry about having lost your way. The path you take will lead right back to the waterfall and the FreeLancers. On the way, don't miss the awesome

[SILVER EARRING], which augments about 25% HP to your current maximum HP.

On the ledge overlooking a vista, speak with the Spekkio-wannabe 5 times to receive a [MAGIC TAB]. Don't forget to save, you'll need it! Keep a sharp eye out for the [SPEED TAB], which is resting near the edge in the next area. It will glimmer faintly for only a millisecond when you first enter the area. Dodge the salvo of stones the FreeLancer on the ledge pelts at you. They even damage you when you're pillaging a chest. Don't overlook the chest hiding beneath the leaves in the last area. It contains the important [GOLD SUIT]! Tip-toe around the sleeping goblins and retreat into the cave.

Inside the gloomy cave, a boy is having the time of his life, running around in circles. Approach the sword plunged deep in the earth, and the boy stops you. Amused by your daring attempt to wield the legendary Masamune, he calls upon his big brother, who looks like just like him, and scoffs at the party for being foolish humans. To see whether you are worthy of the honor or not, they decide to test your abilities.

BOSS: MASA & MUNE

HP: 1000 (Masa), 1000 (Mune)

Attacks: X-Strike
Confuse

Gained: 400 EXP
4 TP
400 G

This really isn't considered a boss fight once you know the secret. All there is to it is to only assault Masa (the one on the left). Why? Because he won't do a darn thing. If you attack Mune, the two will only counter with the X-Strike attack. Occasionally, they can sock it to ya, as well as confuse you with a tornado attack.

That was the test? Apparently not. They are appalled that you have managed to defeat them. They cite Cyrus for this notable victory. Resorting to their last line of defense, the twins fuse together to form...A big fat, ugly blob.

BOSS: MASAMUNE

HP: 3600

Attacks: Tornado
Slash
Pain

Gained: 500 EXP
10 TP
1500 G

He's damn tough and I don't care how you look at it. My recommended party is Crono, Lucca and Marle. Why? First, Marle has the Aura spell, which can rejuvenate sluggish party members, and she can also perform a dual tech, Aura Whirl, with Crono to replenish the entire party's HP. Finally, Marle and Lucca can perform Antipode together. It does over 300 damage. Yowza! Proceed with Crono doing purely physical attacks, and Marle and Lucca casting Antipode.

Repeat this until either the party needs to be healed, or when he starts to suck in air, like a vacuum. When this happens, he is about to perform his most powerful attack that can really leave your party crippled. However, the secret is to use Crono's Slash to nullify its attack. With the absence of its Pain attack, nothing can go wrong and you can ensure a victory.

Masa and Mune finally relent and allow you to proceed to remove the Masamune from its place. It's broken! A heavy wind picks up and the twins help you out of the mountain through its peak. Journey to Tata's house and find him cowering under the stairs. Speak to him to take back the Hero's Medal from him. He confesses that he was indeed a fake and is sorry. He and his dad then quarrel over who's wrong and who's the idiot.

REUNION

Now, head to the Cursed Woods and slip through the heavy defense. You don't really need to fight the T'Poles and Gnawers. They're tough. There's also a [MID TONIC] and a [SHELTER] in the outer woods. Go inside the rustling bushes to find an underground bunker. Frog lives here. It seems he has secluded himself from the outside world ever since that incident with Queen Leene. Even the Hero's Medal won't soothe his callous heart. After he moves out of the way, examine the glimmering dot to find the other half of the Masamune. Inscribed on the handle is the name "Melchior". There is a [MAGIC SCARF] in a hidden chest behind the clutter of junk.

Return to A.D. 1000 through the Medina Village vortex. Visit Melchior in his hut. He is very surprised that you have the Masamune in your possession. He offers to fix it, but he needs the necessary material to repair it with. A DreamStone, which the sword is composed of, is needed to restore the sword to its former pristine state. However, he drops your hopes saying that the stone no longer exists and leaves you in the dark.

Warp back to the End of Time and speak with the old man. He hints that the DreamStone can be found in prehistoric times. The key word being prehistoric. Hop into the portal leading to "Mystic Mountain - 65,000,000 BC". If that's not prehistoric enough for you, then I don't know what is.

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=====
THE AGE OF CAVEMEN IN LOIN CLOTHS (65,000,000 BC) | ENEMIES |
=====| Reptite |
• Dispatch the vicious Reptites | Runner |
• Meet and name the mysterious women (Default: Ayla) | Kilwala |
• Follow the woman back to her village |=====
• Party all night | ITEMS |
• Look for the culprit | Berserker |
|=====
| EQUIPMENT |
| None |
|=====
```

OOHGA-BOOHGA, OOGY-BOOGY-WOO!

The party arrives in mid-air and plunges to the bottom of the cliff. At the bottom, they meet, for the first time, green-scaly dinos called Reptites. Five of them attack the party. They're fairly hard and especially highly resistant to physical attacks. They even have a high HP count, although it only takes one blast of magic to reduce them to scrap. Once the first batch is disposed of, a second appears. Your party is outnumbered and there is seemingly no way out. A really cool anime sequence highlights the appearance of Ayla, your next new ally. She fells the Reptites with the least difficulty; the party is amazed by her dynamic, un-human strength. She fends off a couple of Reptites and kindly leaves four of them for you to tend to. Apply the same tactics.

Afterward, she introduces herself as Ayla, and compliments Crono for being a strong lad. Ayla like strong people! She tells you to visit her village and runs off at god-like speed, bidding you to follow her. Don't fall behind now! On the way, you encounter some hostility with Runners and Kilwalas. They are

easy to deal with so I leave them at your will.

TRIBAL VILLAGE

You can visit any of the four huts. This is the Ioka Village. Ayla is in the upper left hut. There's a girl offering sweet water in the bottom right hut that replenishes the party's HP. The upper right hut is the Trading Hut, but it's useless right now. Speak to Ayla relaxing in her residence to initiate a welcome party, made especially for you!

At the mirthful feast, you can dance by speaking to Marle several times until that option appears. That's always fun to do. When you've done enough, speak to Ayla on the dais. She challenges you to a fight. Actually, a soup-drinking contest. Win, and she'll hand over the stone you need. She drinks at a snail-like pace, so you have more than ample time to gobble up your soup. Crono gets buzzed and blacks out (ok, not really), but in the morning the party realizes that the Gate Key is missing. Sir, report it to Ayla, sir! Find her in her hut sleeping soundly in bed. You have the honor of waking her up. Without needing to think twice, she blames it on the Reptites! She temporarily joins your party and now you have to kick someone out, preferably Lucca (or Marle/Robo).

You can now visit the Ioka Trading Hut. You can trade items for three of each of these items: Feather, Petal, Horn and Fang. The guy on the left can tell you what you can get for each requirement. Here's the list just for quick 'n' easy reference.

Ruby Gun	=	Petal and Fang
Sage Bow	=	Petal and Horn
Stone Arm	=	Petal and Feather
Flint Edge	=	Fang and Horn
Ruby Vest	=	Fang and Feather
Rock Helm	=	Horn and Feather

Never heard of those items? They are items that can be obtained by defeating ridiculously easy monsters at the Hunting Range. They drop a chock full of these items. Here's a great trick to pile up those primitive items: wait for the rain to start so that the Nu comes out of hiding. As soon as it stops, run up to the Nu before it takes refuge from the blistering sun again. He tells the party that they are strong and coughs out the prizes (3 fangs, horns, feathers and petals). This neat trick was by courtesy of Ian Adams. I suggest you invest the time to collect all the items before continuing on the quest to retrieve the Gate Key. They will benefit your party in battle, doncha know? Travel south to the Forest Maze when you're ready.

Ioka Village places:

- Chief's Hut
- Ioka Hut

Ioka Trading Hut Merchant:

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.

=====	Reptite	
• Confront Kino at the Forest Maze	Gold Eaglet	
• Follow the foot prints	Red Eaglet	
• Infiltrate the Reptite's Lair	Kilwala	
• Azala! Bad!	Winged Ape	
• Fight Nizbel	Runner	
• Retrieve the Gate Key!	Evilweevil	
• Get the Masamune and Frog!	Megasaur	
	Shitake	
	Fly Trap	
LOOKY, LOOKY! PAWPRINT!	Nizbel (boss)	

Inside the green forest, the party finds the Gate Key-stealing culprit--it's Kino! He confesses that he likes Ayla "the best", so he stolen Crono's stuff out of sheer jealousy. Ayla bludgeons him and forces Kino to apologize. It's a pretty uh, sentimental scene. Kino directs you to where the Reptites have gone. Crono and the party are hot in pursuit.

=====	ITEMS	
	Mid Tonic x3	
	Mid Ether x2	
	Revive x2	
	Shelter	
	Heal	
	Full Ether	
	Full Tonic	

Climb the green vine stalk down and just work your way around while plundering the chests for some auxiliary items. At the end, there's an overpass that overlaps the path to the exit, making it hard to spot it. Just keep a sharp eye out for this, or you'll miss the exit. Then you'll be a pathetic and helpless little man.

=====	EQUIPMENT	
	Rock Helm	
	Ruby Vest	

_____ USELESS TRIVIA

/ _____

| The footprints inlaid in the ground indicate that an enemy is nearby. If |
| you attempt to walk over them, you'll be attacked. But if you try to walk |
| around them, you can avoid unnecessary battles. There are some that are |
| unavoidable, however. |

RAID THE NEST!

At the entrance, warm up by fending off a couple of Evilweevils. They are no pushovers, as they can do a fair amount of damage to each character. What's worse is that they only take damage if struck by magic. Physical attacks work, but not to their potential. Jump in the hole in the ground. The next few screens just involve a series of battles and jumping in the same holes. You can't avoid the battles here no matter how hard you try. The MegaSaur's have a ton of HP, and a few of Crono's Slashes aren't enough.

_____ NOTE

/ _____

| There are actually four separate routes that lead to the same place. At |
| the entrance, watch the Evilweevils drill holes in four different loca- |
| tions. Drop down any of the ones you haven't gone through yet. At each |
| route, there are different treasures, including an [ELIXIR]. |

Once you reach the large cavern, prepare yourself for those nasty Reptites. You will find a couple of them scurrying about. Some of the unmoving Reptites are blocking your view to treasure chests. The chests contain a [FULL ETHER]

and a [ROCK HELM]. Don't miss those two items!

In the next area, you'd you have to slog through 3 battles to get to the last area. But first, take a detour to the left. At the entrance, jump down the holes you haven't gone to yet. The party drops to another part of the cave, where you meet some hostile monsters guarding their stash. Defeat them to get the prizes and leave safely.

Back at the previous area, dispatch the squad with the MegaSaur and the two Reptites for a save point to appear. Save now, and if you don't already have Marle in your party, now's a good time to insert her in there. You will need her fierce magic. Don't forget to equip everyone with a Ruby Vest. Venture deeper into the cave to meet Azala, the leader of the Reptite pack. He thinks Crono and the party are apes with advanced technology. When you approach him, he demands to know what this strange contraption does and how. He is referring to the Gate Key, of course. Either answer will net you a fight with Nizbel, his strongest henchman.

BOSS: NIZBEL

HP: 4200

Attacks: Electrocution Energy

Gained: 500 EXP

10 TP

0 G

This guy is a cinch once you know what's keeping his body so immune to every type of attack. First, zap him with Crono's Lightning. Doing this will shock him and lower his defense dramatically. Now you can do up to 200 damage to the big guy. If you have Marle, the Ice Sword works wonders against the overgrown uh, big thing. When he uses Electrocution Energy, you must heal immediately regardless of how daring you are (unless you're playing new game+). It withers your HP by at least 60%. That's why you need Marle. She and Crono can perform Aura Whirl together.

Azala is shocked that you've beaten Nizbel and is terrified of you. He tosses the Gate Key and flees with his tail between his legs. Grab a box of kleenex and exchange goodbyes with Ayla and Kino. Now, head back to Mystic Mountain, where your warp point awaits.

THE MASAMUNE RETURNS!

You know the drill. Warp to Medina Village (1000 AD) and travel back to Melchior's Hut! He is blatantly impressed by your having a DreamStone AND the legendary Masamune in your possession. He'd like to hear how you've come about to have them, but he'd rather not, as he claims to have a fragile heart. After snatching the Masamune from your hands like a voracious wolf, he tells you it may take a while to reforge it. Lucca offers to help and follows him to his basement. Likewise, follow them down the stairs. In the basement, time freezes and they stay momentarily still, until you approach them and try to start a cheerful conversation. After what seems to be hours, you are finally bestowed the Masamune--the whole thing! It's time to go pay Frog a visit.

Visit Frog at his usual place, the Cursed Woods. This time instead of sending you away, he urges you to stay for the night and let him think things over. At this point, you are regaled with flashbacks of Frog's past (as in, when he was actually human). In clips of his past, you are introduced for the first time to Cyrus, the one person Frog has always stood in the shadow of. You are given an insight to Frog's true nature and emotions.

During the flashback, you learn that his name is Glenn. Let me point out to you that the Glenn from CC and this Glenn ARE NOT the same person. I repeat, they are NOT same person. If you go saying they are, I'll beat you silly with a stick. Magus was the primary cause of the human-to-frog transformation and Frog's dire misfortune. After you've seen just about all you can see up to this point, Frog wakes Crono and co and decides to tag along after all. Time to, again, force someone to kick the can, as you'll need Frog at your side from this point on. You may need to re-equip Frog with proper defense attire since he hasn't changed since the last meeting.

With Frog in party, head all the way to the Magic Cave, which is located just to the southeast of Denadoro Mountain. But first, to properly prepare you and your party with this villainous individual, you will want to channel some magic power to good ol' Frog since he is at a disadvantage in the world of magicians. And to do that, visit Spekkio at the End of Time. He'll grant Frog Water magic 'cause he's an amphibious creature who likes getting his feet wet.

=====	
DESTINED 'TILL DEATH (600 AD)	ENEMIES
=====	
• Navigate through and exit the Magic Cave	Vamp
• Battle Flea	Gremlin
• Duke it out with the notorious Slash	Hench
• See through Ozzie's tricks	Shadow
• Defeat all 100 monsters (literally)	Sorcerer
• Square off with Ozzie	Omnichrone
• Confront Magus and end everything	Decedent
	Grimalkin
	Roly
	Juggler
	Save Points (?)
A word of caution before moving on: There are so many <u>unavoidable</u> battles, you'll puke your brains out. I literally shot up 6 or so levels. Luckily, the enemies aren't so much of a challenge (unless you have a very weak party); just annoying. But anyway, you'll need to complete this dungeon and challenge Magus to move on.	Outlaw
	Roly Bomber
	Groupie
	Flunky
	Flea (boss)
	Slash (boss)
	Ozzie (boss)
	Magus (boss)
	=====

THE PARTY TAKES FIRST OFFENSIVE	ITEMS
The moment you step in, you are treated to a stunning anime sequence of Frog and the Magic Cave. Inside the magic cave, the Gremlins will die only upon being touched by magic. The name "Magic Cave" does imply something, non? Nevermind that bat hovering behind you. At the end, pay no heed to the death sentence and move out. Enter the almighty Magus' Lair.	Mid Ether x4
	Shelter x2
	Barrier x2
	Magic Tab x2
	Revive
	Lapis
	=====
	EQUIPMENT
	Mist Robe x2
	Dark Mail
	DoomFinger
	MagicScarf
	Speed Belt
	Slasher
	=====

Strangely enough, there's no background music to help keep your adrenaline (SL) running. Take some time to scout out those chests. In the process, notice that the townsfolk here are acting rather strange. The only responses you get are "Ha...Ha" and "Wanna play?" and other eerie things like that. You can't do anything about the quartet

guarding the chest on the right just yet. When you've cleaned out the chests in both areas, examine the illusionary save point.

Not a save point, but Ozzie, the plump general. He informs you that Sir Magus is rather busy right now and will not honor an audience at this time. But if you want to see him, you'll have to battle all 100 monsters and the three tone-deaf, evil fiends: Ozzie, Slash and Flea. As he makes his disappearing act, he leaves a parting gift of 4 Henches and 2 Vamps. He's so thoughtful.

It's time to crack your knuckles and relax while you can. Go out and save now as the going about is going to get really rough. At this point, you can't go any further until you've met and defeated two of the evil fiends--Slash and Flea. It's your choice of which of the two you'd like to murder first. As for the walkthrough, I'm going with Flea first since he's not that much of a threat as Slash is. But to prepare for him, make sure you equip Magic Defense-raising accessories. Although Slash and Flea are not at all difficult opponents, they have an insane amount of HP to liquidate; it's just like them to be lame-brained bastards. As you have suspected, they may turn out to be lengthy battles. But cheer up, if you stay alive long enough, you will etch in their minds some sense to not mess with you.

To face Flea first, take the right path (left for Slash). Speak with the boy and answer "Yes". Before you are allowed to battle Flea, you must prove your skills to the master of the castle by defeating four Shadows (this is actually optional). If you don't remember from Lab 16, these piles of goo are defenseless to magic attacks. The content in the chest is a measly [BARRIER]. Not too great, not too bad, but considering you had to waste a few magic points, it'd be better to have gotten something worthy of the effort.

On your way to the throne room, the people you come across reflect on the characters you bring with you. But that doesn't matter too much as they are the same enemies. You have to face Sorcerers--not a strenuous task. The first and last battles are avoidable, however, the one inbetween is not. In the throne room, you find a funny-looking thing already waiting inside. Frog assumes that he is Flea. It dies with one hit of the X-Strike. As it dies, it casts the annoying MP Buster on one of your characters, draining every last bit of his MP.

Alas, it was a fraud. The real Flea appears, and it is apparently the bat that had been following you around the whole time! That cross-dresser of a person or thing is one nemesis you shouldn't take lightly. On an unrelated note, Flea, in my perspective, is a woman since in Chrono Cross, she looked so feminine it's sickening. So, it's a her. End of story.

BOSS: FLEA

HP: 4120

Attacks: Prism Beam,

Gained: 500 EXP

Rainbow Storm,

10 TP

Waltz of the Wind,

1000 G

The Stare

Despite the fact that she looks so brittle and swanky, she still has the power, believe or not, to wipe your party off the map. With her constant use of Prism Beam, Rainbow Storm and The Stare, she is one tough hoochie, although not utterly challenging. The downside to her attacks is that they cause various status effects. If at the proper level and equipped with grade-A armor up to this point, the party should take no more than 50 damage each time. Continuously use X-Strike to put her in her place. X-Strike should do (it did for me) roughly 500 damage each time. Don't bother with

physical attacks as they will miss constantly. The Stare attack poses the biggest threat, as it can charm one of your characters to turncoat and attack the whole party, and most of the time it's Crono.

She feels quite humiliated that she's been defeated by low-class humans. As she leaves, a [MAGIC TAB] replaces her silhouette. Take the chance to save or be eternally damned. The next fight is going to be a tad more difficult. Oops, did I scare you?

BOSS: SLASH

HP: 5200

Attacks: Attack, Attack, Attack,
Jump Slash,
Fury Attacks

Gained: 500 EXP
10 TP
1500 G

Slash is more than enough for you to handle, especially when the mark of his demise draws nearer and nearer, where he tends to get nasty. Unfortunately for you, he is required to be defeated twice in order for him to be really defeated. His first self is easy and is pretty much self-explanatory. However, round 2 is another story. It's kill or be killed. Just keep pummeling him with X-Strike and occasionally Aura Whirl (with Marle if you have her) on the party to recover any lost HP. It will be quite frequent once Slash gets used to his Jump Slash and Fury Attacks. Both the Jump Slash and Fury Attack can do about 100 damage. I'm not exaggerating. I had my Defense at over 100 too! So, he is strong. He gets really dangerous if he decides to use Jump Slash/Fury Attack consecutively. You'd better have plenty of Revive handy and may peanut butter help you through this.

Need more help?

I have a tip that will make the fight with Slash in Magus's castle so much easier. Although I like to have a party of Chrono, Frog and Lucca, right before the Slash fight I put Robo in the party. Why, you say? I'll tell you my friend. The Triple Raid attack will hit Slash for nearly 1000 damage. So simply follow this pattern:

1. Triple Raid
2. Cure whoever ate one of Slash's attacks
3. Repeat until Slash meets his untimely doom

Thanks to Graeme Laird

He, like Flea, is baffled by the fact you were able to defeat the right-hand to Magus, or Ozzie. He bids farewell and leaves a remnant of his rage, the [SLASHER], a sword for Crono, as well as a Save Point. It's about damn time! The save point that appears in the hallway is actually a warp point that teleports the party to another room in the castle.

From here onwards, you will have to suffer through countless, and I do mean countless fights with tough and tougher enemies. It will get so annoying, you will be screaming for the madness to stop no more than 5 minutes later. Be strong, my audacious friend. For the next few events, the point is to avoid Ozzie's tricks and fight your way to approach him. Don't miss the awesome treasures on the way! Every time you manage to foil his nefarious plans, he

turns tail and flees. But he seems to always drop a few lovely gifts.

Once you reach the room where you can see Ozzie on the other side, attempt to walk towards him. He'll pull the switch and let out a laugh as your party plummets to the bottom. In the torture chamber, 6 Decedents are resurrected to throw a party for you. In the chamber, there are four Save Points located in the north, south, west and east directions. The first time you stop here, the western save point is a veritable save point, while the one on the opposite side (east) is the warp point you want. It transports you back to the room where you last saw Ozzie. The remaining two result in fights with uh, save points. Inane-looking things, but they let out huge amounts of EXP.

Back in the room, try your luck in walking and guessing which tiles are not traps. But if you do happen to revisit that room again, the correct save points will have relocated and you will have to use your random guessing abilities to identify them. Keep trying and you'll eventually reach Ozzie. As per usual, he retreats.

From here, you will have to fight in a series of annoying battles with tough enemies such as the Juggler. The Juggler is a bit tricky. Once you attack it with either a physical or magic attack, it activates the defense system for the last attack you inflicted upon him. For example, if you attacked him first with a magic attack, Magic Attack Defense On appears on the screen. You should now use a physical attack to counter the defense system. This pattern will repeat itself until it dies. Be careful from this point onwards, as the monsters can perform dual techs of their own, specifically, the Outlaw with a Juggler.

When you finally get to confront Ozzie, he has no where to run and decides to finish this once and for all. Ozzie creates an ice barrier surrounding his entire body. It repels all attacks. To make it worse, he counters with a devastating attack. The secret is to attack the four chains dangling behind him. The last chain opens a hidden hole underneath Ozzie, sending him to the fiery pits of hell. Take the chance to save now. Magus is waiting just ahead. In a haunting image of Frog--anime style--he stands up to Magus, face to face again. Music plays out and the battle between life and death ensues...

BOSS: MAGUS

HP: 6666

Attacks: Level 2 elemental attacks

Gained: 1500 EXP

Dark Matter

15 TP

Geyser

3000 G

He's one hella tough guy. You must max out your defense and attack power as much as possible to this point. His attack pattern is something I've never encountered in a game before. It's easy to catch on to, but hard to actually use it to your advantage. He has a magic barrier that allows specific magic elementals to hurt him. It's not a guessing game, as the text is displayed on the screen at the top.

If you use an elemental attack other than the one specified, you will end up doing him a big favor by healing his wounds, if any. What's worse is that whatever magic that he is susceptible to currently, he will cast it as a level 2 spell on your party. If your party does not have that certain elemental attribute, then coerce him to change barriers with a physical attack. On a quite frequent basis, he casts Geyser, which not only takes away some HP, but it also causes each character's HP to slowly deteriorate.

Once you've hacked away about 3000HP, he will start to cast Dark Matter which

does about 200 damage to all members. However, you have a small amount of time in-between to squeeze a few relentless attacks. When he does prepare to cast Dark Matter, he will be off guard. This is your only chance to use the most powerful techs you have. Good luck.

Need more help?

When Magus puts up the Lightning Barrier, have Crono and Frog do the Spire tech. It will hit Magus for approximately 740+ damage every time. However, when Magus casts Dark Matter, use Frog's Heal spell twice. I also used Robo and things were never the easier.

Thanks to Mark Rittaler

Magus tacitly admits that he had underestimated the power of the Masamune. As Magus barely finishes his last sentence, a great roar pervades the screen. The awakening of Lavos has begun, and it is out of Magus' control. He blames it on you for intervening with his ritual. The party throws a few curt remarks at Magus, only to find that Magus hadn't created Lavos, just summoned it. A huge time distortion sucks the party and sends them into the void, but to where exactly?

Instead of that hopeful dream Crono had, the party finds themselves in Ayla's hut. When you regain control of your characters, everything is pretty much the way it had been before you left. However, there are some new weapons in the Ioka Trading Hut that may interest you. These trade-offs are worth your effort.

Dream Gun	=	Petal and Fang
Dream Bow	=	Petal and Horn
Magma Hand	=	Petal and Feather
Aeon Blade	=	Fang and Horn
Ruby Vest	=	Fang and Feather
Rock Helm	=	Horn and Feather

Be sure to get the Aeon Blade for Crono and the weapons for the characters you use frequently. Afterward, travel to the Laruba Ruins inside the ring of trees. The chief of Laruba and Ayla are conversing and you can hear every bit of their conversation. Apparently, the Reptites' keen method that enabled them to find Laruba was by following Ayla. Follow her out to the Dactyl Nest in the north.

=====		
AYLA VS AZALA (65,000,000 BC)	ENEMIES	
=====		
• Find Ayla on the cliff edge	Shist	
• Fly over the lava to Tyrano's Lair	Avian Rex	
• Free the prisoners and Kino	Reptite	
• Cross the annoying teleportation room	Terrasaur	
• Finish Nizbel off for good	Volcano	
• Gain access to Azala's chamber	Azala (boss)	
• Battle Azala and Black Tyrano	Black Tyrano (boss)	
	=====	
	ITEMS	

GOOD DACTYL

At the entrance, look ahead to see a Cave Ape and two Shists that look like rocks. You can't go around them, so might as well just fight them. The monsters are abnormally strong. No matter how high your defense is, they still manage to knock off about 50-80HP off easily. Although with your attack power, they should be like pie crumbs to pick off. Dactyl's Nest is a short dungeon that is teeming with strong monsters and narrow paths. To get to the end of it, climb the rock holds provided on cliff sides. You should spend no more than 10 minutes here. At the summit, Ayla is calling upon her dinosaur friend. She summons a few more to accommodate the number of people tagging along. A really cool anime sequence that shows Crono and Ayla taming the Dactyls and riding off into the fiery red sky follows.

Tonic
Mid Ether x3
Mid Tonic
Full Tonic
Revive
Full Ether
=====
EQUIPMENT
Meso Mail x2
CeraTopper x2

You can choose to drop to the ground and prepare first, or just fly over the body of lava to Tyrano's Lair.

AZALA'S FOREBODING FUTURE

Tyrano's Lair begins with a welcome party--2 annoying Cave Apes and an extra Reptite. They're thrilled to see you. Now, go through the fossilized head to the other room and up the stairs you go. Take on the Reptites and free the incarcerated villagers as you go. Kino is also imprisoned in the last holding cell. Ayla tries to ram the cell door open, but to no avail. Once Kino is freed, he bids you to follow him. Before you do, the egg-shaped container in the cell is a chest. Be on the look out for more of these as you infiltrate Tyrano's Lair. Kino is patiently waiting for you back at the entrance. After speaking with him, he displays his barbaric strength by opening the other head's mouth for you.

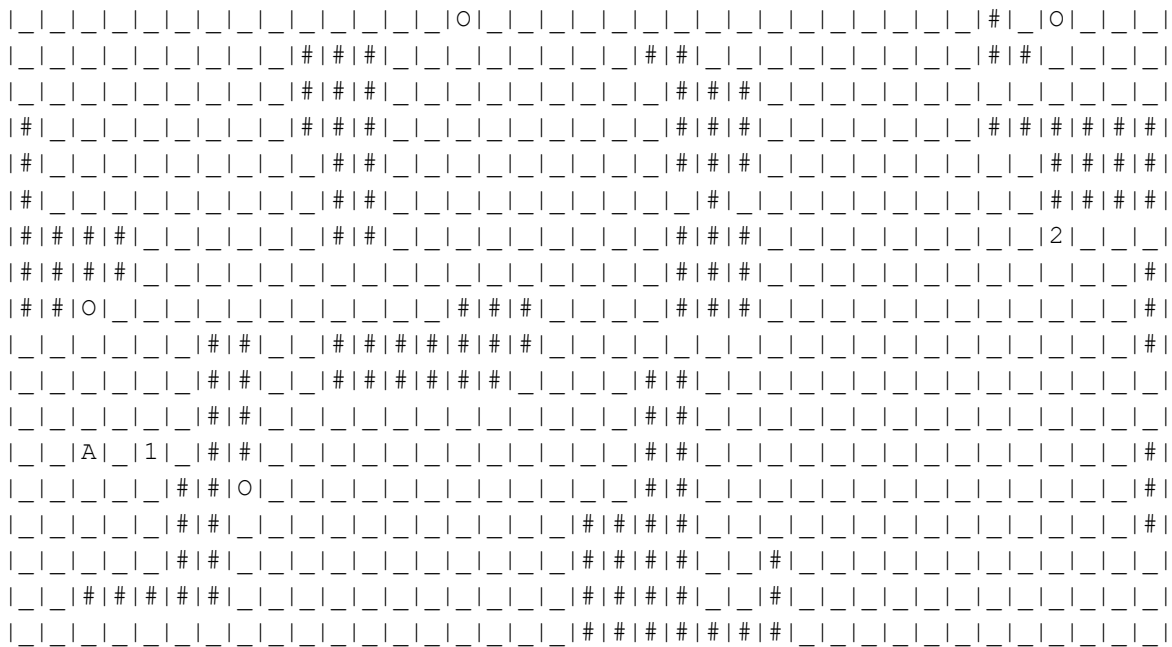
The stairs lead to a higher level of the tower where you'll meet Reptites and other monsters that are just itching to see you. And since you don't have all the time in the world to play with them, step on both floor switches to dump them to the depths below. However, if you do this, you'd have to fight them later if you fall into a trap. But since I'm helping you out, you shouldn't need to ever see them again. Anyway, head to the right first to collect a [FULL TONIC] from the left chest only. Do NOT open the right one. It's a cleverly rigged trap. Return to the previous room and head to the other side.

In this room, you'll find that the chamber is full of invisible teleportation devices installed into the tiles. There is no possible way to identify them, as they have no distinct appearances. These teleport you to other areas in the room. No biggie there, right? Wrong. Apparently, some chests, the one on the upper right to be exact, requires you to teleport yourself around to be able to get to the chest. The other three are easy enough to get on your own, but the last one may cause you to seek my guidance. So, I have generously provided a mini-map of the tiles you need to step on to teleport yourself to the right places.

```

+-----+
| 0 = Treasure Chest |   NOTE: I made this entire map just to help you get
| 1 = Teleport device |           the Meso Mail. :)
| 2 = Teleport device |
+-----+

```



Ok, what I have here is a rough layout of the entire room. It's not exactly drawn to scale, but it should suffice. Here are three easy steps to get to the chest.

1. Begin by heading to the upper right portion of the room to location [2].
2. This teleporter transports you to location [A].
3. Run into the teleporter situated at location [1].

Hopefully after looking at the map and drinking in my simple directions, you will appear just underneath the chest that contains the [MESO MAIL]. After you've collected all the treasures, head up the stairs to an even higher level. Battle your way to the unlocked gate, and step on the right switch to proceed into the control room. Push the switch for the gate to open.

Inside, you run into a face you have hoped to never see again. It's Nizbel, but he has no intentions to fight you. Save now or wallow in self-remorse. As you attempt to run up the stairs, Nizbel calls you from behind and taunts your party. Hence, a fight begins.

BOSS: NIZBEL II

HP: 4200

Attacks: Electric Wave
Stomp!
Power Ram

Gained: 880 EXP
15 TP
0 G

He's back, he's yellow and he's more powerful than ever to crush your marrow-filled bones. You can apply the same tactics from the last meeting, but this time, not only will Lightning shatter his defense, but also, as you damage him, his defense will strengthen again. So it's a sea-saw battle. Casting Lightning is on one end, and attacking him is on the other. You're going to have to cast Lightning every round to exploit his weakness. Then use Volt Bite, a dual tech performed by Crono and Ayla. Every so often, he'll attempt to annihilate the party with his explosive Electric Wave, which dishes out approximately 150-200 damage each time. Survival of the fittest. Stay alive long enough and you'll pull through.

Witness Nizbel get reduced to nothing, then save again and head out. On the balcony, there is a firm insinuation that you are not allowed to meet Azala. There are about 6 battles here, some of which are against Reptites and the mighty Terrasaur. Terrasaurs may seem extremely difficult to deal with at first glance, but once you shock it with Crono's lightning, it takes only one flick of the index finger to totally wipe it out. The Volcanoes are utterly baffling since they seem to attack each other.

In the room with three switches on the floor, step on them in this order: Top, left, and right. Throw the switch to unlock the center gate. Finally, it's time to settle things with Azala. When you approach him, he only laughs at your party and talks as if he expected you would make it far enough to face him. Azala hops down and heads out the door behind him. Don't overlook the two chests on either side of the throne.

High above the bubbling lava, Azala awaits your arrival, along with his pet, Black Tyrano. Blacky seems a little hungry...

BOSS: BLACK TYRANO/AZALA HP: 10,500 (Tyrano), 2700 (Azala)

Attacks: PsychoKinesis, Teleportation,	Gained: 1800 EXP
Devour, Telepathy,	25 TP
Flamethrower, Azala Break	0 G

I can tell from the twinkle in your eye that you're just ecstatic to see this much HP. Boy, will we have fun. Despite the HP overkill, this isn't as hard as you'd expect it to be. Only if you follow my method. Lengthy maybe, but it works. First, you'll need Frog in your party. Why? His Heal ability will be the party's life support and because it's a single tech, not a dual tech. Ok, with that in mind, time to put you to the ultimate test. Azala's an annoyance by casting all those spells. Put him to rest by relentlessly casting Lightning on him. NOT Lightning2. Do NOT attack Tyrano yet; he will only brutally cast a counter-blow that will tear your party to pieces, nearly killing them.

Keep casting Lightning on Azala either until he dies, or Tyrano starts to let up his defense for an attack. At this time, have Frog and Crono perform their X-Strike for mega damage (500+). Ayla's role plays as a second-hand healer. Always have her ready to cast her Kiss spell to whomever's HP drops below 200. If everyone is healthy and in tip-top shape, you can risk inflicting some extra damage to Tyrano by having Ayla perform Rollo Kick.

Tyrano performs a countdown once he's open to attack, whereby a mighty roar escapes to indicate that it's drawing nearer to zero. When this countdown reaches zero, Tyrano uses the deathblow FlameThrower (a name made up by me). This group attack is enough to wipe out the entire party, but at your fairly high level, they should all still be standing. Quickly have Frog use Heal on the party twice, and Ayla can fill in the gaps of lost HP amounts. Since you can't attack Tyrano until his shield is down, 'tis a good time to revitalize the party. Occasionally, Tyrano will slurp up a party member and spit 'im back out with half of his HP gone. Simply use Ayla to bring it back up again. Keep up this assault and Tyrano will eventually bite the dust.

DID YOU KNOW?

In the Black Tyrano/Azala battle, you got the X-Strike strategy, but you neglected to mention the vicious amount of damage Volt Bite dishes out to the Tyrano. If you have it at this point, use it every chance you get! Save your

3rd character for healing, and when he drops his guard, Unleash the fury of the Volt Bite attack. You can take him down within two defense drops.

Thanks to Graeme Laird

Black Tyrano becomes a fragment of your imagination, and Azala is lying helplessly on the ground, gravely injured. Ayla feels sympathetic and prompts Azala to escape with her. Azala, of course, rebuffs her kindness and proceeds to reveal to the party that there will be a time when the world is composed of nothing but ice, known as the Ice Age, and humans will have perished. At this point, you see an asteroid engulfed by red flames, speeding toward the planet. It's Lavos! Magus didn't create Lavos afterall; Lavos had arrived from space in this period of time.

After regaining control of your characters, inspect the Lair Ruins to find an active gate. The portal calls out to you. Hop in to find out where it leads to.

CIVILIZATION IN THE SKY (12000 BC)	
	ENEMIES
	Nu
• Enter the Skyway	Golem (boss)
• Find Janus and Schala in the bedroom	
• Magnify pendant's power	ITEMS
• Battle with the impossible	Black Rock
• Revisit 2300AD	Magic Tab x2
	Speed Tab x2
	Mop
AN ICE SHEET HAS FALLEN	
	EQUIPMENT
	None

Your twisted journey begins, yet again, in a tiny cave with the Gate you had jumped into back in the prehistoric era. Just outside the cave, an interminable blizzard rages on and obscures the land with a thick, white sheet of snow. If you haven't noticed already, look at the plaque on the bottom left corner. It reads "12,000 BC". So, that's where you are. Azala had been right. Because of the actions that had taken place in 65,000,000 BC, this world has become a desolate wasteland of nothing but snow. Start traveling east to find an encased dome. Inside, hop on the hub and get teleported to who knows where.

When you arrive, leave the hub. To your amazement, you find an entire civilization floating high above the bleak surface that has been surmounted by the snow. It's amazing and it looks so peaceful. I like the song that plays in the background, too. ^_^ The first accessible town at this point is obviously the one nearest to you, Enhasa.

As you speak with the people in town, you find that their technology is quite advance. The people here are all selected magicians who study under the queen of this kingdom--the kingdom of Zeal. As you adapt to the refreshing surroundings, check out the books, as they can burst into flames or spurt water. The books have a purpose, not just for eye candy. You have to open the books in a proper order so that a secret passage will be revealed near the last book opened, which is Fire. Open the books in this order: Water, Wind and Fire.

There is a secret room beyond the passage, and inside is a Nu. You can impose

a challenge on it and win a [MAGIC TAB] and a [SPEED TAB]. They are, however, stupendously tough. You will also bump into a sullen boy with a bad attitude. He gives you an ominous foretaste of your future.

Once you've finished conversing with the people of the town, you may head out and head to the northern land-bridge. On the ground below, trudge through the snow to the north to another Skyway. This one leads to the main continent of the Zeal Kingdom. Upon your arrival on the main floating continent, visit the BlackBird first. There, you'll meet Sir Dalton, an ill-humored knight, or captain. One of those. He recognizes your party as the evil-doers the prophet warned of. He's too full of himself to do anything.

At the Queen's puppet town of Kajar, open the books again in the same order to reveal yet another secret room. Inside is a poyozo doll that holds a [BLACK ROCK]. There's another Spring of Recovery here, although you may not need it, as well as a guy offering hints about the mythical Rainbow Shell and Sun Stone. In the Magic Tab development room, search the bottom right corner of the room for a [SPEED TAB].

WE'RE OFF TO SEE THE PALACE

Zeal Palace is accessible by going through the caves and transporting your party to the summit of the mountain the palace sits on. There's much to do. First, if you want another Magic Tab, offer to help scratch the Nu that's chafing his back against the wall on the overpass to discover a Nu's scratch point. Return to Kajar and scratch the Nu in the Magic Tab developing room for it to cough out a [MAGIC TAB].

There's a woman standing near a plant in the bottom left area of the room. Be sure to tell her to "Secretly Plant the sapling". This helps begin a side quest later on in the game.

In the upper right chamber is the bedroom where Schala is resting. There, you will witness a small sequence between her brother, Janus, and herself. She notices you as she walks out, but is pestered by the maid to go see the queen in haste. Follow her to the main room, where she uses her pendant to open the sealed door. Your pendant, unfortunately, has no effect. To evoke its true power, go to the Mammon Machine. Examine the center pedestal, and the machine dissipates its energy on Marle's pendant. Return to the sealed door and try again. This time it works!

Inside the main room, the queen senses your presence and commands Dalton to make short work of you. They disappear, and a bestial-looking creature takes their place.

BOSS: GOLEM

HP: 7000

Attacks: Iron Orb

Gained: 1000 EXP

Copy Cat

35 TP

2000 G

At your level, this guy really can make short work of you. Its Iron Orb drops your HP by half and he delivers the deathblow with CopyCat, which is an attack based on the damage dealt to him, only stronger. There's no way to win the battle at this time, unless you're playing a New Game+. Just sit back and watch him whoop your ass, which won't take long. I'll explain how to beat him later.

HE'S POSSIBLE TO DEFEAT THE FIRST TIME AROUND!

As you may know, the Golem attacks you two ways: by throwing the "Iron Ball" at you (which cuts your HP in half) and by duplicating the attack that you did to him last with his "Copy Cat" move (in other words, if you hit him with Lightning 2, he'll return with a very powerful lightning attack that will probably kill you, and ice with ice, and so on). He does the duplication attack only after a certain amount of time (let's say he does the Copy Cat once for every 4 turns that your characters go).

So what you do is start off by having one of your characters, say Marle, attack with Ice 1 (NOT Ice 2, this is important). Then wait. Golem will duplicate the Ice 1 with a weak ice attack against you. This works with other weak spells, too (Lightning 1, Fire 1, Water 1). Do NOT use physical attacks... this makes him do a rather powerful counter-attack. So, right after he duplicates your weak attack with a weak attack of his own, have the next one or two characters use their most powerful attacks (try to avoid double or triple techs). Now the key is, right before he is about use his Copy Cat again, make sure your last character before that uses one of those weak spells (Ice 1, etc.) on him. Since he only copies the last attack (which should be weak), his Copy Cat should hardly hurt you at all. He will still use his Iron Ball attack so make sure you heal from time to time.

I hope this is all clear; it's hard to explain. But you can beat Golem really easily once you get the hang of it. What do you get for beating him? Some nice experience, but that's about it. Nothing changes in the story... you're still captured. But just so ya know, it's possible to win.

Thanks to John M. for this

With this technique you can defeat the golem with only getting hit once! You need three characters with different elements to them (basically not Marle and Frog on the same team). Then once the battle starts Crono will be "iron balled". After that have the first character cast their elemental spell (fire1 or fire2 for example) the screen will read "copycat skill/ copy fire techniques". At this point the golem's attack preparation bar will reset as it prepares a fire counterattack. Wait until the character that first cast the spell's attack preparation bar has gotten half full then have another character cast any different elements (or physics). The golem will change his technique to that element and here's the key part: his attack preparation bar will reset again! If you keep waiting until the last person who attack's bar is half full before attacking the enemy's bar will keep resetting and he'll never attack again!

Does that make sense? Here's an example of how I usually do it. I have Frog, Crono, and Lucca on my team. (I use a slight variation here to get in two attacks at once but otherwise I'm following the procedure I mentioned above). I wait until frog's bar is full then I cast "water" then I wait until frog's bar is half full, then Crono uses "spincut" immediately followed by Lucca's "fire". Then I wait until frog's bar fills and then cast "water". I repeat until the golem dies.

Thanks to Knightly Knave for this strategy.

With the entire party lying unconscious on the floor, Queen Zeal and the others return to their positions and laugh in triumph at your pathetic self. They imprison you within the energy field of the Mammon Machine. At this

point, Schala appears to free your party. She wants you to help her find the Gurus, namely, Melchior, who has been banished to Mt. Woe. Before your party can accept her wishes, the mysterious Prophet appears to meddle with your plans. He and Schala make a compromise to let you go, but under the condition that you return to your time. After returning to prehistoric time, the Time Gate to 12,000 BC is sealed. Looks like they don't like you much.

Once you have the idea of your next destination, it's time to go there. That place is in 2300 AD.

Zeal Kingdom places:

- Land Bridges
- Enhasa
- Kajar
- Caves
- BlackBird
- Zeal Palace

Enhasa:

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.

Kajar:

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.

=====	
WE...ARE TOMORROW'S FUTURE (2300 AD)	ENEMIES
=====	Nereid
• Use the Sewer Access to Death Peak	Egder
• Visit Keeper's Dome	Krawlie
• Board the "Wings of Time"	Beast
• Explore Terra Cave	Red Beast (boss)
• Go through Beast's Nest to Mt. Woe	Blue Beast (boss)
	Mud Imp (boss)
	=====
	ITEMS
DARK SEWER DEPTHS	Full Ether x2
The party arrives back in A.D. 2300 at the Proto	Magic Tab
Dome, where they have been last. Travel to Arris	Power Tab x2
Dome, Trann Dome and Bangor Dome, and open all	Elixir
the previously inaccessible doors for really	600G
nice items. There's a barely visible [POWER TAB]	=====

in Arris Dome. Be sure to revisit the End of Time through Bangor Dome's Gate for an additional portal to appear. When you've reaped all you can in Trann Dome, head to the Sewer Access.

During the descent, a guard will notice you and run off to warn Sir Krawlie. Make your way towards the bottom of the screen to find two frogs. They play a small role of guiding you through the sewers, as they provide subtle hints about navigating the sewer depths. Various switches are needed to extend bridges. As they leap down the ladder, follow them.

At the bottom, you can choose to read the note on the ground for a small tip. As you make your way to the other side, steer clear of touching anything littered along the path, as the slightest noise can instigate battles with Nereids. They're not tough, just annoying. Ignore the save point at the end for it is a trap.

Head up and hang a right into a narrow corridor. Throw the switch and return to the north, following the contour of the back wall. Then move down through the now-unlocked door. Here, there's another sequence with the frogs as they explain how to expand the bridge. Keep moving and pick up the [RAGE BAND] from the chest. On the other side of the bridge is the guard that caught you intruding earlier and Krawlie, a boisterous little insect-like creature.

After a dry laugh, they finally notice you and Krawlie attacks. No need for much of a boss strategy if you're at this power level. Although Krawlie does have an attack that can reduce your HP to 1, but that doesn't matter much since it'll die in about 4 blows. Afterward, curve around and hit the switch for the bridge. Then climb up the ladder to the World Map.

WINGS OF HOPE

Refrain from entering Death Peak and move along to Keeper's Dome. Once you have taken refuge in the nearly deserted dome, head to the door at the top. Ignore the snoozing and only inhabitant of the area. Beyond that room are three shimmering dots of what seem to be Tabs, but unfortunately, you're not that lucky. The dots reveal the voice of Belthasar, the Guru of Time. The very same from 12,000 BC. He starts explaining the events that occurred in Zeal Kingdom that had thrown him forward in time. You'll also get an insight at how Lavos came to be (as if you didn't already know enough about it). Continue along while checking the dots. Beyond the sealed door is Belthasar's last and greatest invention, the Wings of Time.

For the first time, you get to feast your eyes on the coolest flying object that'll take your butt anywhere. Thank Belthasar. Oh, and the guys at Square. Go to the far end of the aircraft to fully marvel its brilliance. Then attempt to leave. The Nu from the entrance butts in and wheels in a pilot's seat. Can't leave the place without one it seems. It's a reincarnated form of Belthasar, or rather, his memory implanted into a body of a Nu. Name the Wings of Time, better known as the Epoch. Now power up the Epoch and watch a cool anime sequence of Crono's starting the engine.

Travel to 12,000 BC, but you soon find that the Skyway has malfunctioned. For now, make a stop at the Terra Cave located on the northwestern tip of the continent.

WE ARE EARTHBOUNDERS!

Terra Cave is a decent place where the Earthbound ones, as the enlightened ones call them, live. The merchant selling weapons, items and equipment have

EQUIPMENT
Charm Top
Gold Stud
Lumin Robe
Hit Ring
Rage Band
GoldErng
Bolt Sword

great selections. You can choose to upgrade your weapons now, but if you wait a while, you can Charm powerful weapons from the inhabitants of Mt. Woe. Only get what is necessary. Optimizing full defense is mandatory for the upcoming battles, so you could go ahead and re-furnish your characters. After shopping for your daily needs, there's a place where you could rest three floors down. It's free, so don't hesitate to recover your HP/MP.

At the bottom is a save point. The right doorway leads to the Beast Nest that connects to Mt. Woe. A recommended party for this excursion is Crono, Frog and Ayla. Why? You'll see later. At the bottom right of the screen is a partially hidden [POWER TAB]. It's rather hard to see. Anyway, there is a total of 3 fights. Two of which are with Beasts. As you deal damage to these mammals, they can increase their attack power by absorbing the damage dealt to them. It's wise to finish them off as quickly as possible. If you have the Charm ability, you can charm a Rainbow Helm, a really good defense-increasing helmet, from each Beast. This is a one-time opportunity to have 4 Rainbow Helms in your possession!

At the end of the small cave is a barricade of two colored beasts and an Imp. The little runt...

BOSS: BLUE/RED BEAST, MUD IMP

HP: 5000 (Blue/Red), 1200 (Imp)

Attacks: Beast Rider,	Gained: 954 EXP
Tremor,	22 TP
Recover	2600 G

'Tis nothing compared to what's coming up. This is just a shadow of the next boss. Don't panic, though. I'm here to guide you remember. It seems that the Mud Imp is the leader of the trio. It throws rocks at the Beasts to coerce them to charge at you. Almost always, the Imp will hop on the beast and plow through one of your party members as a counterblow. On occasion, the Imp will also recover the entire party (not yours) by 150HP.

As the fight lags on, you discover that the Imp cannot be hurt sufficiently. No problem. Just concentrate on one at a time. Start with the Blue Beast. Remember what I told you about having a party consisted of Crono, Frog and Ayla? Here's where they come into play. Have Crono and Ayla use Volt Bite on the Blue Beast 'til you eliminate it, while Frog heals the party. Next, use SwordStream on the Red Beast to make very short work of it. If you don't have SwordStream, Ice Sword with Marle works efficiently as well. When you've KOed the two Beasts, the Mud Imp will be a cinch.

Now that they're out of the way, you can continue to Mt. Woe, where Melchior awaits.

Terra Cave (12000 BC):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.

Weapons

Demon Edge	17000G	Raises strength by 90.
Comet Arrow	7800G	Raises strength by 80.
MegaBlast	9800G	Raises strength by 80.
Megaton Arm	15000G	Raises strength by 90.
Flash Blade	18000G	Raises strength by 90.
Equipment		
Lumin Robe	6500G	Raises defense by 63.
Flash Mail	8500G	Raises defense by 64.
Glow Helm	2300G	Raises defense by 25.

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SAVE THE GURU OF LIFE! (12000 BC)	ENEMIES	
=====	Bantam Imp	
• Climb the unstable Mt. Woe	Stone Imp	
• Free Melchior from a cold fate	Gargoyle	
• Save Schala!	Rubble	
• Give Dalton a beating of his life	Man Eater	
	Giga Gaia (boss)	
	Dalton (boss)	
	=====	

AN IMPRISONED MELCHIOR	ITEMS	
Mountain of Woe is a gloomy place covered in	Barrier x3	
thick clouds of translucent fog. The battles	Lapis x2	
are all, but unavoidable. The enemies--utterly	Shield x2	
weak and annoying. Be sure to have Ayla in the	Full Ether x2	
current party since the enemies here have great	Shelter	
weapons to steal. Don't want to miss this	Magic Tab	
chance now, do you?	=====	

	EQUIPMENT	
For your ethics class, steal, or in this case,	Lode Helm	
Charm a Bantam Imp for Crono's Alloy Blade, a	Lode Vest	
Gargoyle for Robo's Big Hand and a Man Eater	Time Hat	
for Frog's Pearl Edge, all of which are very	Ruby Knife	
good weapons. There are also many good items to	=====	
find that are strewn across this mini-dungeon.		
In each area, there are chains that are unusually		
thicker than the rest for you to climb to the next area.		

The Rubble enemy is an inert rocky monster that automatically locks all your tech skills and magic attacks. If you manage to kill it with pure physical attacks before it escapes, the kill nets you 1000 EXP and 100 TP! We just struck Tech Point haven. You can re-enter and practice genocide with it as many times as you'd like. After you've wringed every chest in the whole area, save your game at a hard-to-see save point near the end point. In the next area, pick up the [TIME HAT] and [FULL ETHER] from the two remaining chests. Don't miss the [MAGIC TAB] at the bottom right corner. I'm going to recommend another party for this fight: Crono, Frog and Ayla. Listen to me, if you want to survive.

Your party climbs to the peak of Mt. Woe, and arrives at a dead end with an abyss drilled deep in the earth just in front of them. To your dismay, Melchior is trapped in a block of ice, and as you approach it, it disappears. In its place comes a huge, cool-looking boss...Whoever said this rescue mission was a freebie...

Attacks: Dark Plasma,
Double Hand Blaster,
Defense Arm Recover

Gained: 3000 EXP
30 TP
3000 G

Before any of your characters can become active, you can bet your liver that he can whither away your HP to danger level with his 2-hand attacks. His most powerful being Double Hand Blaster. This is a dead give away that Giga Gaia must need both hands to enact these devastating attacks. Immediately after the Volt Bite dual tech becomes available, use it on the left hand(your left, not his). Do this twice until it disappears. Now that that you have deprived Giga Gaia of his two powerful attacks, he's helpless puppy. Now, use Crono and Frog's Spire attack on the body and repeat. After a few rounds, Gaia will resurrect its hand and the pattern recycles, except the left hand will die in one hit of the Volt Bite from here on out. Ignore the right hand, as it's not life-threatening. If necessary, use Frog's Heal to replenish lost HP.

Need more help?

I found a really easy way to beat that \$%&#&%# Giga Gaia really quickly. Falcon Hit. I swear it works like a charm as it kills all three parts at the same time.

Thanks to Fading Fast

Melchior re-appears and escorts the party to Terra Cave. Note that if you've missed the chance to charm the weapons from the monsters in Mt. Woe, don't dwell on it since they can be bought in Kajar now. At the Terra Cave, Schala comes to visit the party and Melchior. At the same time, sir Dalton appears and flashes a glint of evil. He kidnaps Schala and disappears. Speak with Melchior afterwards to receive the [RUBY KNIFE]. It is NOT a weapon, but an item to destroy the Mammon Machine with.

Re-group and return to the Skyway, as it is now working. Make a quick stop at Kajar and speak to the Nu selling items. Be honest and he'll sell you nice items. Then head to Zeal Palace and go into the room where the party had been beaten to death by the Golem--the throne room. Inside, you'll meet up with the culprit, Dalton.

BOSS: DALTON

HP: 3500

Attacks: Iron Orb,
Black Haze,
Blurp

Gained: 1000 EXP
30 TP
2500 G

He's surprisingly easy to beat. Give him a taste of your Ice Sword and Spire. If he's not crying bloody murder by now, finish him off with a few physical attacks. The only attacks you should keep an eye out for are Black Haze and possibly Iron Orb.

Dalton is not one to admit defeat so quickly. He escapes the gravitational pull of death and teleports himself to the Ocean Palace...with Crono and co in pursuit.

Kajar (After Mt. Woe):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.

Weapons

Alloy Blade	21000G	Raises strength by 110.
Big Hand	18000G	Raises strength by 105.
Pearl Edge	22000G	Raises strength by 105.

Equipment

Lode Vest	8500G	Raises defense by 71.
Lode Helm	6500G	Raises defense by 29.

=====		
THE UNDERWATER PALACE (12,000 BC)	ENEMIES	
=====	Jinn	
• Follow Dalton into the Ocean Palace	Barghest	
• Speak with Mune at the entrance	Red Scout	
• Gain access to the exit	Blue Scout	
• Travel down on the elevator	Mage	
• Defeat the ugly twosome	Scouter	
• Have a taste of Lavos' power	Thrasher	
• Regroup and mourn	Lasher	
	Golem (boss)	
	=====	
	ITEMS	
WATER EXPEDITION	Magic Tab	
Through the portal connecting to the Ocean Palace,	Elixir	
the party arrives in an advanced, air-compressed,	=====	
facility with vicious security. You start out in	EQUIPMENT	
a back room with a save point and Mune blocking	Aeon Helm	
the door to the next area. You don't have to fight	Aeon Suit	
him, thankfully. Approach him and he says something	ShockWave	
about the black energy growing. Beyond the door	Rune Blade	
Mune is corking off is a helluva lot of tough	Star Sword	
enemies. You best be equipped with the most durable	Demon Hit	
and damaging weapons you have.	Kaiser Arm	
	Sonic Arrow	

UNDER DA SEA!

The two diverging pathways at the starting point of this room are connected to the western and eastern rooms. In the large area ahead, pick up the [RUNE BLADE] and the [AEON SUIT], as they are fairly easy to overlook. A [STAR SWORD] is waiting inside the west room, but you need to earn it through blood and sweat. You can't reach the platform yet, but wrap around the path and go through the hidden doorway to get to the [DEMON HIT].

In the opposite room, there is an [AEON HELM], but it's guarded by some Red Scouts and a Mage. From here, you can reach the platform. As you step over the blue floor tiles, a battle ensues. Move to the blue orb in the floor and switch it on. This raises a platform in the south that leads to a new area. Before leaving this place, plunder the chests in the lower left and right rooms for various treasure.

USELESS TRIVIA

The enemies here require more than just brute strength. For the "colored" scouts, they will only take specific elemental attacks. Red-Fire, Blue-Water/Ice, and Yellow-Lightning. As for the Jinn and Barghest couple, be sure to eliminate Barghest first. Otherwise, Jinn will suffer minimal damage.

Once you've reached the other side of the doorway, it will be a journey of descent through endless flights of stairs. On the way down, you will meet some resistance by Thrashers, Lashers and a few Mages. At the last stairwell, you bump into Masa. Accost the two swirly objects, and they turn into the notorious Jinn/Barghest duo! After you give them a piece of your sword, use a Shelter at the save point. You'll need it.

Proceed to the center of the room; you'll be attacked by a group of monsters who are all very happy to see you. Dispose of them and examine the sparkling dot on the orb at the left. It appears to be the switch for the elevator. As the party makes their descent down the abysmal shaft, they are continuously assaulted by diverse groups of monsters. You need to survive three grueling battles that get tougher and tougher.

When/if you come to a stop, you could choose to continue, or put aside some time to get an extra Magic Tab (too many won't hurt!). If you want to just get the boss over with, take the party to both control rooms on either side and step on the blue orb in the center to expand the bridge. If you are a perfectionist, then re-enter the area again and hop on the elevator again for a ride back to the very top. The [MAGIC TAB] will shimmer for a second. When you take a second trip back down, you'll have to battle the monsters all over again.

Take the final treasure, an [ELIXIR], from the chest and move forward to meet a very arrogant fool. He sics the Golem Twins on your party and leaves. Here is a recommended party: Crono, Frog and Lucca

BOSS: GOLEM TWINS HP: 7000

Attacks: Iron Orb,	Gained: 2000 EXP
Blurp,	70 TP
CopyCat	4000 G

For the first few tries, you may classify these two in the "Hardest bosses of all time!" file, but you may also overlook the fact that their bulky appearances are very deceiving. They're actually pretty damn easy. That is, if you know the secret. This is a fool-proof way to beat them. If you don't have Lucca in your party, I guarantee you that you won't be able to endure their continuous beatings for more than 30 seconds. Until Lucca is in your party, you will keep dying (unless you have devised your own strategy).

Anyway, have her use HypnoWave to put them both to sleep. It works 99.9999% of the time. Once they're asleep, restore the damage from their Iron Orb assault. Note that the sleep effect will not wear off unless you hurt them. Now use Spire on one of the twins and do NOT ever, ever touch the other until the one you're attacking dies. It appears that with its brother inactive, it rarely uses Iron Orb anymore. So, just finish it off with Spire or Fire Sword. Once the first one is gone, do the same to the second. As each

of them die, they will use Dalton's Blurp attack as a last resort.

Need More Help?

First of all, your party will consist of Crono, Robo, and Frog. Why? Crono because...well, you HAVE to...and Robo and Frog because of one of their double techs. I speak, of course, of the awesome Cure Wave. For a relatively minor expenditure in MP, the two of them combine Heal powers to *completely* cure your party...whether you're at 998 HP, or 1 HP! Keep Robo and Frog hanging back in reserve to use this double tech at will, and have Crono use Confuse on one of the Golem Twins. If you're at a decent level, you should walk right over him.

This also works great on Lavos' final form; generally, he can't dole out enough damage in one round to kill, so you can just completely heal every round and terminate with extreme prejudice.

IMPORTANT NOTE: This will work. For it to work *well*, you'll want to equip Robo with a speed-increasing accessory. Think 'Bandana'. Think 'Speed Belt'. If this is a New Game +...well, what do you need this hint for? But still, think 'Dash Ring'.

Thanks to Istanbul

Anyways this is how I did it...I charmed a Mermaid Helmet from the Blue Beast then I got the Blue Mail and Blue Vest then I went to fight the golem guys..I equipped Crono with the blue vest, Frog with the blue mail, and Ayla with the mermaid helm...I just casted Luminaire and then I casted Water 2 and used Ayla to heal occusianally and I charmed a Magic Tab too..I think you could do this with other elements just get the stuff needed...

Thanks to James Erickson

Greatly disturbed, Lavos finally awakens and is being commanded by the queen. Removing his disguise, Magus comes to reveal himself. It seems that he had been thrown back to this period after the accident in Magus' Lair and tricked Queen Zeal into summoning Lavos under the guise of friendship.

The screen shifts to a battle with the almighty Lavos. You finally get a glimpse of the spaceborne creature. You'll die no matter what if this is your first time through. Witness Magus' true intentions and afterwards, move Crono so that he comes in contact with Lavos. An awesome anime sequence ensues. Then, the screen blacks out...

THE VILLAGE OF HARMONY

The party finds themselves in the remains of Terra Cave, but its inhabitants have apparently relocated outside now that the seemingly eternal blizzard has abated. The Nu in one of the village huts is selling crude support items. You can't reach the tab behind it until it moves aside, which will be later. Keep checking back. The man assures you that the Nu will have items worthy of your time later. Head into the Commons. If you don't have Ayla in your party, stick her in now.

A few survivors of the inevitable downfall of the Zeal Kingdom have come to reside in the quiet village of Commons. As one villager said, there are no differences between the Enlightened ones and the Earthbound ones now. If you

haven't met the uncertain girl with the seed sapling, tell her to plant it now, or be forever damned. Well not really, but this helps for the Sunken Desert side quest. Speak to the village elder in the north. As you do, Dalton appears and overpowers the party. Dalton then declares himself the new king of the Zeal kingdom and takes the party captive onboard the BlackBird.

Last Village Places:

- Commons
- Shop Hut
- Residential Hut

Last Village (12000 BC):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.
Mid Ether	2000G	Restores 30 MP.

Last Village (random):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.
Mid Ether	2000G	Restores 30 MP.

Weapons

Star Sword	25000G	Raises strength by 125.
Sonic Arrow	10000G	Raises strength by 100.
Shock Wave	11000G	Raises strength by 110.
Kaiser Arm	21000G	Raises strength by 120.
Rune Blade	24000G	Raises strength by 120.
Hurricane	35000G	Raises strength by 135.

Equipment

Aeon Suit	9000G	Raises defense by 75.
Aeon Helm	7800G	Raises defense by 33.

=====	
ONBOARD THE GREAT BIRD (12,000 BC)	ENEMIES
=====	Basher
• Get the party's weapons back!	Turret
• KO the guard	Byte
• Those are our Elixirs, thank you very much!	Golem Boss (boss)
• Gimme them items!	Dalton Plus (boss)
• Cruise through the corridors of Blackbird	Magus (boss)
• Scare off the Golem Boss	=====
• Cross swords with Dalton (plus)	ITEMS
	Inventory Items
	Party's Money
	Magic Tab

I BELIEVE WE CAN FLY

Now that Crono is unavailable, you have a new party, but there is no fixed party member you must have, except Ayla. As the party had been loaded onto the Blackbird as excess baggage, they've been stripped of their armor, weapons and just about every single thing you had; you still have clothes though, thankfully. The party awakens in a holding room.

=====	
EQUIPMENT	
C1 Equipment	
C2 Equipment	
C3 Equipment	

Climb the ladder in the back to find that you are currently way above sea level and if you jump, you're a goner. Back inside, the second party member notices an air vent you could go through. Climb up to reach the ventilation ducts. From the area directly above the cell room, move to the right and all the way up. Then make a left until you hit the first juncture. Move up and left at the second juncture. Further ahead is the ladder leading to the well-guarded [C1 EQUIPMENT].

Back at the starting point, head left and go down to the first intersection point, then go left. Once you've taken back what truly belongs to you, backtrack to the cell. You can watch a short scene of Dalton remodeling the Epoch from the southern grate.

Back at the cell, feign illness and lure the guard in. *hint* The inept guard will be knocked unconscious by the faker. Kudos. Now head to the other room on the other side of the conveyor belt. The Byte won't attack unless you move or provoke it. Stand perfectly still if you want to avoid getting caught. Get your money back from the three Bashers guarding it. Afterwards, head north past the top first conveyor belt and go in the door on the right. Retrieve [C2 EQUIPMENT] here. Leave the room and trek further north, past the guarded door. Enter the door on the left. Finally, reclaim your items and go out the back door.

Make your way to the other side of the wing. The Turrets give off more than ample tech points to unlock some techs. You must launch your hard-hitting physical attacks before it self-destructs to earn the EXP and TP. The chances of your getting them break even, unless you just happen to be really good or a cheap bastard playing New Game+. On the other end of the wing, the Golem Boss stops you in your tracks.

BOSS: GOLEM BOSS

HP: 15000

Attacks: None

Gained: 2500 EXP

40 TP

2000 G

Yes, it's strange to see a boss with no attacks, but this fight is just here to scare you silly. Basically, Golem Boss will perform a life-threatening countdown. When you see this, you know you'll panic and start launching an all-out attack on the guy. But get this, once the countdown reaches zero, the boss chickens out and voids its attack. Then it starts over from 5 again. It is apparently afraid of heights. So, why did Square give us this pathetic monster? Because they're communist bastards who like to play with and tease us little kids. After a certain amount of time, the boss will either obliterate itself, or if you are quick enough, die and unleash all of its experience goodies.

With the Golem Boss destroyed, the only hindrance to getting the Epoch back

now is Dalton. He's just ahead and it's time to settle things with that fool. The ensuing sequence shows a new beefed-up version of the Epoch. Dalton tinkered with the Epoch so that it could fly. He zaps a laser at the party, nearly bringing them to their demise. Enraged, the party retaliates.

BOSS: DALTON PLUS

HP: 3500

Attacks: Wind Slash,

Gained: 2500 EXP

Opposite Attack,

40 TP

Iron Orb

2000 G

He has little HP that can be knocked off easily. His attacks are a lot more devastating this time around. If you cast an elemental attack on him, ice for example, he retaliates with an attack of the opposite element, which is fire in this case. I recommend using only physical attacks. Just use Cure and Heal on injured characters.

Dalton tries to summon the Golem Boss to finish you off, but since you have already taken care of it, Dalton gets sucked into the portal. The party takes control of the pilot seat now. You could either press the [] button to bring the Blackbird down to a watery grave or fly the Epoch properly. Either way, it doesn't matter and the repercussions will end up being the same. The Epoch lands safely next to the Commons, thanks to your lead character's expertise in flight control.

Learn about a mysterious wanderer who stopped by the village and continued to the North Cape from the villagers. Head to the North Cape, which is located to the north of Commons, and investigate the matter. Save your game. On the cliff's edge awaits Magus, where much ado about him and the incident at Zeal Palace occur. After the enlightenment, you have to choose either to accept Magus' challenge or throw in the towel. Accepting his challenge bags you an additional boss fight with him. If Frog is in your party, he must partake in an one-on-one battle with him. If you turn down his delightful offer, attempt to leave and he joins your party. The choice is in your hands.

BOSS: MAGUS

HP: 6666

Attacks: Level 2 Elemental Attacks

Gained: 2500 EXP

40 TP

4000 G

If you have your mind set on revenge to sacrifice having the best magic user in the game, then more power to you. Having Frog fight him alone is more of a challenge. Have Frog use Leap Slash and cure himself when needed, which is quite frequent, mind. After 7 rounds or so, Magus should finally...how should I put it in a nice way...join the carebears in the sky.

Upon giving him the final blow, he tells you to seek help from the Gaspar at the End of Time.

If Magus joined your party, the first thing you'd need to do is, of course, bestow a proper name upon the temperamental magician. He directs the party to see Gaspar at the End of Time. Go there. Speak with the Old Man, but he refuses to provide any hints. Return to the Epoch and he calls you back. He

finally gives in and forks over the [CHRONO TRIGGER], as well as some hints as to the revival of Crono. But first, go see Belthasar in 2300 AD.

=====	
PREPARING FOR CRONO'S RESURRECTION	ENEMIES
	None
• Consult Belthasar for additional help	=====
• Play for Crono's Clone	ITEMS
• Collect all remaining treasures	Magic Tab
	HyperEther x2
	MegaElixir
GURU OF HELP	Elixir
In the Keeper's Dome, you can find a sleeping Nu, who is Belthasar, in the back. There is a [MAGIC TAB] on the ground before the sealed door. Belthasar drops the lowdown on the party about reviving Crono. In essence, you need Crono's Clone. What's that? Don't ask questions yet. Just return to Crono's time in 1000 AD.	Full Ether
	=====
	EQUIPMENT
	None
	=====

If you have yet to acquire the Crono Clone, then now is a good time to do it. Go to Leene's Square and head to Norstein Bekkler's Lab, a purple-ish white tent situated at the northeast corner in the first area, with 40 Silver Points in hand. Inside, he offers to give you the clone only if you win. The point is to mimic the clone's every movement. If you win, Bekkler delivers the clone to Crono's House; you could pick it up there. If you lose, accumulate another 40 Silver Points and try again. Once you have it, head to Crono's House to pick up the prize. Speak with his dear mother first for permission to take it.

COLLECT STRONG EQUIPMENT

The list at the top is misleading, as it doesn't list every single equipment and item available. Since Death Peak will be a very hard venture, you'll need to fully equip your characters with the strongest accoutrements you can get your sticky hands on. Start by traveling from place to place, era to era, and breaking the seal on the sealed chests. See the Seal Chests/Doors list for details.

The chests yield great items to help boost the party's power. There are a number of things to do to prepare for this treacherous journey, but all are short, menial tasks. First, warp to 600 AD and examine the sealed chests in the following areas: Truce Inn, Porre Elder's House, and Guardia Castle. In these three areas, choose NOT to take the item inside. Now, travel forward to 1000 AD and locate the chests in the same areas to pick up better and much stronger versions of these defense gears. You should have picked up the Red, Blue, White and Black Mails. Now return to the 600 AD period and harvest the downgraded versions of the mails: The Red, Blue, White and Black Vests.

Next, place the genial princess in your party on your visit to Guardia Castle in 1000 AD for a bonus sequence. There are great treasures to take there. And I do mean great. Travel to the blue pyramid in the Medina area to enter the Forest Ruins. The pendant automatically takes in effect and dissipates the once-impenetrable force field. The Guru of Reason lets you choose between the two chests that appear. It doesn't matter which you take as they are both good items. While you're still in this time period, go to Lucca's house with Lucca in party and speak to Taban twice to receive a [TABAN SUIT] and [TABAN HELM].

Warp to 65,000,000 BC and go to the Laruba Ruins. Speak to the Nu in the back to be allowed to change the lead party member's name. Talk to him a second time to receive a [SILVER ROCK], which invokes the Spin Strike triple tech enacted by Ayla, Frog and Robo. The Ioka Trading Hut has a new item that calls for 10 of each item. That item is the Ruby Armor. It's very much worth the effort.

If you're done reaping the world of the sealed chests and extra goodies, you can choose to take on your first side quest, or continue to Death Peak. You will need to complete the side quests later if you don't do them now. See the Side Quests section for details.

=====	
MARCH ON DEATH PEAK (2300 AD)	ENEMIES
=====	Kracker
• Trudge through the snow in harsh conditions	Macabre
• Battle Lavos Spawns	Lavos Spawn x3(boss)
• Heed Poyozo Doll hints	=====
• Revive Crono and reunite	ITEMS
	Power Tab
	=====
	EQUIPMENT
'TIS COLD IN THE ICY MOUNTAINS	Magic Ring
Move north and speak with the first Poyozo Doll.	Wall Ring
After laying out a hint for you, it transforms	Giga Arm
into a tree. Stand behind it by walking into it.	Brave Sword
Each time a heavy wind picks up, take cover behind	Star Scythe
it, then continue trudging through the snow to the	Vedic Blade
next tree after the wind dies off. You should have	Dark Helm
enough time inbetween to make it so that you don't	Memory Cap
get blown off the mountain. There will be several	_____
cases in which you will be in danger of getting	
catapulted off the mountain and starting over from	
the beginning.	

Once you've safely crossed the first area, continue left and battle with the Krakkers for the [MAGIC RING] on the left. Climb up the footholds to the north, and leave through the right. Make your way to the lower level and take the [WALL RING] from the chest on the far right. There's a save point just at the south end of the frozen lake. Now enter the cave in the top left. A Lavos drone awaits your arrival.

BOSS: LAVOS SPAWN	HP: 4000
Attacks: Lavos Spawn Needle,	Gained: 3500 EXP
Lavos' Sigh,	40 TP
Blizzard	2000 G

You will be meeting 2 others after this one, but they are sickeningly easy if you have Frog, or some other character with a powerful single tech. Don't ever, ever attack the shell, unless you enjoy dying. Concentrate on the head. Launch Frog's Leap Slash repeatedly and have the others attack normally. Heal the wounded and it should be enough to get by as the spawn of ex-satan has a measly 3800HP.

Head out the north exit and curve around to the opposite entrance. Go outside after dealing with the Krakkers and inspect the glowing dot in the back to open a new cave entrance. Backpedal all the way to the initial save point and enter the newly discovered cave. Collect the [STAR SCYTHER] nearby and prepare for another battle with the spawn ahead.

After the second spawn joins its distant brother, move left to the next area. Talk to the half-frozen Poyozo Doll to learn about the slippery edges. It starts here, so be wary! To avoid returning to the entrance, balance your lead character with the D-pad so that he neither slides too far off the bottom nor the top. Try not to be too terribly cautious or you will tend to mess up.

Elude the never-ending line of Krakkers and collect the [VEDIC BLADE] from the chest. Then follow the Krakker trail to the south and continue. The Poyozo Doll shares a hint about moving and climbing a shell. Take the hint, then drop down below. Climb down the next set of footholds for a [DARK HELM] and a save point. To the north is the last Lavos Spawn. Once you disintegrate it, it leaves its steel-like shell behind. Shove it to the footholds on the right and press X to climb on. Don't miss the [MEMORY CAP] lodged in the snow at the right.

WELCOME BACK CHRONO TRIGGER!

Continue moving north and the party finally reaches the summit of Death Peak. There, they use the combined powers of Marle's Pendant and the Chrono Trigger to bring back a dear friend. During the time freeze, replace the petrified Crono with the clone. The party automatically returns to Death Mountain with Crono. Once Crono rejoins the party and the brief sequence with Crono and Marle have ended, the game shifts to the End of Time, where you can regroup and re-equip good ol' Crono.

-+--+

THE PAST, PRESENT, FUTURE AND BEYOND

~THE FINAL BATTLE~

-+--+

There are about two ways to meet with the monstrous fiend behind the whole drama. The obvious one being: using the bucket at the End of Time. The other option is completing the side quests through the Black Omen. Although using the Black Omen as a transport to confront Lavos is not too wise. I know this because I uh, tried. I was successful, but it was hard. You had to fight FOUR battles with hella tough bosses in a row with no intervals whatsoever. It's mandatory to have your levels above 50, or you won't last 5 seconds! Having a huge stockpile of MegaElixirs and techs at your disposal is key. Lavos uses powerful group attacks so frequently, you'll have a hard time keeping up your HP without MegaElixirs.

If you fight Lavos for the first time, it will shed three forms, each tougher than the last. The first form is no problem, but the last two are the ones you need to worry about. I'm not afraid to admit it, but it took me about 5 to 6 tries to bring him down on my first game. That was because of my lack of MegaElixirs.

Before you EVEN THINK about taking on the ultimate being, I'm going to stress

First, for equipment, give Ayla the Prism Specs, and give Frog Sun Shades.

Then, what you have to do is let Lavos in ANY of his forms, kill either Frog, or Ayla. When this happens, have Crono quickly use a Revive on them (the potion that brings them to 50 HP) and then let them completely <edit> Lavos with their suped up Frog Stomp/Dino Tail.

Each Dino Tail with this should do about 3500 damage, and Frog Stomp should do about 2800 the first time around.

These will kill the second form before he can Shadow Doom Blaze twice, and if you give Ruby Armor to both Frog and Ayla it won't do as much damage. If you want to get them both to practical points for their attacks, just revive them with Revives.

Since both Frog and Ayla's attacks are physical, they will affect both bits, instead of just the center one. After the left bit is dead, and the center bit is hurting, the defense on the core goes down. then just <edit> him some more.

The core has exactly 30000 and the center bit has 10000 hp. After 2 rounds of Dino Tail, and one round of Frog Stomp, the center is dead, and when the core has about 20000 hp left, it revives the bits, but its defense stays down. so, you just keep doing Frog Stomp and Dino Tail, and reviving when necessary, and the core will most likely die before it has a chance to revive the other 2 again.

This has been done by me about 7 times to kill Lavos, and it works like a charm. most times, both Frog and Ayla are hurting badly after the second form, and are already ready to kill the final form as is. About 5 out of 7 times, the center and left bits die before they have a chance to kill either Frog or Ayla completely. This strategy makes Lavos much easier to kill, since it activates much more powerful attacks than any other strat.

As for the new game+ lavos trashing and thrashing, this is what I did:

The first thing I told about yeilds about 16 Megalixers. This should be more than enough to keep Crono alive through the new game+ Lavos battles. Just use Crono's Luminaire to kill both arms on second form, and then Confuse the middle when its vulnerable.

On final form, Confuse the left bit to death, then Luminaire. With Crono at high levels (48+) the major attacks shouldnt be so bad. Whenever you feel like it use a Megalixer(you wont run out if you stole them from the Ruminators) and continue the battle. It takes a while, and it helps to have Marle(if you play your cards right, you can get her in every single Lavos battle, including the Dream Project battle) cast haste on Crono. After one shot of Luminaire, the center bit goes down in hp and the core deactivates the defenses. Continue to haul off on them with Luminaire 'till the core revives the left bit, and then kill it again with confuse. The defense on the core should stay down if you kill the left bit fast enough, and then continue to Luminaire. If you have hasted Crono, then you should be able to kill Lavos before it can revive the bits twice. If you dont have haste, it takes twice as long.

Megalixers are pretty much limitless against Lavos, if you stole them from the Ruminators. If you don't get enough, you can ALWAYS do the Black Omen twice, by defeating it 3 times, one in each era, and working your way back in time. This yeilds about 40-60 megalixers and <edit>loads of HyperEthers if

you do all 3. The main idea is to charm from EVERYTHING in the black omen, because almost everything in it gives up really good items.

Thanks to Andrew Kathan for this rather interesting strategy.

* * *

I found it much easier to beat the final form of Lavos, if you hit the left pod twice in a row with Crono's Confuse, which will take it out, and then use Dark Matter/Mist and Luminaire, to beat the crap out of what's left. The other bit is, that I had Marle in my party as well, and the few times I had the chance, I had her cast Haste on Crono, then Magus, then herself, if possible. This made survival a lot easier!

Thanks to Michael Dunlap aka Digital D. for this contribution.

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/|_|_|_|_|_|_|SideQuests|_|_|_|_|_|_|  
|/|/|/|/|/|_|_|_|_|_|_|/|/|/|/|/|/|
```

What do you gain by taking extra time to complete these side quests? For one thing, you're able to obtain the ultimate weapons for some characters, and at the same time, unravel more of the story Square has put so much effort into. You don't necessarily have to do them in the order here. I'm merely listing them by the degree of difficulty.

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THE MOON, THE SUN, AND THE STONE

=====

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| Acquiring the Sun Stone |  
| |  
| This sidequest consists of a lot of time-traveling between 2300 AD-600 AD. |  
| It is also the easiest (although the only boss you have to defeat is hard |  
| as hell). To prepare, you'll need your characters equipped with Ruby |  
| Armors and the Red Mail to reduce or absorb fire damage the boss can |  
| inflict upon the party, which is ridiculously interminable. Good luck, my |  
| brave warrior. |  
| _____ |
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| _____ |  
| |  
| During this side quest, you will find a Power Tab, Sun Shades, and |  
| the WonderShot. |  
| _____ |
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Warp to the period 2300 AD and whip out your world map. Fly to the isolated island in the south. On that island should be the Sun Palace. Be sure to save and head in.

Attacks: Flare,

Flame Counterattack,

Laser

Gained: 3500 EXP

40 TP

2000 G

Son of a Gun, er, I mean Son of Sun is one of the toughest bosses ever. Don't take him too lightly, or you're toast. If you can't see through his devious weakness, then you have no chance of beating him. Here's the secret: The boss is in fact, the being in the center, but attacking him directly causes it to suffer minimal damage. The trick is to attack the flames that encompass it in order for it to be hurt sufficiently. However, the hard part is to guess which one of the flames has the telepathy to transfer the damage to the actual boss. Have each of your characters attack the flames in a clockwise fashion individually. If you strike the wrong flame, it will counter with a devastating flame attack.

Once you find the weak point, assault it violently. Techs, physical and magic attacks inflict the same amount of damage, so just use physical attacks to conserve MP. After a while, it will perform a Roulette Shuffle, which causes the flames to be re-arranged, forcing you to hunt down the right flame again. It doesn't sound too frighteningly difficult, does it? The only thing you should be worried about is its constant use of Flare, Laser and the flame counterattacks, but if you have Ruby Armor or the Red Mail equipped, Laser is the only threat. Note for the wise: Do not ever use a group attack, or you'll be condemned to death.

Helpful Tip:

Equip your characters with armor that absorbs or lowers fire damage. Have Magus in your party, and make sure he knows Black Hole. Why? When you start the fight, have Magus cast Black Hole. It will swallow up two of Sun of Son's flames, so instead of five flames to guess with, you only have three! This makes the battle a lot quicker, and less painful too.

Thanks to Bahamut43 for the great tip.

After the long and grueling battle, walk up to the altar and take the Moon Stone. Take it to 65,000,000 BC and head to the secluded island in the north-east. That is the Sun Keep. Place the Moon Stone in its rightful place and leave. Return to 2300 AD and go to the same place, the Sun Keep. Only this time, the Moon Stone has been stolen! The lead character deduces that the stone has been gone for some time now. So travel to 1000 AD. Alas, the Moon Stone isn't safely tucked in this earth bed either.

Fly to the Mayor's Manor in Porre to find a strange luster shimmering in the sky above his house. Inside, the Mayor claims he's never heard of a Moon Stone. Leave and stop by the Snail Stop across from manor and buy a Jerky from the clerk for 9,900G. Now travel back to 600 AD and drop by the Elder's House and give the woman the Jerky for FREE. They will be grateful for this and promise to expound the importance of generosity to their children.

Back at the Mayor's residence in 1000 AD, he turns out to be an altruist this time around. He freely gives the Moon Stone back. Go to the Sun Keep and place it in its proper place. It is truly amazing how a piece of jerky can amend several generations of greed!

For the last time, travel to 2300 AD and with Lucca in your party, pick it up at the Sun Keep. You'll be taken to Lucca's House, where she will whip up a

neat gun for herself. Her father collaborates as well with an invention of his own, the [SUN SHADES]. That's it! The end of this easy side quest. If you have the Rainbow Shell in your hands, you can make more powerful weapons, using the mingled power of the Sun Stone and the Rainbow Shell!

=====

SOOTHING THE LOST SOUL

=====

| Cyrus' Restless Ghost |

| This is another easy sidequest that isn't too terribly time-consuming. It |
| seems Cyrus' spirit still roams and haunts the land of Choras in 1000 AD. |
| It's a mistake to challenge him as ghost. He'll whip your butt. However, |
| if you visit his grave in the Middle Ages (600 AD), he doesn't seem too |
| vindictive. Ease his stress and finally, let the lofty hero rest in his |
| final peace, knowing that the kingdom's safety is in good hands. |

| | |
| During this side quest, you will find a Power Tab, Magic Tab, 2 |
| Elixirs, Moon Armor, Nova Armor, Shiva Edge, Valkerye, Kali |
| Blade, Siren and 2 HyperEthers. |

Start off by visiting Choras, an island of its own off the southeastern coast of the main continent. Go to the Café and speak with soda-guzzling man. He mentions that his tools have been stolen and that he won't be able to work without them. Toma's also here. After a small conversation, he gives you [TOMA'S POP], which will be used for another side quest. Return to 1000 AD. Stop by Choras Inn and speak to the same soda-guzzling man. His name is in the family tree somewhere. He claims to have the Tools you are looking for, except he's too lazy to get 'em. Tells you to ask his wife instead. Visit the last residence at the bottom. Speak to his wife and she'll turn in the [TOOLS].

Take the Tools to 600 AD and find the carpenter again at the Café. He thanks you and leaves to return to work. You can find him at his residence in the south. Speak to him and he'll call his team to work on the ruins. Follow them to the ruins.

Upon entering, they tell that they've repaired what they could. It seems they are bothered by the ghosts hanging around. If you promise to clean out the infestation of the apparitions, they'll agree to come back. Clear out Reapers and Defuncts in the right area and Sentries in the left.

NOTE

| | |
| Leave all the chests you find as they are. You should pick them up in the |
| year 1000 AD and come back to get doubles! Like with the Mails and Vests, |
| examine the sealed chests, but don't take what's inside. They'll upgrade |
| to even nicer items in 1000 AD. Then, you could come back to pick up the |
| as-good prizes. |

Once you've dispatched every batch of the enemies, return to the carpenter in his house. This time, he charges 2000G to repair the damages. Pay up and return to the ruins. The repair team have patched up some of the holes, but still have not finished them entirely due to the ghosts lurking about. Head to the left room and go through the door that had been previously inaccessible. Place Frog as the leader of the party. Inside is the momentous grave of Cyrus. Examine it to see its eulogy and for his ghost to appear. Frog and Cyrus will be indulged by a sentimental reunion. After the sequence, Frog's Masamune will be upgraded.

You have to again return to the carpenter and pay up another 2000G for final renovations to the Northern Ruins. Once they're done, explore the rooms in the back and examine the sealed chests, but do not take the prize inside. On the way, you will meet some loose encounters with Base, a stronger form of Shadow.

Finally, travel to 1000 AD and visit the then-Northern Ruins, now called the Hero's Grave. It will be free of monsters. Collect the treasures: [MOON ARMOR], [SHIVA EDGE], and the [VALKERYE] from the sealed chests. There is a [MAGIC TAB] near Cyrus' grave and a [POWER TAB] in the bottom left corner of the first room on the right. Finally, take the [HYPER ETHER] and [ELIXIR] from the remaining chests and head back to 600 AD. Back at the Northern Ruins, pick up the treasures you've tried so hard to avoid opening. Not bad at all!

=====

HOME, SWEET HOME...A ROBOTIC FAMILY REUNION

=====

| Geno Dome |

| |

| The journey to Geno Dome is by no means difficult. As with the previous 2 |

| side quests listed above, the longevity of this side quest is equivalent |

| to that of the Cyrus' Grave side quest. You can count on a boss fight in |

| the end, as well as acquiring Robo's ultimate weapons. |

| _____ |

| _____ |

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| During this side quest, you will find 2 Full Tonics, a Speed Tab, |

| 65,000G, Power Tab, 2 Lapis, Elixir, 2 Full Ethers, |

| a HyperEther, Magic Tab, MegaElixir, a Vigil Hat, Terra Arm |

| and the Crisis Arm. |

| _____ |

On the overworld in 2300 AD, fly to the southeastern continent to arrive at what looks to be a construction site, but it is labeled Geno Dome. Place the humanoid robot, Robo, as the lead character and enter. Once inside, activate the computer for a voice to welcome Prometheus home. The computerized voice prods the party to step inside. The party hops onto a conveyor belt that teems with battles against the tough DeBuggest and Proto 4's. There are five battles in total, and each growing in numbers and difficulty. Take note that you can return here to level up your characters through the Dust Chute. The enemies will re-spawn and you can go through the nightmarish trip once again

at your leisure.

When you reach the end, the computer applauds your victory over its pawns. On the other side of the door, find the only functional computer in the area and defeat the Proto 4's. Switch the computer on to learn more about the secrets of Geno Dome. Go down and left to the room ahead. Defeat the Laser Guards and head to the back panels. Leave the center switch green and the other two red. This unlocks the safety latch on the energy pod. Return to the energizing pod near the information computer and charge Robo. The pod channels strange electricity to Robo, allowing him to force certain doors to open. Immediately after being channeled with powerful jolts of energy, dash back to the pod to open the door on the left. The sudden charge does wear off after about 5-6 seconds so don't linger behind.

Pick up the Poyozo Doll and search the orb for a [SPEED TAB]. Afterward, head back to the south hall and press the switch next to the pod to open the safety lock on the other pod. Then charge Robo and open the door. Claim the [FULL TONIC] and [50,000G] from the chests in the room. On the far left, a Proto doll stands in your way and deflects Robo from going any further. Head to the opposite side and you may notice a shining dot in the chasm. That's the Dust Chute, which leads right back to the entrance. Ignore that if you don't want to re-live that hellish ride. Head to the steel door at the top, next to the conveyor belt, to pick up a [LAPIS] and [ELIXIR].

Find the elevator and take it to the next floor. Ignore the door on the left for now and head south. Have Robo face the control panel for the lasers and he'll jump up to de-activate them. You can pick up a [MEGA ELIXIR] and a [MAGIC TAB] on the lower right. Back on the path, drop down the ladder and take the [15,000G]. Continue north to learn a terrifying scheme. To the right is a [FULL ETHER]. Backtrack to the save point and go through the steel door on the left this time.

There is a [POWER TAB] on the right. Take the elevator at the end elsewhere. Now de-activate the laser via the red switch. Move across the conveyor belt and open the safety lock on the pod. Go back to the elevator entrance and take a left. Flip the switch on the bottom to reverse the belt's movements. The hard part now is to run from the charging pod to the pod on the other side of the conveyor belt. The trick is to immediately step out and run like a nut once you see an iota of light. Inside the now-unlocked door, a Proto doll starts to follow you. Slowly lead it back (it gets "stuck" sometimes) to the Proto doll that had been blocking your way at the entrance.

When you reach the active Proto doll, the two lock-on. Now, you could freely take the [VIGIL HAT] from the chest and the last Poyozo Doll from the orb. Make your way back to the save point and SAVE. As you try to ingress deeper into the factory, a pink robot appears. This gives obvious indications that the robot is female. Robo recognizes her as Atropos, but she doesn't seem too fond of the party. Robo volunteers to fight Atropos alone.

BOSS: ATROPOS XR

HP: 6000

Attacks: Cure Beam, Prism Beam
Atropos Tackle, Hammer
Punch, Area Bomb

Gained: 0 EXP
0 TP
0 G

Basically, she has all of Robo's tech skills. Fighting against yourself isn't appealing, but fair enough, she is easy to do away with. Simply use Robo Tackle throughout the fight and use Cure Beam when necessary. For the first half of the fight, she mimics Robo's moves and uses them against him. But for

the second half--she uses Area Bomb for the remainder of the battle. Just keep Robo's HP above 150.

Atropos' memory bank restores itself upon that awful whiplash and returns to her once kind self. As a memento, Atropos presents Robo her favorite [RIBBON], which automatically augments Robo's stats accordingly. Continue to the back and place the Poyozo Dolls on the two green orbs on either side to open the double doors. Prepare to meet the creator of your dear friend...His real purpose is about to unveil itself.

BOSS: MOTHER BRAIN HP: 5000

Attacks: Reprogramming, Laser, Gained: 3000 EXP
Prism Beam, 40 TP
Power Wall, Lock tech skills 3000 G

The three Displays accompanying her wake are major disadvantages to the group and yourself. But luckily, they are easily taken care of. Destroy only TWO of the three Displays. Force yourself to put aside the thought that it can still heal the Mother Brain for 1000HP, but your group should be doing over 2500HP worth of damage to the boss, practically counterbalancing the HP restoration. Have two characters perform their most devastating Dual tech, while one character pulls off his most powerful single tech. Each round should net over 2500HP total. Don't let up and she'll go down eventually. If you do happen to destroy all 3 Displays, the Mother Brain tends to get nastier and retaliates with Reprogramming and a fatal, unnamed group attack that increases in damage each round.

Need more help?

I found an easier way to beat the Mother Brain in the robot Factory in 2300AD. How I did it was to destroy two monitors and have Ayla and Robo use Boogie to halt the remaining monitor. Then just wait away on the Mother Brain.

Thanks to Shaun Austin (shaun_austin@hotmail.com/reo420@yahoo.com)

Upon being defeated, it drops the [TERRA ARM] and [CRISIS ARM] for Robo. The game takes the party back to the world map, where they will take on their next side quest, I hope?

=====
AN END TO A LONG-TIME GRUDGE
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| Ozzie's Fort |
| |
| This is probably the shortest side quest of them all, but the boss fight |
| at the end may add to the duration of this quest. It's time to settle |
| things between the underprivileged Mystics and the humans once and for all |
| (very original, eh?). |
| |

During this side quest, you will find a Magic Tab, Full Ether, DoomSickle, GloomHelm, Gloom Cape, Dash Ring and a Sight Cap.
--

Ozzie's Fort is situated just east of Magus' Lair in 600 AD. You'll find it a little smaller in size. Enter to find the ferocious big green guy waiting for you. You might want to place Magus in the party for a slight change in the dialogue. Ozzie no longer reveres the once wicked Magus. Now, he views him as his arch enemy, a traitor. Follow him to the next room and he calls on his underling, the she-he--Flea! She acts in her (?) usual swanky manner, and as always, battles the party.

It isn't a real fight, so it's not necessary to make a strategy for it. Just stick to physical attacks and she should die in 3 to 4 rounds. Occasionally, she'll try to underpower your party with her now-pathetic magic attacks. Upon her defeat, she turn tails and flees, throwing a hateful remark at the party for defeating her.

Follow in pursuit and you will come to a room where Ozzie is at the end along with...a switch. Looks like he still has some dirty tricks in the bag. He attempts to sic 2 baddies on you, but they fall off and the music dies. It's comic relief, I say. Having made him look like an idiot, he retreats to the next room. There he calls on Slash to take care of you. Deal with him the same way you dealt with Flea. He's a piece of pie and it shouldn't be able to sap the vigor out of you. Follow Slash' trail to the back room.

Don't try to duck past the moving switch blade; it'll leave your party with 1 HP if you get caught under it. Instead, make like you don't see it and leave. An imp will come and screw it up. You can now get the [FULL ETHER] from the chest unscathed. Before leaving, there is a very well-hidden room just below the doorway. You can find Magus' [DOOM SICKLE], [GLOOM CAPE] and [GLOOM HELM] there, all of which are valuable equipment. In the next room, the terrible, tone-deaf evil threesome appears to match wits with the party. This time, it's no push-over. As they announce their Charm items, prepare for a serious beating...

BOSS: GREAT OZZIE, FLEA PLUS, SUPER SLASH HP: 6000 (O.), 4000 (F./S.)

Attacks: Delta Force, Bad Impulse,	Gained: 7500 EXP
Fire Sword, Prism Beam	80 TP
	4000 G

The points gained after the fight is a bit misleading, as Flea can sometimes vanish from the fight, deducting exp, tp and gold values. The notorious trio can perform capricious triple techs, namely Delta Force and Bad Impulse, on the party. Start off the fight by charming the Flea Vest from Flea if Ayla is participating in the fight. The Ozziepants are not worthy of the 4 MP needed to cast Charm. If you're collecting weapons, charm the Slasher 2 from Slash. Then focus all your energy on Ozzie and take him out of the ring first to prevent any more triple techs. Next, concentrate on Flea and finish her off quickly. She and Slash can do the Fire Sword dual tech. Finally, sweep Slash off the screen with powerful single and dual techs. Don't use triple techs as they dissipate necessary MP.

Ozzie's two cronies die off, but he still manages to survive your onslaught and dashes off into the room in the back. A similar fight to the one in Magus Lair commences, where he summons a ice barrier to encompass him. Hit the switches behind him, but no matter which you choose, you still get dumped into the previous room. Trail back to Ozzie and watch a common house pet barge in and lend a helping hand. That's the end of that. If you check back at Medina Village in 1000 AD, you'll find that the long-time grudge against humans has disappeared and they no longer segregate themselves from the outside world.

TONE-DEAF, EVIL FIENDS?

You know Ozzie, Slash, and Flea? Why do you think they're described as "tone-deaf" fiends (tone-deaf being a musical term)? Reading your FAQ, an idea just popped in my head. I believe the names of these villains is based on actual musicians! Hear me out: Ozzie, of course, refers to Ozzie Ozbourne, the infamous frontman of Black Sabbath and the guy who bites the heads off of live bats. Slash is the inimitable guitarist for Guns N Roses. You know, the bad mofo with the dark hair who always wears a big hat and sun-glasses. And Flea, obviously, is the wacky funk-bassist of the ever-popular Red Hot Chili Peppers. A stretch maybe? I'm not sure. As you may know, Square has a habit of naming villains and other video game characters using real-life references. For example, with Final Fantasy IV (II in the U.S.) the Four Elemental Fiends are named after characters from Dante's Inferno trilogy (very old and popular books written in Renaissance Italy) according to the designers. And of course, all the summons throughout the FF series (Ifrit, Shiva, Leviathan) are named after characters from various real-life religions and myths. And there are other examples which I can't quite remember. But anywho, just thought I would sure it with you.

Thanks to John M. (swidly@hotmail.com)

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SHADOWING OF TOMA'S FOOTSTEPS

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| The Quest for the Rainbow Shell |

| |

| This is a rather long side quest, but it's very much worth the effort and |

| time investment. Not only do you get to forge incredibly powerful weapons, |

| but you also get a self-feeling of satisfaction, or something. You can get |

| Crono's ultimate weapon with the mingled power of the Sun Stone. |

| |

| |

| During this side quest, you will find 3 Power Tabs, Blue Rock, |

| Sight Cap, Zodiac Cape, 3 Lapis, a Frenzy Band, 2 HyperEthers, |

| 2 Elixirs, a Prism Shard, Prism Dress/3 Prism Helms, |

| Prism Specs and the Rainbow. |

| |

The key item you need to initiate this side quest is Toma's Pop, which can be gotten from him at the Café in 600 AD. Speak with him in the Choras Café, and after the greeting exchange, he gives you Toma's Pop to hold onto, as well as some instructions on how and when to use it. Travel to 1000 AD and you will notice the West Cape to the western tip of the Choras continent.

NOTE

/ _____
| You don't necessarily need Toma's Pop to do this side quest. The only |
| thing you'll miss out on is the name "Giant's Claw" on the overworld. |
| _____

Toma's grave is there. Apparently, he had gambled his life away in his search of the Rainbow Shell. Inspect the gravestone, and the lead character automatically uses the Toma's Pop on the grave. A silhouette of the great explorer appears and converses with the party. It discloses the location of the Rainbow Shell. After the brief sequence, look behind the gravestone for a [SPEED TAB]. Use the Epoch to return to 600 AD and fly a little northwest to come to the island Toma had directed you to that is called the Giant's Claw.

Find Toma's Note on the ground. Head south to the exit. You arrive at a very familiar place. It's Tyrano Lair, except it's a wee bit different. Instead of working your way from the bottom to the throne room, you have to move from the throne room to the entrance at the bottom. Pretty scandalous. You can get the lead character to sit on the regal chair for fun.

In the next area, the left chest contains a [SIGHT CAP], but when approached, it silently calls forth monsters--tough monsters. Be sure to charm a Ruby Armor from the Gigasaur if you don't already have one. Use Lightning2 on the Gigasaur and Leapers. The Gigasaurs execute a one-time counterblow that can damage the party for 100+. After claiming your prize, head to the cave entrance on the right. You arrive in a familiar room which is comprised of a fossilized skull head and three floor switches. Step on the top, then left. Laugh as the kitty drops below. Follow it and jump in the hole.

Step on the left switch to open the skull head. Then go through it and take the [POWER TAB]. Head all the way down and out. Search for the [POWER TAB] in the left corner and drop down the ladder to the [FULL ETHER] on the left. Climb back up the ladder and curve around the pass. Fossil Apes will leap out from the abyss and attack. Before leaving to the next area, there is a hidden chest in the back that contains a pretty [BLUE ROCK].

Ignore the top ladder and work your way south. There is a powerful [ZODIAC CAPE] in the chest on the left and a [LAPIS] on the bottom right. Go through the left skull and send the Fossil Apes to their hellish graves using the floor switch. Take the [FRENZY BAND] from the left passage. Then go around the other way and do the same to the other Fossil Ape. There are 2 Rubbles here, who offer an insane amount of Tech Points, and they are incredibly easy to beat. Examine the right chest in the next room and your party will get dumped to the depths below.

Leave your confinements and head left, all the way to the entrance and pick up the [POWER TAB] you may have seen earlier. Backtrack and go to where Kino's cell had been--actually it's still there, but only Kino-less--and enter the huge hole in the wall. Just ahead is a descendent of Black Tyrano with a hint of fury in its eyes.

BOSS: RUST TYRANO

HP: 25,000

Attacks: Roar, Flamethrower (2)
Devour

Gained: 3800 EXP
40 TP
2000 G

Tyrano is back and has embedded a grudge against your party. He's exactly the same as last time except his flame thrower attack is a bit amplified. If you are well prepared for his flame attacks, then you should be worried about his "devour" attack. Well equipped meaning, you've got the Red Mail, Ruby Armor, and the Red Vest on your characters. Each time he performs his flamethrower attack, it boosts its power the next round. So, each time he uses it on your party, it will be more damaging than the last assault. You should only need to nurse the wounds of those wearing the Ruby Armor and those that have been eaten up by him a couple of times. Other than caring for your injuries, don't let up on launching an all-out massacre of powerful single and dual techs to make him extinct for good.

Behind Tyrano is the iridescent Rainbow Shell. As the party marvels at its beauty, they discover that it's too heavy to be lifted by themselves. Run south and the game will fade automatically, taking you back to Guardia Castle. There, the king agrees to unearth the Rainbow Shell and store it in the castle as a national treasure and family keepsake. Now you know that the shell is in good hands, it's time to go back to 1000 AD to lay claim to the real prize.

Back at 1000 AD, place Marle in your party and enter the castle. You find the Castle tightly guarded, and it seems you can't go to and from rooms at your will. Speak with the guards to learn about the trial placed against the king. It seems that the king had sold the national treasure for some dirty money! The hearing is now currently in session. Find the trial room and use Marle to "talk" your way in. Inside, the king is completely abased and claims that the Chancellor is trying to frame him! There's nothing you can do to lift the tension off at this time but to find tangible proof that will open the eyes of the jury members.

Head to the treasury in the basement to find the guard knocked unconscious on the floor. Accost the two Gnashers and they will reveal the true scheme. After you've put them out of their misery, continue all the way north while claiming the treasures in the chests and clearing out the enemies that get in your way. You'll eventually reach the Rainbow Shell. It is exactly the same as it was 400 years ago. Marle finds and reads a letter from Queen Leene, who teaches her the moralities of respect. Afterwards, chip off a piece of the Rainbow Shell to receive a [PRISM SHARD]. Bring it back to the trial room.

The guards still won't let you or the princess in, but Marle comes up with an alternate method, although she insinuates that it's a little dangerous. Marle jumps through the mosaic glass painting in the back and disbands the hearing. She shows the Prism Shard to the court and the Chancellor no longer throws any more accusations. Instead he becomes a little annoyed and reveals himself to be a descendent of Yakra under the guise of the Chancellor! He desires payback more than anything else...

BOSS: YAKRA XIII

HP: 18,000

Attacks: Blizzard,

Gained: 3500 EXP

He's not at all any difficult if you've equipped yourself with protect status armors and accessories. He tends to afflict Chaos status on your party often. Other than that, he is a harmless puppy, with the exception of his Drrrooo... attack. It hurts...a lot. He delivers capricious attacks that should be countered with deadly single and dual techs from your characters. If possible maybe even a triple tech. Remember to keep your HP high; don't let it dwindle below 200, or you'll be busy casting Revive the whole fight.

Yakra XIII is defeated and drops a remnant of his rampage. You are not able to get it now, so you need to come back later. Witness the cheesy sequence between the king and Marle. When you've regained control of the lead character again, return to the sparkling dot Yakra left behind to receive the [YAKRA KEY]. This key unlocks the locked chests in one of the room in the right tower I believe. Inside contains the real Chancellor.

At this point, Melchior is waiting for you in the treasury with the Rainbow Shell; go to him if you want good items. Speak to him and he gives you a choice between a Prism Dress or 3 Prism Helms. Speak to him a second time and he'll uncover more of his abilities and forge the [PRISM SPECS] and Crono's ultimate weapon, the [RAINBOW]. This is only if you have the Sun Stone, though.

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A LINK TO THE PAST

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| Sunken Desert |
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| This is a fairly short and easy side quest, but rather difficult if you're |
| at low levels. Not only do you have to help Fiona's thriving forest, but |
| you need to help Lucca reclaim her past and change her mother's ability to |
| um, do stuff. |
| |

| |
| During this side quest, you will find a Lapis, 2 Full Ethers, |
| Aeon Suit, Aeon Helm, Elixir, Full Tonic, a Power Tab, |
| Memory Cap, 5000G, HyperEther, and MuscleRing. |
| |

First of all, bring along Marle, Frog or Magus. The enemies in the Sunken Desert are impervious to any type of attack unless you cast a water-based spell first. Now, go to the sand pit in 600 AD near Fiona's Villa and enter. You arrive in an underground sand cavern. Attempting to collect the treasures scattered around the room result in enemy attacks. Remember to cast Ice2 or Water2 at the beginning of each battle. Lay claim to the various prizes in the room and exit south. The north exit leads back to the entrance.

This is the boss' chamber. The party feels a sudden tremor and catches a glimpse of Retinite. Retinite makes periodic appearances. At this time, if

you are ready, run into him as he emerges from the ground to engage in combat with the incarnation of Zombor.

BOSS: RETINITE

HP: 5000 (Top), 1000 (Core), 4800 (Bottom)

Attacks: Sand Cyclone,	Gained: 2600 EXP
Absorb Energy from Core,	100 TP
Devour	2000 G

Retinite's attack pattern is very loosely based on Zombors. Don't attempt to use any Shadow-based attacks, as it will heal it. To kick the fight off with an advantage, cast Water2 or Ice2 to lower its defense. Each time you attack it, its defense slowly increases again, similar to Nizbel II. You may have to re-cast Ice/Water every other round. Focus on the upper abdomen first and ignore the core. Crono's Confuse works wonders against it, as does Frog's Leap Slash.

Once the upper body disintegrates, keep up with Crono's Confuse on the lower pelvic bone now. The pelvic bone is known to eat up a character, consuming at least 300HP each time. That is a major threat so don't let up your attacks. Sounds inane, doesn't it? It's Square logic. Once the pelvic bone is gone, the core will die with it.

With the aftershocks gone, the party can pick up the great items in the room. When you're done, head back to the previous room and pick up the [POWER TAB] on your way out.

Go to Fiona's Villa with Robo in the party. Fiona is happy that she can work on her flourishing, ideal forest, but she laments that it will take a long time. She may not live long enough to see it. Robo volunteers to stay to help out. Allow him to stay behind. On the world map, you see Robo working to make the desert soil fertile.

Travel forward to 1000 AD to find that the desert region surrounding Fiona's Villa in 600 AD is now replaced by a green forest. In the center is Fiona's Shrine. Inside the shrine are nuns who worship the great Fiona and Robo for their hard work in making this land rich with life. One of the nuns is selling helms and hats for a great sum of money. Continue to the back of the shrine to find a pooped Robo. The lead character drags him down and takes him to Lucca to get him fixed.

At the bonfire, they discuss the true purpose of the Gates and if there had been, perhaps, an unknown entity who had wanted them to see all that was going on in the world: past, present and future. Marle asks Lucca if she had a particular time period in mind she wanted to return to. Lucca seems a bit hesitant to answer, but Marle takes the hint and shuts up. The group continues to discuss the endless possibilities into the wee hours of the night.

During the night, while everyone is asleep, take Lucca to the exit at the lower right and open the unusual red gate. Lucca arrives at her house ten years before--to the time of that incident which changed her life forever. Don't exit to the balcony in the south or you'll witness her mother's morbid accident with an inability to help. Instead, head down the right stairs and into the kitchen. Read Taban's note on the table to learn the password.

Next, leave through the door leading to the south. Re-live the moment with

Lucca as she sees her mother become crippled. When you regain control of Lucca, inspect the glowing dot on the machine and enter the buttons in this order: L1, Circle, R1, Circle. The machine should stop dragging Lara in--you just saved her mother!

Afterwards, return to the campsite via the Gate in Lucca's room. Robo's there when you arrive. Whether or not you saved Lara, he will still sweet talk you and give you the [GREEN DREAM] he had made while plowing Fiona's fields. All is happy now.

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AWAKENING OF A NEW EVIL

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| The Black Omen |

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| You should go here if you are ready to take on Lavos. Why? It is because |

| you'll be taken to him immediately after the downfall of the ultimate form |

| of Zeal. This is a pretty hard and annoying dungeon. Think Magus' Lair. |

| The enemy encounters are countless, but it helps bring your characters up |

| about 8 levels. You can also pick up 6 MegaElixirs here and charm them |

| from certain monsters infinitely. |

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| During this side quest, you will find a Power Seal, White Rock, |

| Zodiac Cape, Nova Armor, Haste Helm, Magic Seal, 30000G, 6 |

| MegaElixirs, 2 Elixirs, Vigil Hat, and 3 Speed Tabs. |

| _____ |

The skyborne fortress of Zeal, formerly the Ocean Palace, can be found from 12,000 BC to 2300 AD, although the fortress in 2300 AD is locked. To enter the floating fortress, fly under it until the text "Black Omen" appears, then press action to enter it.

_____ NOTE

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| As mentioned above, there are numerous enemy encounters ahead. Be sure |

| to bring along any characters that still need to unlock their techs. The |

| monsters excrete lots of tech points. I learned Crono's Luminaire and |

| almost all of my character's skills in one trip through the Black Omen. |

| _____ |

When you arrive at the entrance, the doors are guarded by Laser Guards, which can easily be vanquished with Lightning2. Bring Magus along if you know what's good for you. The dot at the tip prompts an option to return to the Epoch or not. If you don't think you're ready, then leave now. Otherwise, go in. The moment you step in, Queen Zeal is there and brusquely greets you. Without further ado, she summons the Mega Mutant to finish the deed. Good timing.

Attacks: Chaotic Zone,
Mutant Gas, Blacken,
Steel Steam

Gained: 900 EXP
50 TP
1500 G

Concentrate your attacks on the upper part first. He's an annoyance since his attacks all afflict random status on the party. Other than that, he's easy. Magus' Dark Matter will make short work of him.

Continue forward to meet some resistance by Peeping Dooms. Don't attack while their shields are up. Keep heading north until you encounter a Boss Orb and two Side Kicks. Don't attack the Side Kicks while the Boss Orb is around or you'll experience serious whiplash. If you have Crono and his Rainbow, it can put the Boss Orb in his place with one hit since it does critical 97% of the time. The Side Kicks are a bit tough since you are bound to miss a lot. They are harmless but let up a lot of tech points if you kill them before they run away.

Head all the way north while battling enemy mutants and robbing chests until you come to an orange telepod. Hop on to get transported to another part of the massive fortress. Take the familiar elevator ride down. When you come to a stop, step off the elevator and exit north. Weave around the semi-maze and get the [MEGA ELIXIR] from the chest and the [30,000G] on the platform. At the fork, take the right path to collect a [MAGIC SEAL] and continue moving north. You arrive in a room with a save point and Nus. Take the contents from the chests and if you want, buy some items from the left Nu. To continue on, search the north wall to reveal a hidden door.

In the next area, you meet a Tubster. Use Ice Sword2 if possible to eliminate it quickly. Continue onward until you come to a point where a line of fast-moving Ruminators keep you from getting the [ZODIAC CAPE] in the chest. Bump into them and kill them off quickly before they zap every trickle of your HP. Then follow their trail to the room at the right. Continue going left and down to the statues. Grab the [POWER SEAL] from the left chest and move south.

STOCKPILE SOME TABS AND MEGAELIXIRS

Once in the Black Omen, you can get all the Power Tabs you ever need. When you encounter a Tubster, charm it and get the tab. Exit the room and start over again. That will give you an extra boost of power just before getting to Zeal and Lavos. Need Magic Tabs? Charm the Aliens to get 4 more tabs. Characters too slow? Charm the Panels for Speed Tabs, you can get near 15 tabs in all before the end.

Want lots of MegaElixirs? Charm the Ruminators, you know those monster who eat each other.

Thanks to Maverick Hunter

woweecool also suggests charming a few Gold Studs from the Flyclops.

After the battle with the Cybot and Martello, look in the lower right corner for a partially hidden chest containing a [SPEED TAB]. Then head to the next room and slog through battling tough Aliens and Blobs. Keep moving and work your way around the confusing and overlapping paths. You'll eventually reach

a save point, where you SHOULD save. Just ahead is the Giga Mutant.

BOSS: GIGA MUTANT

HP: 5800 (Top), 4950 (Bottom)

Attacks: Chaotic Zone,
Mutant Gas

Gained: 1500 EXP
80 TP
2000 G

Throughout the battle, watch for his habit of stealing MP from each character and inflicting various status effects upon the party. He's not very different from Mega Mutant; just a remake of him, except only stronger. Dark Matter and Crono's Luminaire are good bets to winning this battle cleanly and quickly.

Use the telepod ahead and take another elevator up. This time it's a peaceful ride up. Battle through the endless fights until you reach four Panels. From this point on, you will have to survive five boss battles, each more difficult than the last. Equip your characters with the best equipment and weapons. When/If you're ready, save and continue forward.

BOSS: TERRA MUTANT

HP: 7800 (Top), 20000 (Bottom)

Attacks: Chaotic Zone,
Mutant Gas,
Life Shaver

Gained: 2000 EXP
100 TP
3800 G

His third and final mutation is a bit tough. Its Life Shaver attack brings its victim's HP to 1. Use Dark Matter and/or Luminaire or Ice Sword2. Once you eliminate the top part, the bottom part, which has tons more HP, will go with it.

Snatch the [WHITE ROCK] and another [MEGA ELIXIR] from the two chests. Then continue north.

BOSS: LAVOS SPAWN

HP: 10,000

Attacks: Lavos Spawn Needle: Disorder,
Blizzard

Gained: 2450 EXP
120 TP
2500 G

Apply the same method you used when you fought this guy at Death Peak. It isn't any harder than the last encounter.

Exit north and you'll be attacked by five Panels. Kill them for a save point in return for services rendered. In the next room, you find clones of all the characters in the party. At the end is Queen Zeal who doesn't seem too impressed by the fact you've dug your way this far through her impenetrable defense. After much talk about Lavos and your doom, she finally shuts up and attacks the party.

Recommended Party: Crono, Marle and Magus

BOSS: ZEAL

HP: 12,000

Attacks: Hallation

Gained: 0 EXP

0 TP

0 G

Before any of your party members reach the active point, Zeal casts Hallation upon them, which drops all HP to 1. Take this time to redeem yourself and heal until you are at full strength again. She will continue to use Hallation periodically. The combined damage of Ice Sword2 and Dark Matter can put her at bay within a few rounds. If all goes well, you won't need to use any Mega Elixirs in this fight.

Immediately after her defeat, she sics the Mammon Machine on you without a chance to heal or save.

BOSS: MAMMON MACHINE

HP: 18,000

Attacks: Point Flare

Gained: 0 EXP

0 TP

0 G

Using magical attacks against it will raise its attack power. Using physical attacks raises its defense. Either way, you're giving him an advantage. While it "modifies" energy, don't do a thing and spend a couple of rounds restoring the party's vitality back to full strength from the last battle. Wait until it releases its stored energy. When the text reads "Mammon Machine stands still...", it's time to unleash a wave of magic attacks and powerful techs. Attacking it at this time will neither raise his defense nor attack. Perform the usual Dark Matter, Luminaire, Ice Sword2, Spire, etc. Repeat this method and you shouldn't need to cure one too many times, unless it uses Point Flare on a character. This is just a shadow of the upcoming boss...

Helpful tip:

If you have Frog equipped with the Masamune (normal or powered up preferably) he can attack it at will and get healed by it (since the Masamune absorbs its energy).

Thanks to DivineTuna

BOSS: ZEAL

HP: 20,000 (Mask), 28,000 (Left/Right)

Attacks: Hallation, SkyGate

Gained: 0 EXP

Hexagon Mist,

0 TP

Dark Gear, MP Buster

0 G

The Mammon Machine disintegrates, and out pops Queen Zeal. She uses the last trickle of her power to transform herself into a more powerful being.

First of all, abstain from using any group attacks. Don't ever attack the hands, unless you have more than an ample supply of MegaElixirs. You may have

to use about 4 MegaElixirs at the most if you follow my method. Her Hexagon Mist is the most damaging of her attacks. You're going to need to heal everyone right away after that attack. Designate Magus as the item user. He should be feeding MegaElixirs and Ethers if needed. Then have Crono and Marle perform their Ice Sword2 on the head only. Repeat this until she is eliminated. It works because the hands should remain inactive for the entire fight if you don't provoke them.

DID YOU KNOW?

This is one rare thing you can actually get 3 MegaElixirs from Zeal. Charm her TWICE and you'll get a MegaElixir each time, and another one for defeating her. You get another one for charming the M.Machine. And you can get yet another one if you charm Zeal's Head. Plus an extra bonus, you can get a Prism Dress and a Prism Helm if you charm both of her hands, but be sure to have Charm Top equipped on Ayla, so you don't get wasted by the hands

Thanks to Maverick Hunter

Following the battle, Queen Zeal finally reclaims her sanity and the fortress of Black Omen crumbles. Lavos awakens at this point and you'll automatically be taken to fight his first form. See "Past, Present, Future and Beyond" for details on how to beat him.

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| V. New Game+ Engine |

This section is littered with spoilers. Don't read anymore than you have to if you don't want your game ruined by me. I can do a damn good job too. You have been warned for like the 4th time.

The first time you beat Chrono Trigger, meaning you've resurrected Crono and defeated the final boss at the last stage, you will attain the "Beyond Time" ending. As you finish the game, stats, weapons and other accoutrements will be carried over to a system called New Game+, where you will be able to begin a new game with all the same stats and equipment as the previous game. New Game+ gives you the opportunity to discover new secrets and further enjoy Chrono Trigger to the fullest extent. New Game+ powers the replay value and gives you an incentive to play it over and over again. With this, you'll see why Chrono Trigger is heralded by many as the best RPG ever.

The purpose of New Game+? New Game+ is an unique system that you need to be able to acquire all other 12 endings of Chrono Trigger. That's right. This is no joke. Twelve new whole endings for the taking. However, to trigger the right one is the tricky part. I say this again and again--That's what I am here for! And since you're at such a powerhouse state, you should be able to breeze through your second, third, fourth, fifth and so on, playthrough. Does this mean you have to start from point A to point Z? No, remember that bucket at the End of Time? Well, that is a teleportation device that takes you straight to the Day of Lavos any time you wish once you've visited the End of

Time for the first time. Or you could use Lucca's ground-breaking invention at Leene's Square.

On the title screen, you'll notice an option known as Extra Mode. That is the newest feature on the revamped Playstation version of Chrono Trigger. I'll delve into that in the "Omake" section ahead. It contains clips and all the anime sequences you've witnessed during the game. And you can watch them over again in Extras Mode! Cool!

Before you go ending hunting, let me clear a few things up for you. Although equipment, stats, items, etc. have been carried over to the New Game+, your characters, key items, Epoch, and other stuff you've obtained during your quest have not. Why? It'll be major chaos for the game. Therefore, you must play it again entirely to retrieve items and recruit members again. Yeah! Who said it was that easy?

How do I access New Game+? It's giving you a heart attack isn't it. On the title screen, log into whatever slot your memory card is inserted into, and move the cursor to the very top to reveal the hidden New Game+! That was evil of Square to hide it there. (Thanks to Brian Croyle for reminding me about this.)

```
-----  
/|_|_|_|_|_|_| Extra |_|_|_|_|_|_|_|_|  
|/_/_/_/_/_/_/ Endings /_/_/_/_/_/_/
```

"Bad Ending"*

This is easily the easiest ending to perceive. While fighting Lavos, let him kick your ass. Upon your death, you get to witness Lavos' rage on the earth and with that, the text "The Future Remained Unchanged" appears at the end.

"Beyond Time"

Extras Mode: New Game+, Endings

This is the "main" ending everyone should get if they've followed everything there is in the walkthrough. The King calls off the execution with the help of Doan and King Guardia from 600 AD. A moonlight parade is played in Crono's honor. Regain control of Marle and head towards Lucca at the top where it all started. It's time for everyone to go back. Crono, Marle and Lucca see them off and exchange goodbyes. Afterward, Crono's mom waltz into the scene with the house cat, and she hops into the Gate as it closes. Looks like another misadventure with Crono and co. King Guardia presents Nadia's Bell, but gets a little...preoccupied. The credits roll. Watch until the Playstation credits to see the real bonus ending.

"Reunion"

Extras Mode: New Game+, Art Gallery, Monster Data: Present

Skip Crono's resurrection at Death Peak and go straight to battle with Lavos. Crono must be dead in order to get this ending. Otherwise, you're back to square one getting the "Beyond Time" ending. It's a pretty morbid ending, but hey, if you like it. Have Lucca and Marle talk to everyone, but they all refuse to help you revive Crono. But Marle won't give up until she finds him.

"The Dream Project"

Extras Mode: Triple Tech Showcase, Monster Data: Future

During New Game+, hop on the right pod of Lucca's invention to be transported straight to Lavos. Defeat him on the spot to achieve this ending. Or...You destroy Lavos at the Ocean Palace before Crono's mortifying death. The second option is easier, but if you like a challenge, it doesn't hurt to square off with Lavos with Crono by himself. :) This is the illustrious developer's ending! It's pretty weird because you get to meet and talk with the Chrono Trigger staff, disguised as the characters from the game.

"The Successor of Guardia"

Extras Mode: Single Tech Showcase, Monster Data: Future

After defeating Yakra, but before the trial of Crono's inane royal abduction, use the right pod of Lucca's invention at Leene's Square. Defeat Lavos on the spot to achieve this yummy ending. At Leene's Square, Marle will be treated differently, but in a weird way.

"Good Night"

Extras Mode: Music Box (11-20), Treasure Map: Dark Ages, End of Time

On your first visit to the End of Time, use the bucket before Gaspar has the chance to tell you how to use it. Or...before the needed assistance at the Zenan Bridge, use the right pod of Lucca's invention at Leene's Square. Beat Lavos from there to achieve this ending. Crazy monsters, crazy things.

"Legendary Hero"

Extras Mode: Music Box (21-30), Monster Data: Dark Ages

Before obtaining the Hero Medal from Tata, use the bucket at the End of Time. Tata apparently has stolen the limelight of society from the real hero. For those who have encountered the bug mentioned at the beginning of the FAQ, here is a remedy for it. Major thanks to Mike Weaver for this. According to him, you should try using Lucca's transportation device to get to Lavos in lieu of the bucket at the End of Time.

"The Unknown Past"

Extras Mode: Music Box (31-40), Treasure Map: Present

After you've taken back the Hero Medal from the wannabe hero, Tata, travel to the End of Time and use the bucket to get transported to Lavos. From there, kick his ass to achieve this unusual ending. It features the party stepping out of the Gate in Medina Village and canceling all the future plans to save the world, skipping 2 periods in the process.

"People of the Times"

Extra Mode: Music Box (41-50), Treasure Map: Middle Ages

To achieve this ending, you must trash Lavos after retrieving the Gate Key the malevolent Azala had stolen from you. It features all the townspeople and non-playable characters you've encountered throughout the game, like Melchior and some soldier guy.

"The Oath"

Extras Mode: Music Box (51-60)

After Frog joins the party with the Masamune in hand, reach Lavos through the bucket at the End of Time and defeat him. The ending shows Lucca repairing the only humanoid robot that needs repairing, Robo, while Crono and Frog are dozing off. Sometime later, Frog goes off to Magus' lair by himself and tries to single-handedly subdue him.

"Dino Age"

Extras Mode: Monster Data: Prehistoric Age, Treasure Map: Future

Immediately after you've defeated Magus the first time, return to the End of Time and defeat Lavos via the bucket. This ending features the entire human race having been decimated by the Reptites. Everyone is a Reptite--and they dominate all! Pretty hilarious...

"What the Prophet Seeks..."

Extras Mode: Dual Tech Showcase, Treasure Map: Prehistoric Age

Before Schala enters the Ocean Palace for the first time, teleport your party to Lavos using the bucket. Defeat Lavos. Magus disguised himself as the prophet back in 12000 BC if you didn't know already. Since the kingdom of Zeal never fell. Everyone is still there! There are many cut-scenes featuring Magus and Schala.

"A Slide Show?"

Extras Mode: Music Box (61-69), Boss Data

Watch Schala break the seal on the door to the Ocean Palace and leave to the End of Time without using the Mammon Machine to amplify your pendant's power. This is an ending where Crono actually talks, which we are not very used to. Lucca and Marle start to talk trash about all the guys. Their lines are very amusing, and the ending is just funny to watch.

* Not considered one of the twelve endings, but it's an ending nonetheless.

```
  _ _ _ _ _  
/|_|_|_|_|_| Extras |_|_|_|_|_|_|_|_|_|_|  
|/|_|_|_|_|_|_| Mode /|_|_|_|_|_|_|_|_|_|
```

The first time you pop open the Extras Mode menu on the title screen, you can choose to view the default easter eggs the game has already provided for your young eyes; or unlock them individually to evoke the best of this new added feature. When you enter Extra Modes, you are given the following options:

- > SLOT 1 - Loads a completed game file from Slot 1
- SLOT 2 - Loads a completed game file from Slot 2
- VIEW DEFAULT EXTRAS - Available in-game music clips and movies
- WHAT'S A SYSTEM FILE? - A cute tutorial about acquiring extras

Once you've finished the game at least once, you can load it to open neat new

movies and music clips, as well as unlock new features. To unlock these features, simply complete the game and watch a certain ending no. to unlock certain things. That's why it's important to finish the game with all 12 fun-filled endings to get your money's worth. As you complete the game with a new ending, new themes and fun stuff will become available. That is what will be covered here.

Menu options:

Theater - Allows you to replay anime sequences you've experienced during the game playthrough. This option is unlocked by default. There are 13 movies in all to gather and watch.

Music Box - Allows you to replay themes from the game you've heard throughout the entire game. There are 69 song clips in all to gather and listen to. The Music Box is pretty much an in-game original soundtrack in itself, so I listed the songs from the soundtrack to save me time.

Endings - Allows you to view all the endings you have just achieved. There are 12 endings in all.

Art Gallery - Allows you to view portraits of the Chrono Trigger cast.

Tech Showcase - Allows you to look at an overview of all the possible techs in the game.

Monsters - An overview of all the encountered monsters from the Present, Dark Ages, Past, Future, and Prehistoric Age. Contains their weaknesses, HP info, and other neat things.

Treasure Map - Offers a detailed map of each of the worlds in different time periods.

Boss Data - Self explanatory, don't you think?

--- Default ---

Menus unlocked: Theater, Music Box

Theater

Our Planet's Dream

Music Box

1. A Premonition
2. Chrono Trigger
3. Morning Glow
4. Peaceful Days
5. Green Memories
6. Guardia's Millennial Fair
7. Gato's Song
8. Strange Occurences
9. Yearnings of the Wind

--- Ending No. 1: Beyond Time ----

Menus unlocked: Theater, Music Box, Endings

Theater

2. The Grand Flow of Time
4. Robo in a Fix
5. Ayla Strong, Grrr!

With credits
There's no 3

6. The Masamune
7. Meet Magus
8. Dactyl Air
9. Epoch Launch
10. A Prophecy Fulfilled
11. The Grand Flow of Time (NC)

Without Credits

Music Box

10. Good Night

Endings

1. Beyond Time

--- Ending No. 2: Reunion ---

Menus unlocked: New Game+, Art Gallery, Monsters Data: Present

Theater

- | | |
|----------------------------|---------------------------------|
| 3. Life Skips a Beat | Can be unlocked with any ending |
| 12. Life Skips a Beat (NC) | Can be unlocked with any ending |

Endings

2. Reunion

--- Ending No. 3: The Dream Project ---

Menus locked: Monster Data: Middle Ages, Triple Tech Showcase

Theater

- | | |
|----------------------------|---------------------------------|
| 3. Life Skips a Beat | Can be unlocked with any ending |
| 12. Life Skips a Beat (NC) | Can be unlocked with any ending |

Endings

3. The Dream Project

--- Ending No. 4: The Successor of Guardia ---

Menus locked: Single Tech Showcase, Monster Data: Future

Theater

- | | |
|----------------------------|---------------------------------|
| 3. Life Skips a Beat | Can be unlocked with any ending |
| 12. Life Skips a Beat (NC) | Can be unlocked with any ending |

Endings

4. The Successor of Guardia

--- Ending No. 5: Good Night ---

Menus unlocked: Music Box (11-20), Treasure Maps: Dark Ages, End of Time

Theater

- | | |
|----------------------------|---------------------------------|
| 3. Life Skips a Beat | Can be unlocked with any ending |
| 12. Life Skips a Beat (NC) | Can be unlocked with any ending |

Music Box

11. Secret of the Forest
12. Battle
13. Guardia Castle: Pride and Courage
14. Huh?!
15. Manoria Cathedral
16. A Prayer to the Road That Leads
17. Silent Night
18. Boss Battle 1
19. Frog's Theme
20. Fanfare 1

--- Ending No. 6: Legendary Hero ---

Menus unlocked: Music Box (21-30), Monster Data: Dark Ages

Theater

- 3. Life Skips a Beat Can be unlocked with any ending
- 12. Life Skips a Beat (NC) Can be unlocked with any ending

Music Box

- 21. The Trial
- 22. The Hidden Truth
- 23. A Shot of Crisis
- 24. Ruined World
- 25. Mystery of the Past
- 26. Lab 16's Ruins
- 27. People Without a Hope
- 28. Lavos' Theme
- 29. The Day the World Revived
- 30. Robo Gang Johnny

--- Ending No. 7: The Unknown Past ---

Menus unlocked: Music Box (31-40), Treasure Map: Present

Theater

- 3. Life Skips a Beat Can be unlocked with any ending
- 12. Life Skips a Beat (NC) Can be unlocked with any ending

Music Box

- 31. Bike Chase
- 32. Robo's Theme
- 33. Remains of Factory
- 34. Battle 2
- 35. FanFare 2
- 36. The Brink of Time
- 37. Delightful Spekkio
- 38. Fanfare 3
- 39. Underground Sewer
- 40. Boss Battle 2

--- Ending No. 8: People of the Times ---

Menus unlocked: Music Box (41-50), Treasure Map: Middle Ages

Theater

- 3. Life Skips a Beat Can be unlocked with any ending
- 12. Life Skips a Beat (NC) Can be unlocked with any ending

Music Box

- 41. Primitive Mountain
- 42. Ayla's Theme
- 43. Rhythm of Wind, Sky and Earth
- 44. Burn! Bobonga!
- 45. Magus' Castle
- 46. Confusing Melody
- 47. Battle with Magus
- 48. Singing Mountain
- 49. Tyrano Lair
- 50. At the Bottom of Night

--- Ending No. 9: The Oath ---

Menus unlocked: Music Box (51-60)

Theater

- 3. Life Skips a Beat Can be unlocked with any ending
- 12. Life Skips a Beat (NC) Can be unlocked with any ending

Music Box

- 51. Time Circuits
- 52. Zeal Palace
- 53. Schala's Theme
- 54. Sealed Door
- 55. Undersea Palace
- 56. Chrono and Marle
- 57. Epoch
- 58. Black Omen
- 59. Determination
- 60. World Revolution

--- Ending No. 10: Dino Age ---

Menus unlocked: Treasure Map: Future, Monster Data: Prehistoric

Theater

- 3. Life Skips a Beat Can be unlocked with any ending
- 12. Life Skips a Beat (NC) Can be unlocked with any ending

--- Ending No. 11: What the Prophet Seeks... ---

Menus unlocked: Dual Tech Showcase, Treasure Map: Prehistoric

Theater

- 3. Life Skips a Beat Can be unlocked with any ending
- 12. Life Skips a Beat (NC) Can be unlocked with any ending

--- Ending No. 12: A Slide Show? ---

Menus unlocked: Music Box (61-69), Boss Data

Theater

- 3. Life Skips a Beat Can be unlocked with any ending
- 12. Life Skips a Beat (NC) Can be unlocked with any ending

Music Box

- 61. Last Battle
- 62. Festival of Stars
- 63. Epilogue ~To Good Friends~
- 64. To Far Away Times
- 65. Mitsuda
- 66. A Day in the Mountains
- 67. Twinkling
- 68. Funky Beat
- 69. Peaceful End of Battles

- / == / == / == / == / == / == / == / == / == / == / == / == / -

| VI. Bestiary |

* There are some cases when one particular monster appears in more than one

area. The location of these enemies are not definite. I've only listed their locations according to their first debut appearance...if that made any sense.

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-----  
/|_|_|_|_|_|_| Normal |_|_|_|_|_|_|_|_|  
|/_/_/_/_/_/_/ Enemies /_/_/_/_/_/_/_/
```

Acid

10 HP 1 TP Charm: Barrier
33 Exp. 20 G
Location: Factory Ruins (2300 AD)
Weakness: Lightning

Alien

1350 HP 8 TP Charm: Magic Tab
804 Exp. 1100 G
Location: The Black Omen

Alkaline

9 HP 1 TP Charm: None
45 Exp. 40 G
Location: Factory Ruins (2300 AD)
Weakness: Lightning

Amphibite

100 HP 0 TP Charm: Horns x2
66 Exp. 0 G
Location: Hunting Range (65,000,000 BC)

Anion

152 HP 0 TP Charm: None
72 Exp. 0 G
Location: Hunting Range (65,000,000 BC)
Special Item: Feather x2

Avian Chaos

45 HP 1 TP Charm: None
4 Exp. 18 G
Location: Guardia Forest (1000 AD)

Avian Rex

327 HP 3 TP Charm: None
129 Exp. 0 G
Location: Dactyl's Nest (65,000,000 BC)
Special Item: Feather

Bantam Imp

250 HP 6 TP Charm: Alloy Blade
222 Exp. 550 G
Location: Mt. Woe (12,000 BC)

Barghest

450 HP 8 TP Charm: Shield
376 Exp. 400 G
Location: Ocean Palace (12,000 BC)

Base

88 HP 8 TP Charm: None
377 Exp. 650 G
Location: Northern Ruins (600 AD)

Basher

150 HP 8 TP Charm: None
377 Exp. 0 G
Location: BlackBird

Beast

830 HP 5 TP Charm: Rainbow Helm
204 Exp. 450 G
Location: Terra Cave (12,000 BC)

Beetle

12 HP 1 TP Charm: None
3 Exp. 15 G
Location: Guardia Forest (1000 AD)

BellBird

94 HP 2 TP Charm: None
27 Exp. 100 G
Location: Denadoro Mountains (600 AD)
Special Item: Heal

Blob

1050 HP 0 TP Charm: Magic Ring
753 Exp. 1250 G
Location: Black Omen
Special Item: Barrier

Blue Eaglet

16 HP 1 TP Charm: None
3 Exp. 32 G
Location: Guardia Forest (600 AD)
Special Item: Heal

Blue Imp

13 HP 1 TP Charm: None
2 Exp. 12 G
Location: Truce Canyon (600 AD)

Blue Scout

300 HP 8 TP Charm: Shield
234 Exp. 250 G
Location: Ocean Palace (12,000 BC)
Weakness: Ice/Water

Blue Shield

24 HP 1 TP Charm: None
11 Exp. 45 G
Location: Guardia Castle (1000 AD)
Special Item: Tonic
Weakness: "shield off"

Boss Orb

850 HP 0 TP Charm: None
0 Exp. 750 G
Location: Black Omen

Bug

89 HP 1 TP Charm: None
26 Exp. 0 G
Location: Factory Ruins (2300 AD)
Special Item: Heal

Bugger

100 HP 1 TP Charm: None
18 Exp. 45 G
Location: Arris Dome (2300 AD)
Weakness: Lightning

Byte

192 HP 8 TP Charm: None
378 Exp. 0 G
Location: Black Bird

Cave Ape

436 HP 3 TP Charm: None
123 Exp. 0 G
Location: Dactyl's Nest (65,000,000 BC)
Special Item: Fang

Cave Bat

108 HP 1 TP Charm: Revive
28 Exp. 40 G
Location: Heckran Cave (1000 AD)
Weakness: Elemental Magic

Crater

80 HP 1 TP Charm: None
15 Exp. 35 G
Location: Lab 16 (2300 AD)

Croaker

100 HP 0 TP Charm: Fangs x2
66 Exp. 0 G
Location: Hunting Range (65,000,000 BC)

Cybot

1800 HP 16 TP Charm: Power Meal
728 Exp. 750 G
Location: Black Omen
Special Item: HyperEther

DeBugger

120 HP 1 TP Charm: None
24 Exp. 600 G
Location: Factory Ruins (2300 AD)

DeBuggest

1024 HP 8 TP Charm: Elixir
452 Exp. 450 G
Location: Geno Dome (2300 AD)

Deceased

110 HP 2 TP Charm: None
38 Exp. 20 G
Location: Zenan Bridge (600 AD)

Decedent

67 HP 1 TP Charm: None
12 Exp. 90 G
Location: Guardia Castle (1000 AD)

Defunct

1450 HP 18 TP Charm: Elixir
518 Exp. 500 G
Location: Northern Ruins (600 AD)
Special Item: Lapis

Departed

1650 HP 18 TP Charm: Elixir
555 Exp. 500 G
Location: Northern Ruins (2300 AD)
Special Item: Lapis

Diablos

50 HP 1 TP Charm: None
10 Exp. 60 G
Location: Cathedral (600 AD)

Egder

160 HP 1 TP Charm: None
18 Exp. 0 G
Location: Sewer Access (2300 AD)
Weakness: Lightning

Evilweevil

158 HP 2 TP Charm: Dream Gun
81 Exp. 0 G
Location: Reptite Lair (65,000,000 BC)
Special Item: Feather
Weakness: Fire/Elemental Magic

Fat Hench

180 HP 2 TP Charm: None
93 Exp. 200 G
Location: Magus' Lair (600 AD)
Weakness: Fire

Flunky

390 HP 1 TP Charm: None
127 Exp. 90 G
Location: Magus' Lair (600 AD)

Flyclops

900 HP 10 TP Charm: Gold Stud
575 Exp. 575 G
Location: Black Omen

Fly Trap

316 HP 2 TP Charm: Dream Bow
86 Exp. 0 G
Location: Reptite Lair (65,000,000 BC)
Special Item: Petal

Fossil Ape

1800 HP 15 TP Charm: MegaElixir
533 Exp. 450 G

Location: Giant's Claw (600 AD)

FreeLancer

110 HP 2 TP Charm: Barrier
39 Exp. 125 G

Location: Denadoro Mountains (600 AD)

Gargoyle

260 HP 6 TP Charm: Big Hand
216 Exp. 0 G

Location: Mt. Woe (12,000 BC)

Gato

76 HP 1 TP Charm: Power Meal
10 Exp. 0 G

Location: Leene's Square (1000 AD)

Gigasaur

2250 HP 15 TP Charm: Ruby Armor
584 Exp. 450 G

Location: Giant's Claw (600 AD)

Special Item: Barrier

Gnasher

90 HP 1 TP Charm: Revive
8 Exp. 70 G

Location: Cathedral (600 AD)

Weakness: Fire

Special Item: Revive

Gnawer

210 HP 2 TP Charm: None
26 Exp. 300 G

Location: Cursed Woods (600 AD)

Goblin

146 HP 2 TP Charm: None
39 Exp. 80 G

Location: Denadoro Mountains (600 AD)

Gold Eaglet

400 HP 2 TP Charm: Ether
32 Exp. 80 G

Location: Forest Maze (65,000,000 BC)

Special Item: Feather

Goon

2800 HP 15 TP Charm: Nova Armor
850 Exp. 800 G

Location: Black Omen

Special Item: Elixir

Green Imp

32 HP 1 TP Charm: None
4 Exp. 24 G

Location: Truce Canyon (600 AD)

Special Item: Tonic

Gremlin

110 HP 2 TP Charm: None

51 Exp. 70 G
Location: Magic Cave (600 AD)

Grimalkin

120 HP 3 TP Charm: None
127 Exp. 180 G
Location: Magus' Lair (600 AD)

Groupie

390 HP 2 TP Charm: None
113 Exp. 113 G
Location: Magus' Lair (600 AD)

Guard

60 HP 1 TP Charm: None
10 Exp. 70 G
Location: Guardia Castle (1000 AD)

Hench

49 HP 1 TP Charm: None
11 Exp. 135 G
Location: Cathedral (600 AD)

Hetake

14 HP 1 TP Charm: None
3 Exp. 16 G
Location: Guardia Forest (1000 AD)
Special Item: Tonic

Hexapod

1000 HP 15 TP Charm: Barrier
408 Exp. 600 G
Location: Sunken Desert (600 AD)
Special Item: Lapis

Imp Ace

54 HP 1 TP Charm: None
11 Exp. 45 G
Location: Truce Canyon (600 AD)

Incognito

110 HP 10 TP Charm: Muscle Ring
378 Exp. 2000 G
Location: Black Omen

Ion

152 HP 1 TP Charm: Feathers x2
72 Exp. 0 G
Location: Hunting Range (65,000,000 BC)
Special Item: Feather x2

Jinn

450 HP 8 TP Charm: None
303 Exp. 400 G
Location: Ocean Palace (12,000 BC)
Special Item: Lapis

Jinn Bottle

97 HP 2 TP Charm: Shield
34 Exp. 50 G

Location: Heckran Cave (1000 AD)
Weakness: Elemental Magic

Juggler

450 HP 3 TP Charm: None
128 Exp. 220 G
Location: Magus' Lair (600 AD)
Weakness: Defense system counter

Kilwala

160 HP 2 TP Charm: None
42 Exp. 42 G
Location: Mystic Mountain (65,000,000 BC)
Special Item: Petal

Kraker

500 HP 8 TP Charm: None
378 Exp. 300 G
Location: Death Peak (2300 AD)

Laser Guard

400 HP 8 TP Charm: Full Tonic
346 Exp. 120 G
Location: Geno Dome (2300 AD)

Lasher

666 HP 8 TP Charm: None
365 Exp. 850 G
Location: Ocean Palace (12,000 BC)

Leaper

800 HP 10 TP Charm: Elixir
412 Exp. 360 G
Location: Giant's Claw (600 AD)
Special Item: Shield

Lizardactyl

950 HP 8 TP Charm: HyperEther
444 Exp. 0 G
Location: Giant's Claw (600 AD)

Macabre

582 HP 6 TP Charm: Full Ether
427 Exp. 500 G
Location: Death Peak (2300 AD)
Special Item: Ether

Mad Bat

18 HP 1 TP Charm: None
6 Exp. 75 G
Location: Cathedral (600 AD)

Mage

480 HP 8 TP Charm: Barrier
300 Exp. 550 G
Location: Ocean Palace (12,000 BC)
Special Item: Lapis

Man Eater

250 HP 6 TP Charm: Pearl Edge

253 Exp. 750 G
Location: Mt. Woe (12,000 BC)

Martello

1245 HP 10 TP Charm: HyperEther
554 Exp. 400 G
Location: Black Omen

Meat Eater

75 HP 1 TP Charm: None
19 Exp. 60 G
Location: Lab 16 (2300 AD)
Special Item: Ether

MegaSaur

830 HP 2 TP Charm: Aeon Blade
147 Exp. 0 G
Location: Reptite Lair (65,000,000 BC)
Special Item: Fang
Weakness: Lightning

Metal Mute

1980 HP 16 TP Charm: None
685 Exp. 1100 G
Location: Black Omen

Mohavor

400 HP 15 TP Charm: Shield
348 Exp. 550 G
Location: Sunken Desert (600 AD)
Weakness: Water

Mutant

300 HP 1 TP Charm: Full Tonic
22 Exp. 30 G
Location: Lab 16 (2300 AD)

Mutant Shadow

300 HP 1 TP Charm: Full Tonic
22 Exp. 50 G
Location: Lab 32 (2300 AD)

Naga-Ette

60 HP 1 TP Charm: None
8 Exp. 80 G
Location: Cathedral (600 AD)
Weakness: Fire

Nereid

138 HP 1 TP Charm: Ether
22 Exp. 100 G
Location: Sewer Access (2300 AD)
Weakness: Lightning

Nu

1234 HP 30 TP Charm: Mop
248 Exp. 0 G
Location: Hunting Range (65,000,000 BC)
Special Items: Petal x3, Fang x3, Horn x3; Magic Tab, Speed Tab

Octopod

130 HP 1 TP Charm: Mid Ether
12 Exp. 10 G
Location: Lab 16 (2300 AD)

Octoblush

80 HP 1 TP Charm: None
28 Exp. 35 G
Location: Heckran Cave (1000 AD)

Ogan

146 HP 2 TP Charm: Shield
32 Exp. 80 G
Location: Denadoro Mountains (600 AD)

Omnichrone

218 HP 1 TP Charm: None
22 Exp. 55 G
Location: Guardia Castle (1000 AD)
Special Item: Ether

Outlaw

182 HP 3 TP Charm: None
104 Exp. 90 G
Location: Magus' Lair (600 AD)

Panel

1875 HP 12 TP Charm: Speed Tab
800 Exp. 550 G
Location: Black Omen

Peeping Doom

1 HP 10 TP Charm: None
378 Exp. 450 G
Location: Black Omen

Poly

99 HP 2 TP Charm: None
7 Exp. 35 G
Location: Truce Canyon (600 AD)
Special Item: Ether

Proto 2

128 HP 1 TP Charm: None
22 Exp. 50 G
Location: Arris Dome (2300 AD)
Special Item: Tonic
Weakness: Shadow

Proto 3

256 HP 1 TP Charm: Full Tonic
33 Exp. 50 G
Location: Factory Ruins (2300 AD)

Proto 4

1024 HP 8 TP Charm: Elixir
477 Exp. 800 G
Location: Geno Dome (2300 AD)
Weakness: Lightning

Rain Frog

100 HP 0 TP Charm: None
66 Exp. 0 G
Location: Hunting Range (65,000,000 BC)
Special Item: Fang x2

Rat

45 HP 1 TP Charm: None
18 Exp. 0 G
Location: Arris Dome (2300 AD)

Reaper

1450 HP 18 TP Charm: Elixir
474 Exp. 700 G
Location: Northern Ruins (600 AD)
Weakness: Fire

Red Eaglet

400 HP 2 TP Charm: None
69 Exp. 0 G
Location: Forest Maze (65,000,000)
Special Item: Feather

Red Scout

300 HP 8 TP Charm: Barrier
234 Exp. 250 G
Location: Ocean Palace (12,000 BC)
Weakness: Fire

Reptite

92 HP 2 TP Charm: Magma Hand
72 Exp. 0 G
Location: Mystic Mountain (65,000,000 BC)
Special Item: Petal

Roly

24 HP 1 TP Charm: None
3 Exp. 25 G
Location: Truce Canyon (600 AD)
Special Item: Tonic

RolyBomber

99 HP 3 TP Charm: None
72 Exp. 100 G
Location: Magus' Lair (600 AD)

RolyPoly

50 HP 1 TP Charm: None
31 Exp. 50 G
Location: Heckran Cave (1000 AD)
Special Item: Heal

RolyRider

30 HP 2 TP Charm: None
5 Exp. 40 G
Location: Truce Canyon (600 AD)

Rubble

515 HP 100 TP Charm: Mid Ether
1000 Exp. 0 G

Location: Mt. Woe (12,000 BC)

Special Item: Mid Ether

Ruminator

1500 HP 18 TP Charm: MegaElixir

422 Exp. 400 G

Location: Black Omen

Runner

196 HP 2 TP Charm: None

72 Exp. 0 G

Location: Mystic Mountain (65,000,000 BC)

Save Point

10 HP 2 TP Charm: None

144 Exp. 100 G

Location: Magus' Lair (600 AD)

Scouter

300 HP 8 TP Charm: Lapis

234 Exp. 250 G

Location: Ocean Palace (12000 BC)

Sentry

1450 HP 18 TP Charm: HyperEther

518 Exp. 500 G

Location: Northern Ruins (600 AD)

Shadow

1 HP 1 TP Charm: None

12 Exp. 50 G

Location: Lab 32 (2300 AD)

Weakness: Elemental Magic

Shitake

158 HP 2 TP Charm: Petal

111 Exp. 0 G

Location: Reptite Lair (65,000,000 BC)

Shist

250 HP 3 TP Charm: None

94 Exp. 0 G

Location: Dactyl's Nest (65,000,000 BC)

Special Item: Petal

Sorcerer

220 HP 3 TP Charm: None

111 Exp. 220 G

Location: Magus' Lair (600 AD)

Special Item: Mid Ether

Stone Imp

300 HP 6 TP Charm: Mid Ether

126 Exp. 300 G

Location: Mt. Woe (12000 BC)

Synchrite

2250 HP 12 TP Charm: GoldErng

755 Exp. 900 G

Location: Black Omen

Tempurite

88 HP 2 TP Charm: None

32 Exp. 45 G

Location: Heckran Cave (1000 AD)

Terrasaur

1090 HP 4 TP Charm: Lapis

252 Exp. 0 G

Location: Tyrano's Lair (65,000,000 BC)

Thrasher

666 HP 8 TP Charm: None

318 Exp. 250 G

Location: Ocean Palace (12000 BC)

T'pole

150 HP 1 TP Charm: Mid Tonic

26 Exp. 30 G

Location: Cursed Woods (600 AD)

Tubster

2150 HP 20 TP Charm: Power Tab

850 Exp. 800 G

Location: Black Omen

Special Item: Elixir

Turret

700 HP 50 TP Charm: Mid Ether

1500 Exp. 0 G

Location: BlackBird

Special Item: Mid Ether

Vamp

120 HP 2 TP Charm: None

65 Exp. 70 G

Location: Magic Cave (600 AD)

Volcano

257 HP 7 TP Charm: Lapis

222 Exp. 0 G

Location: Tyrano's Lair (65,000,000 BC)

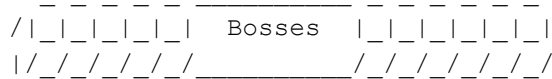
Winged Ape

450 HP 2 TP Charm: Ruby Vest

123 Exp. 0 G

Location: Forest Maze (65,000,000 BC)

Special Item: Fang



Atropos XR

6000 HP 0 TP Charm: None

0 Exp. 0 G

Location: Geno Dome (2300 AD)

Azala

2700 HP 25 TP Charm: Magic Tab
1800 Exp. 0 G

Location: Tyrano Lair (65,000,000 BC)

Special Att.: Telepathy, PsychoKinesis, Teleportation, Azala Break

Bits

200 HP 5 TP Charm: None
300 Exp. 1000 G

Location: Arris Dome (2300 AD)

Special Att.: Delta Attack

Black Tyrano

10,500 HP 25 TP Charm: Power Tab
1800 Exp. 0 G

Location: Tyrano Lair (65,000,000 BC)

Blue Beast

5000 HP 22 TP Charm: Mermaid Cap
954 Exp. 2600 G

Location: Terra Cave (12000 BC)

Dalton

3500 HP 30 TP Charm: Power Meal
1000 Exp. 2500 G

Location: Zeal Palace (12000 BC)

Special Att.: Blurp, Iron Orb

Dalton Plus

3500 HP 40 TP Charm: Power Meal
2500 Exp. 2000 G

Location: Blackbird

Special Att.: Iron Orb

Displays

1 HP 40 TP Charm: Elixir
3000 Exp. 3000 G

Location: Geno Dome (2300 AD)

Dragon Tank

Body 600 HP

Head 266 HP

Grinder 208 HP

1700 HP 5 TP Charm: None
40 Exp. 500 G

Location: Guardia Castle (1000 AD)

Flea

4120 HP 10 TP Charm: None
500 Exp. 1000 G

Location: Magus' Lair (600 AD)

Special Att.: Prism Beam, Rainbow Storm, Waltz of the Wind, The Stare

Flea Plus

4000 HP 80 TP Charm: Flea Vest
7500 Exp. 4000 G

Location: Ozzie's Fort (600 AD)

Special Att.: Prism Beam

Giga Gaia

9500 HP 30 TP Charm: Speed Tab
3000 Exp. 3000 G
Location: Mt. Woe (12000 BC)
Special Att.: Dark Plasma, Double Hand Blaster

Giga Mutant

Upper Body 5800 HP
Lower Body 4950 HP
11000 HP 80 TP Charm: Wall Ring, Hit Ring
1500 Exp. 2000 G
Location: Black Omen
Special Att.: Chaotic Zone, Mutant Gas

Golem

7000 HP 35 TP Charm: Magic Tab
1000 Exp. 2000 G
Location: Zeal Palace (12000 BC)
Special Att.: Iron Orb, CopyCat

Golem Boss

15,000 HP 40 TP Charm: None
2500 Exp. 2000 G
Location: Blackbird

Golem Twins

7000 HP 70 TP Charm: Magic Tab (each)
2000 Exp. 4000 G
Location: Ocean Palace (12000 BC)
Special Att.: Iron Orb, CopyCat, Blurp

Great Ozzie

6000 HP 80 TP Charm: Ozzie Pants
7500 Exp. 4000 G
Location: Ozzie's Fort (600 AD)

Guardian

1200 HP 5 TP Charm: None
300 Exp. 1000 G
Location: Arris Dome (2300 AD)
Special Att.: Delta Attack

Heckran

2100 HP 10 TP Charm: None
250 Exp. 1500 G
Location: Heckran Cave (1000 AD)
Special Att.: Water Wave (party), Cyclone

Lavos

Body 20000 HP
Left Arm 8000 HP
Right Arm 12000 HP
40000 HP 0 TP Charm: None
0 Exp. 0 G
Location: Unknown
Special Att.: Shadow Doom Blaze

Lavos Core

Lavos Core 30000 HP

Left Bit 2000 HP

Central Bit 10000 HP

42000 HP 0 TP Charm: None

0 Exp. 0 G

Location: Unknown

Special Att.: Crying Heavens, Dreamless, etc.

Lavos Shell

10000 HP 0 TP Charm: None

0 Exp. 0 G

Location: Unknown

Lavos Spawn

4000 HP 120 TP Charm: Elixir

747 Exp. 500 G

Location: Death Peak (2300 AD)

Lavos Spawn

10000 HP 120 TP Charm: Safe Helm, Haste Helm

2450 Exp. 2500 G

Location: Black Omen

Magus

6666 HP 15 TP Charm: MegaElixir

1500 Exp. 3000 G

Location: Magus' Lair (600 AD), North Cape (12000 BC)

Special Att.: Dark Matter

Mammon Machine

18000 HP 0 TP Charm: MegaElixir

0 Exp. 0 G

Location: Black Omen

Special Att.: Point Flare

Masa 1000 HP

Mune 1000 HP

2000 HP 4 TP Charm: None

400 Exp. 600 G

Location: Denadoro Mountains (600 AD)

MasaMune

3600 HP 10 TP Charm: None

500 Exp. 1500 G

Location: Denadoro Mountains (600 AD)

Special Att.: Pain (party)

Mega Mutant

Upper Body 4600 HP

Lower Body 3850 HP

8000 HP 50 TP Charm: Elixir, Vigil Hat

900 Exp. 1500 G

Location: Black Omen

Special Att.: Chaotic Zone, Blacken, Mutant Gas, Steel Steam

Mother Brain

5000 HP 40 TP Charm: Blue Mail

3000 Exp. 3000 G

Location: Tyrano Lair (65,000,000 BC)

Mud Imp

1200 HP 22 TP Charm: Speed Tab
954 Exp. 2600 G
Location: Terra Cave (12000 BC)

Nizbel

4200 HP 10 TP Charm: Third Eye
500 Exp. 0 G
Location: Reptite Lair (65,000,000 BC)
Special Att.: Electrocution Energy (party)

Nizbel II

4200 HP 15 TP Charm: Third Eye
880 Exp. 0 G
Location: Tyrano Lair (65,000,000 BC)

Prominency

30000 HP 40 TP Charm: Elixir
3800 Exp. 2000 G
Location: Sun Palace (2300 AD)

Queen Zeal

12000 HP 0 TP Charm: MegaElixir
0 Exp. 0 G
Location: Black Omen
Special Att.: Hallation

Red Beast

5000 HP 22 TP Charm: Elixir
954 Exp. 2600 G
Location: Terra Cave (12000 BC)

Retinite

Core 1000 HP

Upper Body 5000 HP

Lower Body 4800 HP

11000 HP 100 TP Charm: Speed Tab
2600 Exp. 2000 G
Location: Sunken Desert (600 AD)
Special Att.: Sand Cyclone

R-Series

180 HP 6 TP Charm: None
480 Exp. 600 G
Location: Factory (2300 AD)

Rust Tyrano

25000 HP 40 TP Charm: Red Mail
3800 Exp. 2000 G
Location: Giant's Claw (600 AD)

Sir Krawlie

500 HP 5 TP Charm: None
100 Exp. 500 G
Location: Sewer Access (2300 AD)
Special Item: Mid Ether

Slash

5200 HP 10 TP Charm: None
500 Exp. 1500 G
Location: Magus' Lair (600 AD)

Special Att.: Attack, attack, attack

Son of Sun

2100 HP 40 TP Charm: Black Mail
3500 Exp. 2000 G
Location: Sun Palace (2300 AD)
Special Att.: Flare

Super Slash

4000 HP 80 TP Charm: Slasher 2
7500 Exp. 4000 G
Location: Ozzie's Fort (600 AD)

Terra Mutant

Upper Body 7800 HP
Lower Body 20000 HP
28000 HP 100 TP Charm: Muscle Ring, Power Seal
2000 Exp. 3800 G
Location: Black Omen
Special Att.: Chaotic Zone, Mutant Gas, Life Shaver

Yakra

920 HP 5 TP Charm: None
50 Exp. 600 G
Location: Cathedral (600 AD)

Yakra XIII

18000 HP 40 TP Charm: White Mail
3500 Exp. 2000 G
Location: Guardia Castle (1000 AD)

Zeal

Face 20000 HP
Left Arm 28000 HP
Right Arm 28000 HP
76000 HP 0 TP Charm: Prism Dress (Left), Prism Helm (Right),
0 Exp. 0 G MegaElixir (Head)
Location: Black Omen
Special Att.: Hallation, SkyGate, Hexagon Mist, Dark Gear, MP Buster

Zombor

Top half 960 HP
Bottom Half 800 HP
2100 HP 10 TP Charm: None
350 Exp. 1500 G
Location: Zenan Bridge (600 AD)
Special Att.: Doom, doom, doom

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| VII. Weapon/Armor/Accessory List |

/|_|_|_|_|_| Weapons |_|_|_|_|_|_|_|_|_|_|
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SWORDS/BLADES (USED BY: CRONO AND FROG)

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Aeon Blade		Ioka Trading Hut (after Magus' defeat)	Att +70
Alloy Blade	21000G	Buy at Kajar, Charmed from Bantam Imps	Att +110
Bolt Sword		Factory (2300 AD), Sewer Access	Att +25
Brave Sword		Death Peak	Att +135, 2x eff. to Mg
Bronze Edge		Default Weapon	Att +6
Demon Edge	17000G	Buy at Terra Cave	Att +90, 1.5x eff. to Mg
Demon Hilt		Ocean Palace	Att +120, 2x eff. to Mg
Flash Blade	18000G	Buy at Terra Cave	Att +90
Flint Edge		Ioka Trading Hut (before Magus' defeat)	Att +40
Iron Blade	350G	Varied places: Leene's Square, Truce Village, Medina Village	Att +7
Iron Sword		Cathedral (600 AD)	Att +10
Kali Blade		Northern Ruins	Att +150
Lode Sword	5000G	Leene's Square, Guardia Castle (1000 AD)	Att +20
Masamune		Reforged by Melchior with the DreamStone	Att +75
Masamune (2)		Northern Ruins	Att +200
Mop		Charmed from Nu	Att +1
Pearl Edge	22000G	Buy at Kajar	Att +105, 1.5x eff. to Mg
Rainbow		Rainbow Shell and Sun Stone after Yakra XIII's defeat (Melchior's Hut)	Att +220, 70% Critical Ht Rate
Red Katana	4500G	Melchoir's Shop (1000 AD)	Att +30, Mag +2
Rune Blade	24000G	Buy at Last Village	Att +120
Shiva Edge		Found at Hero's Grave	Att +170, 4x eff. crit.
Slasher		Slash spoils (Magus' Lair)	Att +43, Spd +2
Slasher 2		Charmed from Super Slash	Att +155
Star Sword	25000G	Buy at Last Village	Att +125
Steel Saber	800G	Cathedral (600 AD), Truce Village Market	Att +15
Swallow		Forest Ruins (1000 AD)	Att +145, Spd +3
Vedic Blade		Death Peak	Att +135
Wood Sword		Default weapon	Att +3

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GUNS/SHOTS (USED BY: LUCCA)

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Air Gun		Default Weapon	Att +5
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Auto Gun	1200G	Trann Dome	Att +15
Dart Gun	800G	Truce Market (600 AD)	Att +7
Dream Gun		Ioka Trading Hut (after Magus' defeat)	Att +60
MegaBlast	9800G	Buy in Terra Cave	Att +80
Plasma Gun	3200G	Factory Ruins (2300 AD), Fritz Shop (1000 AD)	Att +25, Stop eff.
Ruby Gun		Ioka Trading Hut (before Magus' defeat)	Att +40
Shock Wave	11000G	Buy from Nu at Last Village	Att +110, Chaos eff.
WonderShot		Lucca's House after getting SunStone	Att +250

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BOWS/ARROWS (USED BY: MARLE)

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Bronze Bow		Default Weapon	Att +3
Comet Arrow	7800G	Buy at Terra Cave	Att +80
Dream Bow		Ioka Trading Hut (after Magus' defeat)	Att +60
Iron Bow	850G	Truce Village Market	Att +15
Lode Bow		Lab 16	Att +20
Robin Bow	2850G	Factory Ruins (2300 AD), Melchior's Hut, Fritz' Shop	Att +25
Sage Bow		Ioka Trading Hut (before Magus' defeat)	Att +40
Siren		Northern Ruins	Att +140, Stop eff.
Sonic Arrow	10000G	Buy from Nu at Last Village	Att +100, Slow eff.
Valkerye		Hero's Grave	Att +180

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HAND/ARM/FINGERS/FIST (USED BY: ROBO and AYL A)

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Big Hand	18000G	Buy at Kajar	Att +105
Bronze Fist		Gained at Lv. 96	
Crisis Arm		Geno Dome	Att +1
Doom Finger		Magus' Lair	Att +50
Fist		Default Weapon	
Giga Arm		Death Peak	Att +135
Hammer Arm	3500G	Factory Ruins (2300 AD), Fritz' Shop (1000 AD)	Att +25
Iron Fist		Gained at Lv. 72	
Kaiser Arm	21000G	Ocean Palace, Last Village, Commons	Att +120
Magma Hand		Ioka Trading Hut (after Magus' defeat)	Att +70
Megaton Arm	15000G	Buy at Terra Cave	Att +90
Mirage Hand		Denadoro Mountains	Att +30
Stone Arm		Ioka Trading Hut (before Magus' defeat)	Att +40
Terra Arm		Geno Dome	Att +150
Tin Arm		Default Weapon	Att +20

Vigil Hat

Geno Dome, Black Omen, Buy
at Fiona's Shrine

Def +36,
Protect

/_/_/_/_/_/_/_/_/ Accessories _/_/_/_/_/_/_/_/_/_/
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Amulet	Magus' Default Accessory	Protects Status
Bandana	Crono's Default Accessory	+1 to Spd
Berserker	Lab 16 (2300 AD), Mystic Mountain (65,000,000 BC)	Auto Att. Hit Rate up
Black Rock	Kajar (12000 BC)	Invokes "Dark Eternal"
Blue Rock	Giant's Claw	Invoke "Omega Flare"
Charm Top	Bangor Dome (sealed door)	Incre. Ayla's Charm rate
Dash Ring	Ozzie's Fort (600 AD)	Spd +3
Defender	Cathedral (600 AD)	Vigor +2
Flea Vest	Charmed from Flea Plus	Mg Def. +12
Frenzy Band	Giant's Claw	80% counter Att. rate
GoldErng	Arris Dome (sealed door)	Max HP up by 50%
Gold Rock	Denadoro Mountains	Invoke "Grand Dream"
GoldStud	Trann Dome (sealed door)	MP usage cut by 75%
Green Dream	Given by Robo (after side Quest)	One-time auto revive
Hero's Medal	Given by Tata (after Masa- Mune obtained)	Incre. Crit. rate
Hit Ring	Arris Dome (sealed door)	Strike +10
Magic Ring	Death Peak, Magic Cave	Magic +6
MagicScarf	Heckran Cave, Frog's place, Magus' Lair	Magic +2
Magic Seal	Black Omen	Mg and Mg Def +5
Muscle Ring	Sunken Desert	Vigor +6
Power Glove	Truce Canyon (600 AD)	Power +2
Power Ring	Guardia Forest (1000 AD)	Power +6
Power Scarf	Ayla's Default Accessory	Power +4
Power Seal	Black Omen	Pow and Sta +10
Prism Specs	Forged by Melchior (with Sun Stone)	Att. and Mag. 150% damage
Rage Band	Sewer Access (2300 AD)	50% counter Att Rate
Ribbon	Marle's Default Accessory	Strike +2
Sight Scope	Lucca's Default Accessory	Show Enemy HP
SilverErng	Denadoro Mountains	Max HP up 25%
Silver Rock	Laruba Ruins (65,000,000 BC)	Invokes "Spin Strike"
Silver Stud	Denadoro Mountains	MP usage cut by 50%
Speed Belt	Cathedral (600 AD), Magus'	Speed +2

Sun Shades	Lair Receive from Taban after Acquiring Sun Stone	Incre. Att power
Third Eye	Charmed from Nizbel II	Evade x2
Wallet	Bangor Dome (sealed door)	Converts EXP To G
Wall Ring	Death Peak	Mg Def +10
White Rock	Black Omen	Tech "Poyozo Dance"

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| VIII. Item List |

/|_|_|_|_|_|_| Helpful |_|_|_|_|_|_|_|
|/|_|_|_|_|_|_| Items /|_|_|_|_|_|_|

Barrier		Cuts magical hits by 1/3.
Elixir		Restores HP/MP for one character.
Ether	800G	Restores 10 MP.
Full Ether	6000G	Restores 60 MP.
Full Tonic	700G	Restores 500 HP.
Heal	10G	Counteracts status ailments.
Hyper Ether	10000G	Restores all MP.
Magic Tab		Increases MAG power by 1.
MegaElixir		Restores all HP/MP for all allies.
Mid Ether	2000G	Restores 30 MP.
Mid Tonic	100G	Restores 200 HP.
Lapis		Restores 200 HP for all allies.
Power Meal		Recovers from "?" Lock Status
Power Tab		Increases ATT power by 1.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Shield		Cuts physical hits by 1/3.
Speed Tab		Increases SPD by 1.
Tonic	10G	Restores 50 HP.

/|_|_|_|_|_|_| Key |_|_|_|_|_|_|_|
|/|_|_|_|_|_|_| Items /|_|_|_|_|_|_|

Bent Sword	Part of the Masamune found at Denadoro Mountains.
Bent Hilt	Remaining part of Masamune found at Frog's place.
Bike Key	A key for the Jet Bike in Lab 32.
Chrono Trigger	A very important item needed to revive Crono that is used with the Crono Clone.
Crono Clone	An essential element in the revival of Crono.
Dream Stone	An essential material to making the Masamune.
Gate Key	Used to open the Time Gates.
Jerky	A delicious wholesome meat wanted by everyone.
Masamune	The legendary sword that has the ability to vanquish

	evil.
Moon Stone	The stone that takes eons to recharge. Turns into Sun Stone.
Pendant	Marle's Pendant. With enough power, it can open the sealed doors.
Poyozo Doll	Needed to gain access to the Mother Ship in Geno Dome side quest.
Prism Shard	A fragment of the Rainbow Shell used to prove the king's innocence.
Race Log	Keeps track of your top scores with Johnny.
Ruby Knife	A archetype of the Masamune used to destroy the Mammon Machine.
Seed	Found in the fridge. Helped renew hope in the lives of the floundering population in 2300 AD.
Sun Stone	Filled with a heavy amount of energy. Extracted from remains of a fully charged Moon Stone.
Toma's Pop	Used on Toma's grave.
Tools	Essential instruments for the renovations of Northern Ruins used by the repairman.
Yakra Key	Used to release the real Chancellor from the locked chest in Guardia Castle.

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/|_|_|_|_|_|_|_|_|_| Tab |_|_|_|_|_|_|_|_|_|_|
|/|_|_|_|_|_|_|_|_|_|/Locations/|_|_|_|_|_|_|_|_|_|

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Any errors can be corrected if need be. Additions are welcome and whatnot...

Speed Tabs: Increases Speed by 1 point.

ADDITIONAL NOTES: You can charm these from a Panel.

Location	Period	Comments
Medina Village	1000AD	Search kitchen in the Elder's House.
Denadoro Mountains	600AD	Find it sitting on a shaded ledge.
Kajar	12,000BC	Lower right corner of Test Lab room.
Enhasa	12,000BC	Defeat the Nu's in the secret room.
Guardia Forest	600AD	In the sealed chest at the dead end.
Geno Dome	2300AD	Search the Poyozo green pod.
West Cape	1000AD	Located behind Toma's grave.
Black Omen	????	Contents of a chest after fighting a Cybot and Martello.
Black Omen	????	Next room after first Speed Tab.

Power Tabs: Increases Attack Power by 1 point.

ADDITIONAL NOTES: You can charm these from a Tubster.

Location	Period	Comments
----------	--------	----------

Guardia Forest	1000AD	Inspect dot on the far right.
Guardia Forest	600AD	Inspect lower right dot.
Cathedral	600AD	Examine the bucket in holding room.
Death Peak	2300AD	Search along the right wall in the first area before getting blown off.
Guardia Castle	600AD	Given to you by the chef.
Porre Village	1000AD	Find it inside the Porre Market place.
Arris Dome	2300AD	On the ground in the sealed room.
Terra Cave	12,000BC	Southeastern part of the Beast Nest.
Hero's Grave	1000AD	Search the lower left corner of first room.
Geno Dome	2300AD	Lower right corner before elevator.
Giant's Claw	600AD	On the ground in skull room.
Giant's Claw	600AD	At the bottom of ladder; lying on the floor.
Giant's Claw	600AD	In a bypassing room you reach by returning later.
Sunken Desert	600AD	In the first chamber as you leave.

Magic Tabs: Increases Magic Power by 1 point.

ADDITIONAL NOTES: You can charm these from an Alien. Thanks to Istanbul for this info.

Location	Period	Comments
Medina Village	1000AD	Search 2nd floor in Elder's House.
Dorino Village	600AD	Trade the Naga-ette Bromide for it.
Denadoro Mountains	600AD	Talk to the Kilwala 5 times.
Magus' Lair	600AD	Flea drops this as a departing gift.
Magus' Lair	600AD	Search bottom right corner in trap room.
Enhasa	12,000BC	Defeat the Nu's in the secret room.
Zeal Palace	12,000BC	Scratch the Nu rubbing on the overpass.
Trann Dome	2300AD	On the ground in the sealed room.
Keeper's Dome	2300AD	On the ground near a sleeping Belthasar.
Mt. Woe	12,000BC	Bottom right corner before Giga Gaia.
Ocean Palace	12,000BC	Take two trips on the elevator.
Last Village	12,000BC	Behind the Nu in the item/shop hut.
Black Bird	12,000BC	In the shady areas of the ship's ducts.
Hero's Grave	1000AD	Search near the Cyrus' Grave.
Ozzie's Fort	600AD	Go into the hidden room below doorway.
Geno Dome	2300AD	Contents of a chest inside laser room.

 /|_|_|_|_|_| Sealed |_|_|_|_|_|_|_|_|_|_|
 |//_/_/_/_/_/ Chests /_/_/_/_/_/_/_/_/_/

Guardia Forest	1000 AD	Power Ring
	600 AD	Speed Tab
Guardia Castle	1000 AD	Red Mail
	600 AD	Red Vest
Truce Inn	1000 AD	Blue Mail
Truce Inn	600 AD	Blue Vest

Bangor Dome	2300 AD	Charm Top, Wallet, Full Ether
Trann Dome	2300 AD	Full Ether, Gold Stud, Magic Tab
Arris Dome	2300 AD	Lumin Robe, GoldErng, Hit Ring, Power Tab, Elixir
Porre Mayor's House	1000 AD	Black Mail, White Mail
Porre Elder's House	600 AD	Black Vest, White Vest
Heckran Cave	1000 AD	Wall Ring, Dash Ring
Forest Ruins	1000 AD	Swallow, Safe Helm
Magic Cave	600 AD	Magic Ring
Northern Ruins	600 AD	Kali Blade, Nova Armor, Siren
Northern Ruins	1000 AD	Shiva Edge, Valkerye, Moon Armor

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| IX. Shop List |

You're wondering why I have a shop list when they are listed at the end of certain chapters in the walkthrough, I know. Well, that's true, but the only difference is that this is the _full_ list. Many were left out of the walkthrough because they weren't fit to be in their corresponding "chapters". So there.

Leene's Square Shops:

Weapons

Iron Blade	350G	Raises attack by 7.
Lode Sword	4000G	Raises attack by 20.

Items

Tonic	10G	Heals a small amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Armors

Karate Gi	300G	Raises defense by 10.
Bronze Helmet	200G	Raises defense by 8.

Truce Market (600 AD):

Weapons

Iron Blade	350G	Raises attack by 7.
Dart Gun	800G	Raises attack by 7.

Items

Tonic	10G	Heals a small amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.

Shelter	150G	Fully restores HP/MP at Save points.
Armors		
Karate Gi	300G	Raises defense by 10.
Bronze Helmet	200G	Raises defense by 8.

Market (1000 AD):

Weapons		
Steel Saber	800G	Raises strength by 15.
Iron Bow	850G	Raises strength by 15.
Items		
Tonic	10G	Heals a small amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Armors		
BronzeMail	520G	Raises defense by 16.
Maiden Suit	560G	Raises defense by 18.
Bronze Helmet	200G	Raises defense by 8.

Trann Dome (2300 AD):

Weapons		
AutoGun	1200G	Raises strength by 15.
Items		
Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Armor		
IronSuit	800G	Raises defense by 25.
IronHelm	500G	Raises defense by 14.

Arris Dome (2300 AD):

Weapons		
AutoGun	1200G	Raises strength by 15.
Items		
Tonic	10G	Heals a small amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Armor		
IronSuit	800G	Raises defense by 25.
IronHelm	500G	Raises defense by 14.

Medina Village's Market (1000 AD):

Weapons

Iron Blade	65000G	Raises strength by 7.
SteelSaber	65000G	Raises strength by 15.
Demon Edge	65000G	Raises strength by 90.

Items

Tonic	2280G	Heals a small amount of lost HP.
Mid Tonic	22500G	Heals a moderate amount of lost HP.
Full Tonic	65000G	Heals a large amount of lost HP.
Heal	2250G	Counteracts status ailments.
Revive	45000G	Revives a fallen character.
Shelter	33750G	Fully restores HP/MP at Save points.
Ether	65000G	Restores a small amount of lost MP.

Equipment

Lumin Robe	65000G	Raises defense by 63.
Flash Mail	65000G	Raises defense by 64.
Glow Helm	65000G	Raises defense by 25.

Medina Village's Market (After Magus' defeat):

Weapons

Iron Blade	262G	Raises strength by 7.
SteelSaber	597G	Raises strength by 15.
Demon Edge	12684G	Raises strength by 90.

Items

Tonic	8G	Heals a small amount of lost HP.
Mid Tonic	75G	Heals a moderate amount of lost HP.
Full Tonic	523G	Heals a large amount of lost HP.
Heal	8G	Counteracts status ailments.
Revive	150G	Revives a fallen character.
Shelter	112G	Fully restores HP/MP at Save points.
Ether	597G	Restores a small amount of lost MP.

Equipment

Lumin Robe	4850G	Raises defense by 63.
Flash Mail	6342G	Raises defense by 64.
Glow Helm	1717G	Raises defense by 25.

Melchior's Hut (1000 AD):

Weapons

Red Katana	4800G	Raises strength by 30.
Robin Bow	2880G	Raises strength by 25.
Plasma Gun	3200G	Raises strength by 25.
Hammer Arm	3800G	Raises strength by 25.

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Equipment

Titan Vest	1200G	Raises defense by 32.
------------	-------	-----------------------

Fritz' Shop (1000 AD):

Weapons

Red Katana	4800G	Raises strength by 30.
Robin Bow	2880G	Raises strength by 25.
Plasma Gun	3200G	Raises strength by 25.
Hammer Arm	3800G	Raises strength by 25.

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Equipment

Titan Vest	1200G	Raises defense by 32.
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Dorino Market (600 AD):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Porre Market (600 AD):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Porre Market (1000 AD):

Weapons

Steel Saber	800G	Raises strength by 15.
Iron Bow	850G	Raises strength by 15.
Dart Gun	800G	Raises attack by 7.

Items

Tonic	10G	Heals a small amount of lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Equipment

Karate Gi	300G	Raises defense by 10.
Bronze Mail	520G	Raises defense by 16.
Bronze Helm	200G	Raises defense by 8.

Ioka Trading Hut Merchant (65,000,000 BC):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Heal	10G	Counteracts status ailments.

Fiona's Shrine:

Equipment

Sight Cap	20000G	Raises defense by 30.
Memory Cap	20000G	Raises defense by 30.
Time Hat	30000G	Raises defense by 30.
Vigil Hat	50000G	Raises defense by 36.

Enhasa (12000 BC):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.

Kajar (12000 BC):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.

Kajar (after Mt. Woe):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.

Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.
Weapons		
Alloy Blade	21000G	Raises strength by 110.
Big Hand	18000G	Raises strength by 105.
Pearl Edge	22000G	Raises strength by 105.
Equipment		
Lode Vest	8500G	Raises defense by 71.
Lode Helm	6500G	Raises defense by 29.

Terra Cave (12000 BC):

Items		
Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.
Weapons		
Demon Edge	17000G	Raises strength by 90.
Comet Arrow	7800G	Raises strength by 80.
MegaBlast	9800G	Raises strength by 80.
Megaton Arm	15000G	Raises strength by 90.
Flash Blade	18000G	Raises strength by 90.
Equipment		
Lumin Robe	6500G	Raises defense by 63.
Flash Mail	8500G	Raises defense by 64.
Glow Helm	2300G	Raises defense by 25.

Choras (600 AD):

Items		
Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Ether	800G	Restores 10 MP.
Mid Ether	2000G	Restores 30 MP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Choras (1000 AD):

Items		
Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Ether	800G	Restores 10 MP.

Mid Ether	2000G	Restores 30 MP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.

Black Omen:

Items

Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Mid Ether	2000G	Restores 30 MP.
Full Ether	6000G	Restores 60 MP.
HyperEther	10000G	Restores all MP.

Last Village (12000 BC):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.
Mid Ether	2000G	Restores 30 MP.

Last Village (random):

Items

Tonic	10G	Heals a small amount of lost HP.
Mid Tonic	100G	Heals a moderate amount of lost HP.
Full Tonic	700G	Heals almost all lost HP.
Heal	10G	Counteracts status ailments.
Revive	200G	Revives a fallen character.
Shelter	150G	Fully restores HP/MP at Save points.
Ether	800G	Restores 10 MP.
Mid Ether	2000G	Restores 30 MP.

Weapons

Star Sword	25000G	Raises strength by 125.
Sonic Arrow	10000G	Raises strength by 100.
Shock Wave	11000G	Raises strength by 110.
Kaiser Arm	21000G	Raises strength by 120.
Rune Blade	24000G	Raises strength by 120.
Hurricane	35000G	Raises strength by 135.

Equipment

Aeon Suit	9000G	Raises defense by 75.
Aeon Helm	7800G	Raises defense by 33.

| X. Soundtrack Lists |

Chrono Trigger Original Soundtrack (1995)

Composed by Yasunori Mitsuda

Arranged by Yasunori Mitsuda and Tsuyoshi Sekito

-x- DISC ONE -x-

1. A Premonition
2. Chrono Trigger
3. Morning Sunlight
4. Peaceful Days
5. Memories of Green
6. Guardia Millennial Fair
7. Gato's Song
8. A Strange Happening
9. Wind Scene
10. Good Night
11. Secret of the Forest
12. Battle
13. Guardia Castle: Pride and Courage
14. Huh?!
15. Manoria Cathedral
16. A Prayer to the Road That Leads
17. Silent Light
18. Boss Battle 1
19. Kaeru's (Frog) Theme
20. Fanfare 1
21. The Trial
22. The Hidden Truth
23. A Shot of Crisis

-x- DISC TWO -x-

1. Ruined World
2. Mystery of the Past
3. Dome 16's Ruins
4. People Without a Hope
5. Lavos' Theme
6. The Day the World Revived
7. Robo Gang Johnny
8. Bike Chase
9. Robo's Theme
10. Remains of Factory
11. Battle 2 (Unreleased)
12. Fanfare 2
13. The Brink of Time
14. Delightful Spekkio
15. Fanfare 3
16. Underground Sewer
17. Boss Battle 2
18. Primitive Mountain
19. Ayla's Theme
20. Rhythm of Wind, Sky and Earth
21. Burn! Bobonga!
22. Magus' Castle
23. Confusing Melody

24. Battle with Magus

-x- DISC THREE -x-

1. Singing Mountain
2. Tyrano Lair
3. At the Bottom of Night
4. Time Cicuits
5. Zeal Palace
6. Schala's Theme
7. Sealed Door
8. Undersea Palace
9. Chrono and Marle ~Far Off Promise~
10. Epoch ~Wings That Cross~
11. Black Omen
12. Determination
13. World Revolution
14. Last Battle
15. First Festival of Stars
16. Epilogue ~To Good Friends~
17. To FarAway Times

Chrono Trigger Original Soundtrack (1999)

Composed by Yasunori Mitsuda and Nobuo Uematsu

Arranged by Yasunori Mitsuda and Tsuyoshi Sekito

1. A Premonition
2. Chrono Trigger
3. Peaceful Days
4. Guardia Millennial Fair
5. Wind Scene
6. Secret of the Forest
7. Frog's Theme
8. The Trial
9. Lavos' Theme
10. Robo Gang Johnny
11. Robo's Theme
12. The Brink of Time
13. Delightful Spekkio
14. Battle with Magus
15. Time Circuits
16. Zeal Palace
17. Schala's Theme
18. Undersea Palace
19. World Revolution
20. Crono and Marle
21. To Far Away Times
22. Chrono Trigger (Arranged)
23. Crono and Marle (Arranged)
24. Ayla's Theme (Arranged)
25. Frog's Theme (Arranged)
26. Chrono Trigger (Arranged 2)
27. Determination (Arranged)
28. Schala's Theme (Arranged)
29. Burn Bobonga!
30. Crono and Marle (Arranged 2)

Where can I get these amazing soundtracks?! Up your arse. Hahaha...You could get them either online or at your nearest import store. They sell for 2039¥, which is roughly 43 dollars if my unreliable memory serves me well, which it doesn't. Animation.net, Gamemusic.com, ebay.com, soundtrackcentral.com, etc. are all good bets, although I don't know how comfortable you are with ordering stuff online. Also, I don't know about the original OST from 1995, the 1999 rendition is available at most import/online stores.

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| XI. FAQ |

Q: Do you update often?

A: Whenever there is a need to update, I update. The latest updates can be found at GameFAQs.com. Please go there.

Q: How do I get Magus on my side? I'm near the end of the game and I want to know if I can still recruit him...

A: At the North Cape, when he challenges you to a fight, refuse his offer and start to leave. He'll join you then. If you missed this opportunity or if you've killed him, then uh, I guess you'll be Magus-less for the rest of the game.

Q: I don't understand how to get the Gold Rock at the Denadoro Mountains. I've searched high and low, but to no avail. Where the #@!% is it?!

A: Place Frog as your lead character, and with the Masamune upgraded from the Cyrus sidequest, travel deep into the Denadoro Mountains until you come across the FreeLancer pelting rocks at you. Frog should catch one. Voila, the Gold Rock!

Q: I can't seem to get to the first Poyozo Doll on Death Peak. Whenever I try, I keep getting blown off.

A: This is a common problem, I suppose. First of all, you need to have visited Belthasar one last time at the Keeper's Dome before heading to Death Peak. There, he will summon three Poyozo Dolls to assist you in Death Peak. They will meet you there, so head off. The first area is the most troublesome, as it has heavy winds that can blow you off the mountain. Wait until the furious winds have subsided and trudge as quickly as possible to the patient Poyozo Doll waiting ahead. It'll turn into a tree after you talk to it. Keep walking into the tree. That may sound kind of funny, but that helps keep you behind it. Use it as a barrier to protect you from the harsh winds. Then move on to the next tree after it abates. You should have enough time to reach each Poyozo Doll.

Q: The Playstation ending sequence is kinda confusing? Mind explaining it?

A: Yes, I do mind, but if this is what will stop you from e-mailing me, then it has to be done. The Playstation ending shows the marriage of Crono and Marle. Then it switches over to Frog, as a human, and his subsequent knighting. It never shows his face. To further prove that this Glenn is not Glenn from CC, Frog has green hair, Glenn from CC has golden blonde hair. If Magus was in your party, you'll see a brief sequence of him. It seems it's the last sequence with Lucca that's the most confusing. That baby she found is supposedly Kid, or a reincarnation of Schala. These new events lead to Chrono Cross. That's why they were added in the first place, duh!

Q: I can't find the sand pit to start the Sunken Desert sidequest. What did I do wrong?

A: In order to partake in this sidequest, you must have told the girl in Zeal Palace to "secretly plant the sapling". If you missed that part, you can do that again in the Commons village after the fall of Zeal Palace.

Q: Gaspar at the End of Time tells me that I have a person who needs my help and that I have to find her fast. Who is he referring to?

A: From what I know, he is referring to Schala's mother at the end of the Black Omen sidequest. Her mother is being brainwashed by her own selfishness and lust for power. Therefore, when you defeat her, you'll set her soul free, or something.

Q: Where is the best place for me to level up and get ready for Lavos?

A: In the Black Omen, of course. Visit the Black Omen in each of the time periods before 1999 AD and you will be beefed up tremendously. Not only that, but I'll guarantee that you'll also have a surplus amount of the mighty MegaElixirs.

Q: So like, can you clear up the deal about Spekkio's forms at the End of Time?

A: Sure thing, Timmy. You see, the earth-shattering thing about Spekkio is that he (Spekkio is the guy who endowed your characters with great magic powers in the beginning) undergoes metamorphosis (as in changing forms) as your party levels up. Any long-time reader knows that I've accepted a slew of various contributions regarding his forms. That was a little confusing, as one contribution countered the other (sort of). So what I'm gonna do for you here is list all his forms and the levels you need to be at to see it. Of course, I couldn't have been able to compile this information myself without the help of the numerous contributors who had started it all. You can find their names at the bottom of this document, under "Contributor Credits".

Levels 1-9: Green Croaker
Levels 10-19: Kilwala
Levels 20-29: Blue Goblin
Levels 30-39: Omnichrone
Levels 40-98: Masamune
Level 99: Red Nu

The current level of the character at the lead of the party determines Spekkio's form. Strategies will not be provided for each form, so ha!

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| XII. Legal Stuff |

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here? Great.

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| XIII. Outro |

Credits, Plugs and Extra Junk

-
- Heads up to DaLadiesMan for helping me out with the guide--ya know, help exchange and stuff. Plus he's one of the coolest people you could ever meet online. He and his crazy CT guides helped me finish the impossible.
 - JT Kaufmann and Ben Judd's Grandia II guide for the list format. Simple and easy to make and use.
 - ATadeo for making great guides and unconditionally helping me get my FAQs on the net. Thanks for shoving some time to help me!
 - Neill Morgan for helping to point out errors and other stuff.
 - CJayC for posting this FAQ and putting up with all my crappy work for as long as you have.
 - All my friends back at home. *sniff* I miss you guys.
 - Carolyn for listening to me talk about FAQs, even though she doesn't give a rat's hiney about them.
 - SegaShiro for being so sweet and funny! Although he always seems to be busy with his other hoes, he's still my bitch.
 - Squaresoft for finally localizing the PSX Chrono Trigger.

Contributor Credits

Thanks to the readers of this FAQ who have taken some time aside to e-mail me with corrections, tips, hints and suggestions; the guide is immensely improved by their efforts. The people that are listed here are not particularly special than the other contributors listed throughout the FAQ, but they have sent me small tidbits of information I've incorporated into my own info. Credit due to them is found here.

- Akash Mody for a Star Scythe and DoomSickle mix-up.
 - Nick Lang and OoolitoDragono0 for the Power Scarf information.
 - Jessica Fan for helping me get most of the endings and extra stuff in the game. Thanks so much!
 - John M. for Magus' exact HP amount and for numerous other contributions to this guide.
 - David Xu for helping me get (both) soundtrack lists for the game. They are so...something!
 - WLGades for several corrections.
 - Ian Adams for various great contributions, including an important note on forcing Spekkio's shape-shifting.
 - John M., Joel Michalek, Simon Oh and pHOENIX for sending me details regarding Spekkio and his crazy forms. I compacted all their information into one section under Frequently Asked Questions. :)
-

I am more than exultant to have finally finished this guide. It turned out to be much better than I had expected. Please respect this FAQ and treat as you would with your most prized possession. I've put all my heart, long hours of my life, and much more into this, so it'd better make you happy. I'm always available for chat and stuff. If you choose to criticize this guide, please do it wisely. I will be more than happy to respond to valid criticism. As for the less intelligent ones (e.g. uR FAQ suX! U sucK! UR a *****!), those will be laughed at and ignored. Honestly, you must have better things to do than send me that utter crap.

To those people who have sent me endless e-mails about other things and I've never replied, please don't think I'm ignoring you. I highly appreciate your input and praise, but I just don't have the time to reply to every single e-mail. Although, you may not hear from me know that I'm greatly appreciative of your comments that help motivate me to do better.

Ok, I have run out of things to say, honestly. I won't keep you here anymore. This concludes my great to superific Chrono Trigger FAQ. OK, get out. This is the end. La Terminal or something in French. La Fin. ~fin~. The End. How many times do I have to say this? Leave!

~AdrenalineSL

Shameless plug--Other FAQs by me:

<http://www.gamefaqs.com/features/recognition/8212.html>

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MUCHAS GRACIAS!!
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Adrenaline Deftones 1995

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