

# Chrono Trigger (Import) Boss FAQ/Game Lists

by LightRanma

Updated to v1.0 on Aug 6, 2001

Chrono Trigger  
General FAQ  
Version 1.0  
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TABLE OF CONTENTS  
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- I. Introduction
- II. Version History
- III. Characters
  - a. Crono
  - b. Marle
  - c. Lucca
  - d. Frog
  - e. Robo
  - f. Ayla
  - g. Magus
- IV. Boss Walkthrough
- V. Tech/Magic List
  - a. Single Techs
  - b. Dual Techs
  - c. Triple Techs
- VI. Equipment/Item Lists
  - a. Weapons
  - b. Armor
  - c. Helmets
  - d. Accessories
  - e. Items
  - f. Shop Lists
- VII. Monster List
- VIII. Endings and the Extras Mode
- IX. Conclusion
- X. Thanks

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I. Introduction

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Welcome to my Chrono Trigger General FAQ, which encompasses not only a full boss walkthrough, but all of the other finer points of the games, such as its multiple endings and loads of Techs! There's no way I couldn't do a FAQ on this masterpiece of a game - not only is it my favorite game of all time, but with the recent release of Final Fantasy Chronicles, I'm replaying it anyway, so why not go ahead and use this opportunity to write a FAQ? Speaking of Chronicles, I'm really impressed with CT's emulation; Anthology may have been a travesty, but Square learned their lesson on SNES emulation by Chrono Trigger (it was their last SNES port). Unfortunately, Final Fantasy IV didn't fare quite as well... but then again, how many of you bought Chronicles to play THAT, hmm? I thought so. ^\_^ Anyway, the same guidelines always apply: don't use this FAQ on your website without my permission, don't print it out and distribute it, etc... just ask me first (E-mail me at LightRanma@aol.com). You have to. By law. No, you can't get around it. Oh, and as usual, you can use that address to ask me RPG questions. But I can't guarantee immediate responses, and let me make something clear: \*\*\*NO INSTANT MESSAGES. NONE! I won't respond to them! All RPG questions are to come in E-mails, NOT INSTANT MESSAGES!\*\*\* Okay? Okay. ^\_^ But enough of that, on with the fun stuff!

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## II. Version History

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Version 1.0, 8.5.01: First (and hopefully final) version of the Chrono Trigger General FAQ.

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## III. Characters

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This section will introduce you to the colorful cast of Chrono Trigger: its main characters, where they hail from, their strengths and weaknesses, and their Elemental affinity. I'm not covering NPCs, because that would just be spoiling the deep, ever-twisting storyline too much. And anyway, you'll know what their roles in the story are soon enough, right?

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### a. Crono / 1000 AD / Lightning

A seemingly average, spikey-haired teenager hailing from Truce Village circa 1000 AD, Crono is Chrono Trigger's silent protagonist. He talks only when he's making decisions about the party's actions, but nonetheless he has a strong sense of justice and has the strength to back it up, wielding samurai swords and Lightning magic with expert skill. Little does he know that his life will change forever at the Millennial Fair...

In battle, true to RPG fashion, Crono, being the main character, is second to none. He's usually the strongest hitter, playing second fiddle to Ayla only for awhile (he eventually matches her in strength). He has high Defense, extremely good HP, is one of the fastest characters in the game, and his sword-based Techs do loads of damage. His Magic suffers a little in that he's primarily a physical fighter, but his Lightning spells are invaluable against 65000000 BC's enemies and his final Tech, Luminaire, is one of the most damaging Techs in the game. Overall, he's the

best character in the game.

b. Marle / 1000 AD / Water

The fiery-haired, tomboyish Marle is one of the main heroines of Chrono Trigger. She's actually Princess Nadia of Guardia Castle, but she despises royal life so much that she escaped the confines of the castle to enjoy a day at the fair. By chance (or fate), she meets Crono there and that's about when the whole shebang starts. She is an expert with crossbows and can use Water magic.

Marle's not usually the best character to have in your party if you want heavy-hitters. In fact, she's not really that useful otherwise, either - she can heal very well, but that's about it. Her Ice spells do good damage for awhile, but quickly become obsolete against stronger enemies. On top of that, she has the lowest HP of any character in the game, and is also one of the slowest heroes. That said, she does have her strengths. Some of her weapons can inflict status ailments on her targets, and she has some of the best and most powerful Dual Techs in the game, especially when paired with Ayla. She can be a liability, but she's necessary in some Boss fights simply for her awesome healing and Dual Tech abilities.

c. Lucca / 1000 AD / Fire

The greatest scientific genius in the known world and the other heroine of the story, young Lucca is a great inventor and Crono's best friend since childhood. Many of those around her think of her as a crackpot, but she has proven her genius time and time again with her wacky inventions, especially her most recent one, the Telepod. Lucca is second to none when it comes to her weapon of choice, the gun, and she wields Fire magic with frightening strength.

A lot better than Marle in battle overall, The Great Lucca is a good fighter, but her true strength isn't shown until the last parts of the game, when she knows the very powerful spell Flare and has her best weapon, the Wonder Shot (which can potentially allow her to inflict more damage than anyone else). Her Guns are almost always more powerful than Marle's Crossbows though, and her Techs and Spells are much better as well, usually making her a better choice than the princess. Stat-wise, she's not the best; her HP is only slightly higher than Marle's, and she's equally as slow, but the patented equipment that her father Taban makes for her increases her Speed, so that is shortcoming is offset. Overall she's tied with Magus as my third favorite character to use in battle.

d. Frog / 600 AD / Water

This well-spoken amphibian is not only a gentleman, but an expert swordsman as well who can easily take on opponents larger than his small frame. He meets Crono while trying to rescue the missing Queen Leene in 600 AD, and while appearing optimistic and mannerly on the outside, Frog is haunted by a dark and painful past that he will have to face eventually. But with his broadsword-wielding skill and Water magic, there's a good chance that he'll be able to!

Battle-wise, Frog is your bare-bones average, straight-down-the-middle character. He can do good damage with his broadswords, especially with the Masamune and New Masamune, but he's just not as strong as Crono or Ayla, and his Techs aren't the greatest either. His Water spells are on the weak side because of his only average magical capabilities, but his sword Techs, though few in number, can dish out the damage. HP-wise he's the weakest of any of the physical fighters, but he makes up for this with speed that is second only to Crono's and Ayla's (who are way too fast for their own good). Additionally, he's the only character besides Robo that can heal the whole party at once without the need of a Dual Tech. Overall, he's greater than the sum of his parts, and I do like to use him more than Robo.

e. Robo / 2300 AD / None\Shadow

A broken-down humanoid robot found by Crono, Marle, and Lucca amongst the wreckage of the dead world in 2300 AD, Robo - whose official serial number is R66-Y - joins the party after he is repaired by the female scientist. With strangely human emotions and an unwavering want for peace, Robo proves to be a strong link in Crono's party. With his massive physical punching power and Shadow-typed laser weapons, this gold android can hold his ground in a battle.

Robo is a very mixed bag. On the good side, his HP is the best out of everyone - even Ayla's - and he's a physical powerhouse (but Crono eventually surpasses him and Ayla's almost as strong). His physical Single Techs such as Robo Tackle are very powerful, but he has only decent Dual Techs with the other characters. He has other glaring weaknesses, too: he's the slowest character in the game, and his Magic Defense suffers - in Boss fights against enemies with powerful magic attacks, he's usually the first to fall, despite his high HP. His final weapon, though, the Crisis Arm, is much like Lucca's in that it can deal insane damage if luck is on your side. Also, if Robo gets Atropos' Ribbon in his sidequest, his Speed and Magic Defense are permanently increased, making him substantially better. Even so, I'd rather use other characters, but you'll have to decide for yourself.

f. Ayla / 65000000 BC / None

A ferocious warrior and the chief of her tribe, Ayla is a cavewoman from the prehistoric times. But primitive is the last thing she is - with unequaled physical strength and fast, powerful techniques, she fights to save her people from and overcome the mentally superior Reptites, which threaten the human race. She's more than able to do so, though - she's physically the strongest member of Crono's party, and she has blinding speed as well. If she has one weakness, it's that she cannot use Magic - she was born in a time before anyone knew Magic existed.

My second favorite character to use in battle, there's not a weak link in Ayla's battle capabilities. Sure, she may not know Magic, but who needs it when she's got physically devastating Techs and is also the only character that can steal from enemies (which is the only way to get some equipment)? And aside from that, her physical attacks are the best in the game along with Crono's and Robo's, and when she reaches levels that, admittedly, you probably won't reach your first time through, she can inflict Chaos on her targets and cause 9999 damage with critical hits. And let's not stop there - her HP is second only to Robo's (and higher than Crono's!), and just barely at that, her Defense and Magic Defense are great, she's as fast as Crono, and her Evade is the best out of everyone's - she's nigh impossible to hit when equipped with the Third Eye. Additionally, her Dual Techs are among some of the best there are, especially when paired with Marle, Lucca or Crono. Ayla doesn't really have a weakness, and is hands-down one of the best - maybe THE best - characters you can have in your battle party.

g. Magus / 600 AD / Shadow

This cold, calculating dark wizard hails from the Middle Ages, and he is not only an extremely powerful mage, but a powerful physical warrior with scythes as well. He is a deadly force indeed, and he seems to have some connection with Frog and his past. Speaking of pasts, Magus has one that is quite all his own; a dark, tragic one that spans many millenniums. He seeks to call forth the apocalyptic force known as Lavos, but his true motives remain hidden. Is he friend or foe? Only time will tell...

You could do a lot worse than to have Magus in your party - actually, you couldn't do much better. Behind only Crono and Ayla in overall effectiveness in my eyes, Magus is a powerhouse, especially magically. But he's certainly not your typical

mage - his HP is above average (higher than Frog's, but lower than Crono's and Ayla's), and his scythe-based physical attacks, while not at a dedicated fighter's level, are certainly nothing to scoff at and definitely not typical of a mage. He's also as fast as Frog, his Magic power is the highest out of any character, and he has some awesome Techs - he can cast high-end spells of all Elements, not to mention his own, homegrown, devastating Shadow-typed ones - his final spell, Dark Matter, is rivaled only by Crono's Luminaire as the strongest spell in the game. He does have a couple of weaknesses, though - his physical defense is somewhat low, despite the heavy armor he can wear, so it won't be long before he falls if you don't keep him healthy. Also, he doesn't have any Dual Techs with the other characters, though the few Rock-invoked Triple Techs he does have are incredibly powerful. Overall, he's not perfect, but he's one of the best characters in the game and you'd have to be crazy not to have him in your party once you've recruited him.

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#### IV. Boss Walkthrough

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The meat of this FAQ, the layout here is the same as my other (gaming) world-renowned (hehehe!) Boss FAQs, which means you should certainly have no trouble understanding them. I figure a legend is probably useless by now, since my strategies are so simplified. If you REALLY don't understand something, you can E-mail me, but come on... ;)

Note that all the damage estimates in my strategies are just that - estimates. They'll always be near the numbers I mention, but can vary due to factors such as character levels and equipment, so keep this in mind before you flame me with "this guy's attack did 8000 damage when you said it would only do 30!!!" ^\_~

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Boss Fight #1  
Name: Yakra  
HP: 920  
EXP: 50  
Tech Points: 5  
Gold: 600  
Location: Cathedral Dungeon (600 AD)  
Weakness: None  
Strength: None  
Charm: -  
My Party: Crono (Lv 7), Lucca (Lv 6), Frog (Lv 7)  
Difficulty: 2

Chrono Trigger's introductory boss fight isn't very hard, as you might expect. Your enemy is the fake Chancellor, Yakra, and despite how ugly he is (he looks like a big beetle with horns... yummy!), he's not very strong. His pouncing attack causes around 15-20 damage to one character, and his charging attack causes around 12-15 damage to all characters, as does his earthquake attack. This shouldn't be a big deal at all if the party's levels are high enough. However, he has a Needle Spin attack that can do around 45 damage to one character, and a lesser rock throw attack that does around 20. Obviously, you'll want to make sure that you keep your party members' HP above 50 or so - you don't want anyone to get knocked out here. As far as battle strategies go, you don't have many choices yet, so it's pretty simple - Crono and Frog should use X-Strike every turn (causing around 180 damage), and Lucca should either use Flame Toss (45 damage) or Tonics to heal wounded party members. Have other characters use Tonics as well, if it becomes necessary.

Really, the most important thing for success here is to have enough experience.

After Yakra is a thing of the past, everyone will be ready to take Leene back to the castle, and Leene herself is quite ready to go. Leave the Cathedral, but not before opening the two treasure chests in this room which contain a Mid Ether and the real Chancellor! Turns out the guy's not bad after all...

#### Boss Fight #2

Name: Dragon Tank

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

EXP: 40

Tech Points: 5

Gold: 500

Location: Guardia Castle Prison (1000 AD)

Weakness: None

Strength: Fire, Lightning (Head)

Charm: -

My Party: Crono (Lv 8), Lucca (Lv 7)

Difficulty: 2

This thing looks big and tough, but it really isn't - as long as you have a good supply of Tonics. The Dragon Tank can cause a good amount of damage quickly, and you'll definitely be needing to heal in this battle. It has a variety of attacks; the Head can shoot fire at one character causing around 25 damage, and the Body can either shoot missiles at one character dealing a much lesser 13 or so damage, or fire a laser beam at one character dealing around 30 damage. Its most lethal attack, however, comes from the Grinder; using it, the Dragon Tank can run down both Crono and Lucca, causing around 35-40 damage to both! (This, as you might expect, is when you want to have them use Tonics.) So what's your battle strategy? If you read the prison supervisor's Owner's Manual beforehand, you should know... but if you didn't, you want to attack the Head first and get it out of commission. Until it's gone, you won't be able to beat the Tank, as it frequently heals the whole contraption. Use physical attacks on the head until it's destroyed, then follow up on the Grinder (wheel) so that you can dismantle its run-down attack. Finally, go nuts on the Body, using Cyclone and Fire Whirl. As long as you have both characters heal themselves when needed, you should be fine overall.

#### Boss Fight #3

Name: Guardian, 2 Bits

HP: 1200 (Guardian), 200 (Bit)

EXP: 300

Tech Points: 5

Gold: 1000

Location: Arris Dome (2300 AD)

Weakness: None

Strength: Fire

Charm: -

My Party: Crono (Lv 9), Marle (Lv 9), Lucca (Lv 9)

Difficulty: 3

Although this boss fight isn't terribly hard, it's your first tricky fight in the game, as you're presented with multiple targets that react differently depending on how you attack them. The Guardian, as you might expect, is the huge machine in the center, and the two supporting machines beside it are the Bits. Whatever you do, do not attack the Guardian while both Bits are alive! If you do, you'll be counterattacked - every time - with a Delta Attack that causes 35-50 damage to Crono, Marle and Lucca. As you might expect, a few of these kinds of mistakes will lay the heroes to waste, so focus your attacks on the Bits. They're a lot less lethal when you don't attack the Guardian; they can fire a laser beam at one character for around 25 damage, and will occasionally launch missiles at a

character for similar damage. Additionally, one Bit can team up with the Guardian to perform the AmpliFire attack on one character, dealing around 45 damage. Anyway, you have two options now: you can destroy one Bit (physical attacks work best) and leave the other alive, effectively removing the trio's Delta Attack (but you'll still have one Bit dealing extra damage to your characters and AmpliFire will still be a potent attack); or you can destroy both Bits, which will cause the Guardian to count down to 0 from 5 before reviving the both of them, at which point you'll have to repeat the process. I recommend the latter option, because it saves HP and it's not that hard to kill the Bits. Also, even with one Bit destroyed, the Guardian can still counter with the AmpliFire Counterattack if the other is still active, and that deals around 55-60 damage to one character. Whatever you decide to do, once one or both of the Bits are eliminated, attack the Guardian with Cyclone and Fire Whirl, and when the party needs healing, use Crono and Marle's Aura Whirl to heal everyone at once. Repeat this pattern and the Guardian will fall soon enough.

#### Boss Fight #4

Name: Sir Krawlie

HP: 500

EXP: 100

Tech Points: 5

Gold: 500

Location: Sewer Access (2300 AD)

Weakness: Shadow

Strength: None

Charm: -

My Party: Crono (Lv 11), Marle (Lv 11), Lucca (Lv 11)

Difficulty: 1

This is an optional Boss fight at this point of the game, but you're going to have to go through here much later in the game anyway, so why not take care of this guy now, when you could really use the extra experience? (When you come here later in the game, the EXP you get will mean nothing to your high-leveled characters.) As tough as the normal enemies were for your relatively low-leveled characters, Sir Krawlie's a pushover (and just think - storywise, you're supposed to fight him when you're much stronger!). He has only two attacks: one where he claws a character for around 25-30 damage, and then one where he slams a character into the ground repeatedly, automatically bringing them down to a dangerous 1 HP. This would be extremely bad, but since Sir Krawlie's pretty slow, you'll have plenty of time to have Marle follow up with an Aura on the afflicted character (and you should do this every time he performs this attack on a character). Have Crono use Slash, Lucca use Flame Toss, and Marle heal, and this'll be over before you know it.

#### Boss Fight #5

Name: R Series

HP: 180 each

EXP: 480

Tech Points: 6

Gold: 600

Location: Factory (2300 AD)

Weakness: None

Strength: None

Charm: -

My Party: Crono (Lv 14), Marle (Lv 13)

Difficulty: 2

Six on two?! That's hardly fair! That's right, kids - since Robo is out of commission for this battle, it's Crono and his chosen companion versus six of Robo's ex-comrades, and those odds aren't pretty. However, the R Series isn't as strong as it looks. None of them are anywhere near as strong as Robo himself, and regardless of whether you chose Marle or Lucca to join the Factory party, this

won't be a very tough battle. Admittedly, with Lucca the going is a little easier, but it's not too rough with Marle. Anyway, the R Series has only three attacks - usually they will either run up to one character and punch him or her for around 20-25 damage, or they will do a Rocket Punch style attack, doing a feeble 15 or so damage to one character. Sounds like nothing, right? There's a problem - you're multiplying those totals by six (they will all usually hit you at least once before you start offing them). Also, once their numbers have been reduced to three, they'll start doing a team up attack in which they toss one character into the other, dealing around 20-25 damage to both. So, depending on your party, your battle strategy differs. If Crono's companion is Marle, Crono should use Cyclone on the first, then second line of robots (twice should be enough to destroy one line), while Marle uses Aura to heal. If Crono's companion is Lucca, the two should use Fire Whirl together on the first, then second line of enemies (in this case, one time is usually enough, though two might be needed), and have the both of them use Tonics to heal when they're hurting. Either way, this battle isn't hard, and as long as you watch your HP and don't let the enemies overwhelm you, you'll be fine.

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\*Note: As tempting as it is to play around with your new party member, I highly advise against putting Robo in your party for the events leading up to and including the next Boss fight (don't worry, it won't be long). You'll find out why in the next strategy.\*

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#### Boss Fight #6

Name: Heckran

HP: 2100

EXP: 250

Tech Points: 10

Gold: 1500

Location: Heckran Cave (1000 AD)

Weakness: Magic

Strength: None

Charm: -

My Party: Crono (Lv 15), Marle (Lv 14), Lucca (Lv 14)

Difficulty: 4

Now you know why you don't want to have Robo in your party right now! All the enemies in Heckran Cave, including Heckran himself, can be damaged sufficiently only by Magic, and while Robo does have Laser Spin, it's not as practical (or powerful) as Crono, Marle and Lucca's individual spells. This is a tough battle. Heckran has a lot more HP than any other Bosses you've faced thus far, and he's strong as well. Despite his huge body, Heckran usually relies on Magic to cause damage to the party. He can cast a bubble spell on one character for around 35 damage, and he can cast a Water Cyclone spell (that's the only way I know how to describe it) on one character for around 65-100 damage (depends on the character). In his one physical attack, he yells "Yes indeed!" and smacks a character around for 70 or so damage. His most lethal attack, though, is his counterattack: when he says "Go ahead! Try and attack...!" and bundles up, do not attack him! If you cause any damage, physical or magical, to him during this time, he'll counter attack with a water wave spell that does big damage (in the range of 60-90) to your party. A couple of these could wipe everyone out. So here's what you do: Crono, Marle and Lucca should cast Lightning, Ice and Fire respectively when he's not bundled up. Simple, eh? Actually, it really is. Everyone should be doing around 150 damage per spell, and so it won't take long to bring Heckran down. Have Marle cast Aura when someone's hurting, or have Crono and Marle use Aura Whirl when everyone's in pain (and they will be often during this battle). Another good spell

to cast is Antipode; this Double Tech can cause around 310 damage to Heckran. As long as you attack at the right times and heal frequently, you'll be fine... just make sure that you don't bring on that counterattack!

#### Boss Fight #7

Name: Zombor

HP: 960 (Top), 800 (Bottom)

EXP: 350

Tech Points: 10

Gold: 1500

Location: Zenan Bridge (600 AD)

Weakness: Water, Shadow (Top); Fire, Lightning (Bottom)

Strength: Fire, Lightning (Top); Water, Shadow (Bottom)

Charm: -

My Party: Crono (Lv 15), Marle (Lv 15), Lucca (Lv 14)

Difficulty: 2

This huge skeletal monster, brought to life by Magus' goofy green general, Ozzie, looks menacing, but it isn't as bad as Heckran. It is comprised of two parts - the top and the bottom - which must be attacked separately. Each part has its own Elemental strengths and weaknesses, and you'd better make sure to use the right Elements on the right parts, because if you don't, he'll absorb your attacks and replenish his own HP with them! Offensively, Zombor isn't very deadly. Its main attack, coming from the top half, is a fire breath that does around 35 damage to one character. A secondary attack in which the bottom half lifts up and drops one character down - hard - does 40-45 damage. Your battle strategy here is pretty straightforward, but you'll need a party of Crono, Marle and Lucca for the easiest time. (Poor Robo.) Robo's Laser Spin can inflict damage to the top half, but it will heal the bottom half too since it strikes all enemies. This isn't too much of a problem since you want to kill the top half first anyway, but Laser Spin deals less damage than single-enemy spells like Ice. Like I said earlier, go for the top half first; if you destroy the bottom half first, you'll find yourself on the receiving end of a nasty counterattack. The top half will fall quickly to the combined force of Marle's Ice spell and Crono and Lucca's physical attacks. Once the top half is gone, the creature retaliates with MP Buster, a technique that steals all of one character's MP. Don't bother replenishing MP with Ethers since physical attacks work well against Zombor too. Attack the bottom half with the Lightning and Fire spells, and physical attacks from Marle. Be sure not to forget to use Aura and Aura Whirl when you need to heal (but it probably won't be necessary). Overall, this battle is cake; just don't use the wrong Elements on the wrong halves of Zombor!

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\*Note: For these next two back-to-back Boss fights, check to see if you have a good number of Mid Tonics to draw upon. If you do, take Crono, Lucca and Robo into the fights. If you don't, you'll need Marle to take care of the major healing duties, so take her along instead of Lucca.\*

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#### Boss Fight #8

Name: Masa and Mune

HP: 1000 each

EXP: 400

Tech Points: 4

Gold: 600

Location: Mt. Denadoro (600 AD)

Weakness: None

Strength: None

Charm: -

My Party: Crono (Lv 17), Lucca (Lv 16), Robo (Lv 15)

Difficulty: 2

Masa and Mune, the spirits of the legendary sword, are also its guardians, and you're going to have to defeat them if you want to get it. Actually, this isn't as hard as you might expect - but then again, this isn't the real battle. ^\_^ Masa and Mune both have 1000 HP, but you only need to fell one of the brothers to win the battle. I suggest going for Mune (on the left), because attacking Masa will cause the both of them to counterattack a character with their own version of X-Strike, causing 45-50 damage in the process. Their other attacks include a funny-looking gobsmack that causes around 20-25 damage to one character, a punch that does a slightly larger 30 or so damage, and a nastier team tornado attack that does no damage, but causes Chaos (CT's version of confusion) on its victim. If this happens to Crono or Robo, you could be in trouble. In any case, you need to save your MP for the next battle, and Crono and Robo's physical attacks should be doing damage in the triple digits long by now, so nail Mune with repeated physical attacks until his 1000 HP are gone. This will end the battle, but the real challenge is yet to come.

Boss Fight #9

Name: Masamune

HP: 3600

EXP: 500

Tech Points: 10

Gold: 1500

Location: Mt. Denadoro (600 AD)

Weakness: None

Strength: None

Charm: -

My Party: Crono (Lv 17), Lucca (Lv 16), Robo (Lv 15)

Difficulty: 4

This time it's for real! Masa and Mune have joined together to form the greater Masamune, and as you might expect, it's not easy to take it down. And if you couldn't guess that by looking at the thing, you could guess it from the music, which is CT's obligatory Megaboss Theme. (This rarer battle theme denotes a harder-than-normal, more serious Boss fight, as it does in any RPG.) Anyway, getting back to the task at hand... Masamune's attacks are many and varied. He can smash a character with his fists for around 40 damage, or create a tornado under one for a nastier 65-70. He also has his own version of Crono's Slash, that deals 55-60 damage to a character. Speaking of Slash, that's your key to winning this battle. If you couldn't figure it out when you heard it from the old man in Dorino Inn, now's the time to make sense of it. He said that the Slash technique dissipates energy whirls. And you know what? He's absolutely right. When the message "Storing Tornado Energy" appears, quickly have Crono use Slash on Masamune. If you don't or are too late, the party will get leveled with an explosion that causes 100-130 damage to everyone. If this happens, use Mid Tonics (if you brought Lucca) or Aura Whirl (if you brought Marle) IMMEDIATELY to get healthy again. But enough with the defense - what should you take down this guy's 3600 HP with? Fire Sword and Fire Punch, two of the most damaging Techs at your disposal right now (and if you don't have them yet, you've been avoiding battles... shame on you!). Fire Sword will deal about 500 (!) damage to Masamune, and Fire Punch will deal 335-350. Alternately, if you have Marle in this battle, Ice Sword and Ice Tackle will do similar damage. You may just want to have Crono on permanent standby though, to make sure he can use Slash at the right time... it's your choice. In any case, as long as you can stand up to Masamune's fast and furious attacks by healing and attacking intelligently, you'll emerge victorious.

#### Boss Fight #10

Name: Nizbel

HP: 4200

EXP: 500

Tech Points: 10

Gold: 0

Location: Reptite Lair (65000000 BC)

Weakness: Lightning

Strength: None

Charm: Third Eye

My Party: Crono (Lv 22), Ayla (Lv 22), Lucca (Lv 21)

Difficulty: 2

Azala's pet Nizbel may look big and strong, and... well, he is big and strong. But he's really, really slow, which makes this battle a piece o' cake. At the start of the battle, you won't be able to damage Nizbel - that's because you first need to have Crono cast Lightning on him to shock him, decreasing his Defense Power dramatically (as it does with all dinosaurs). After that, you can wail on him with your most powerful Dual Techs, such as Volt Bite, Fire Sword, Flame Kick, etc., which should all do damage in the 600-800 HP range. Occasionally, Nizbel will attack with a charge that does about 60 damage to a character or an earthquake with strikes the whole party for 30-50 damage, but if you're fast enough (or just have the AT set to Wait... you wimp!) he'll rarely get the chance to do these things. As you might expect, it won't take very long to beat him with a pattern like this, and he'll rarely get a chance to attack you back... however, a few turns after being shocked, Nizbel will release the electrical energy he's been struck with, which does two things: nails your entire party for damage in the 120-180 HP range, and restores his Defense Power. So, if you've got Mid Tonics, use them immediately; otherwise, have Ayla use Kiss (or have Crono and Marle use Aura Whirl if you have her in this battle). After that, cast Lightning again and restart the process. After you repeat this pattern a few times, he's through.

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\*Note: The next two Boss fights can be fought in either order. Slash is in the west hall, while Flea is in the eastern one.\*

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#### Boss Fight #11

Name: Slash

HP: 5200

EXP: 500

Tech Points: 10

Gold: 1500

Location: Magus's Castle (600 AD)

Weakness: None

Strength: Magic

Charm: -

My Party: Crono (Lv 23), Frog (Lv 20), Robo (Lv 21)

Difficulty: 3

This two-stage battle with the first of Magus' henchmen is somewhat difficult. Slash is fast and furious, and can deal some good damage as well. In the first part of the battle, he won't do much - he can perform a combo attack on one character for around 70-80 damage, and, upon losing, will use an explosion attack

that deals 40-75 damage to the whole party. Take him out quickly using your strongest Dual Techs (Bubble Snap did almost 800 damage for me). But when Slash takes his sword from the wall, get ready for the real battle! In this powered-up form, his Magic Defense is vastly increased, so only physical attacks can do good damage to him. Now he can use an imitation of Crono's Slash that does 45-70 damage to anyone it strikes, jump slash a character for around 130 damage, and simply slice a character for about 70 damage. Start his second form off by healing everyone, and then let Slash have it with your best Dual Techs, or Triple Techs if you have them (Crono, Frog, and Robo's Triple Raid dealt about 1000 damage with each use). Make sure to keep your HP high as well (so that he can't use one of his more powerful attacks to finish off a character), and you'll be able to take Slash down.

#### Boss Fight #12

Name: Flea

HP: 4120

EXP: 500

Tech Points: 10

Gold: 1000

Location: Magus's Castle (600 AD)

Weakness: Physical attacks

Strength: Magic

Charm: -

My Party: Crono (Lv 23), Frog (Lv 21), Lucca (Lv 22)

Difficulty: 3

This too is a two-stage battle, and it's equally as difficult as the one against Slash. At the start of this battle, you'll notice that Flea's name has a question mark by it. As if it's not obvious enough already by the absence of the Boss Theme, this is not the real Flea! Defeat this fake Flea using only physical attacks to conserve your MP for the real thing, but watch out: upon dying, the creature will use MP Buster to eliminate all of one character's MP. Once the jellyfish-like impostor is dispatched, the bat that's been following your party since you entered the Magic Cave reveals him/herself to be Flea, the amusing but sincerely disturbing cross-dressing mage. (I personally think Flea's a female, but hey. Who knows.) In any case, despite how... odd... Flea may be, s/he's quite an enemy. Start off this battle by using a Mid Ether to partially restore the MP of the character who got nailed by MP Buster, and then get to work on depleting Flea's HP. This won't be easy, though - Flea's got many nasty attack up his/her sleeve that will impede your way to victory. The most tame of these is a simple bitchslap to one character that deals around 30 damage, but it can also put that character to Sleep. And it gets worse from here. Similar to Masamune, Flea has a tornado attack (here called Waltz of the Wind) that deals no damage, but causes Chaos on the targeted character; again, this could be a problem if Crono is the victim, and almost as much so if Frog is. Moving along, Flea also has a circular beam attack that deals 40-60 damage to the party, and another attack that looks exactly the same, but is called Prism Beam and does slightly less damage, but can afflict the party with Darkness (Blind). This shouldn't be much of a problem, though, because you want to go with the tried-and-true method of using your best Dual Techs on Flea; Fire Sword deals around 550 damage and X-Strike about 450. But Flea has yet another attack called Rainbow Storm, that deals damage and can Poison your team. Nasty, but not fatal. It won't take terribly long to deplete Flea's HP; it's surviving his/her fast flurry of nasty attacks with frequent healing that's the key to winning this battle.

#### Boss Fight #13

Name: Ozzie

HP: 1000

EXP: 0

Tech Points: 0

Gold: 0

Location: Magus's Castle (600 AD)  
Weakness: None  
Strength: None  
Charm: -  
My Party: Crono (Lv 25), Frog (Lv 24), Lucca (Lv 24)  
Difficulty: 1

This isn't really even a real Boss fight, but the Boss Theme does play and the method to defeat Ozzie can be a little less than obvious to new RPG players, so I figured I should cover it. At the start of the battle, Ozzie will cover himself with a thick, unbreakable ice barrier. Target it with any kind of attack and not only will you do hardly any damage, Ozzie will counterattack the party with an explosion attack that does 50-80 damage and a degrading taunt ("what are you aiming at, you fool?!"). You obviously don't want to go down that road, so what you want to do is target the chain switches behind him; one becomes targetable each turn. I don't need to explain what happens from here; just keep targeting and hitting those switches with physical attacks and the battle will be won in a very comical fashion...

Boss Fight #14

Name: Magus  
HP: 6666 (heh)  
EXP: 1500  
Tech Points: 15  
Gold: 3000  
Location: Magus's Castle (600 AD)  
Weakness: Varies  
Strength: Varies  
Charm: -  
My Party: Crono (Lv 25), Frog (Lv 24), Lucca (Lv 24)  
Difficulty:

I strongly suggest taking my party of Crono, Frog and Lucca into this climatic battle - Magus' weakness constantly changes, so you'll need to be able to cast as diverse a range of spells as possible, and with this party you get Lightning, Water and Fire. Again, Robo's Laser Spin will work as Shadow magic, but we all know how much that Tech sucks against one target. Marle is a no-no for the obvious reason of having two Water Elemental characters in your party for this battle.

Getting back to the point... it's finally time to face off with the dark wizard Magus! This is one of the finest climax battles ever in a RPG, and the musical accompaniment is one of the most magnificent pieces of music ever composed - Yasunori Mitsuda is a genius, is he not? Ah, I'm rambling again. As you'd expect, this battle is not easy. Magus has a very large arsenal of attacks, and he won't hesitate to use them all. First off, Magus has an ever-lasting magical barrier throughout this battle that always protects against three types of Magic, meaning only one Element can damage him at any given time. Striking Magus with a physical attack will cause him to shift his weakness every time, so if he changes the barrier to an Element you don't have (Shadow, in my case), hit him physically and he'll change to something else. The only catch to this (you knew there had to be one) is that every time he switches his weakness, he'll cast the corresponding high level attack spell on your party; meaning when he changes his weakness to Fire, your party's going to get nailed with Fire 2. Same thing goes for Ice 2 and Lightning 2. All three of these spells vary in damage due to your different characters' innate Elements, but you can expect it to be in the 70-90 range. When he switches to Shadow, he casts Dark Bomb on one character, and that usually does about 110-115 damage. Aside from these spells, Magus has attacks that he can use regularly, without any coaxing, like any other Boss. One of these is Geyser, a weak spell that hits the party for 30-40 damage. He can also float up to a character and slash him or her with his scythe, causing around 60 damage. Needless to say,

all this means that you'll be healing quite regularly, so make sure that you have a lot of Mid Tonics at your disposal. The key to damaging Magus is to have Frog strike him with the Masamune every chance you get. Every hit will lower his Magic Defense, allowing you to do much more damage with the current weakness. Elemental sword Dual Techs like Fire Sword and Sword Stream also work very well against his weaknesses; don't hesitate to use them. But you didn't think it would be this easy all the way through, did you? No - when you deplete enough of Magus' HP, he'll "risk casting a spell." When he does this, all bets are off! Now it's just a matter of who do the most damage. This means that Magus' barrier is down for good, so you can damage him with anything (Dual Techs are the way to go). But this also means that he's going to start casting Dark Matter, his most powerful spell, and it does around 220 damage to the entire party. Needless to say you'd better heal after this spell every time, or the next one will probably spell Game Over. You've come too far to lose now, so heal after every Dark Matter and keep at it with Dual Techs until you finally defeat him. Just as long as you don't procrastinate with healing, you should emerge victorious and the planet will be safe... for now.

#### Boss Fight #15

Name: Nizbel II

HP: 4200

EXP: 880

Tech Points: 15

Gold: 0

Location: Tyrano Lair (65000000 BC)

Weakness: Lightning

Strength: None

Charm: Third Eye

My Party: Crono (Lv 29), Ayla (Lv 28), Frog (Lv 27)

Difficulty: 3

That's right, kids - Nizbel's back, and this time he's out for blood. He's harder to defeat this time around, mainly due to his increased speed - he'll actually be able to get some hits in on your party now, and his strength hasn't decreased at all. In one of his main attacks, he'll ram through your whole party, causing 40-65 damage to all. He can also charge one character causing a slightly higher 70 or so damage. These damage counts aren't really all that high, but the problem is that he's really fast now, and he can do all this very often. The same battle strategy works again on Nizbel's second incarnation, though - first have Crono cast Lightning on him to shatter his defenses, and then go at it with Dual Techs like crazy. Spire works especially well, seeing as it's Lightning Elemental; I was doing 1000-1200 damage each use. Of course, Volt Bite and similar Techs will work very well too. Whatever you do, don't target him with purely physical attacks - Nizbel II, unlike the original, will raise his physical and Magic Defense each time you do so. Once again, be careful, because a few rounds after being shocked, Nizbel will release his charged electrical energy for around 160-190 damage to the whole party. A few of these could end your game, so make sure to heal after this happens! Then, repeat the process until Nizbel goes down for the second and final time.

#### Boss Fight #16

Name: Azala and the Black Tyrano

HP: 2700 (Azala), 10500 (Black Tyrano)

EXP: 1800

Tech Points: 25

Gold: 0

Location: Tyrano Lair (65000000 BC)

Weakness: Lightning (Azala), None (Black Tyrano)

Strength: None (Azala), None (Black Tyrano)

Charm: Magic Tab (Azala), Power Tab (Black Tyrano)

My Party: Crono (Lv 30), Ayla (Lv 29), Robo (Lv 28)

Difficulty: 3

In Chrono Trigger's second megaboss battle and climax fight, you're up against the leader of the Reptites, Azala, and his "pet," the Black Tyrano. The future of humanity is at stake here, and after your experiences with Masamune, you'd be forgiven for expecting this to be a tough battle. But actually, it's not, especially once you get rid of Azala. He's really the biggest threat in this battle; he has somewhat strong attacks that he can use quickly. For one, he can use Psychokinesis, which does exactly what its name implies... it lifts a character off the ground and slams him/her back down, causing around 50-60 damage. He can also "teleport a rock" into the battle, making it appear above a character and causing it to fall, causing around 70 damage. Finally, he has a Hypno Wave-like attack, which puts your characters to sleep. While Azala's alive, the Black Tyrano will spit fire at your characters individually, causing around 40 damage each time... and while that's hardly a threat, it can also chew up a character and spit it out, causing around a whole lot of damage (it varies). To make matters worse, the Tyrano absorbs that HP too! Your battle strategy here is simple: eliminate Azala first. You simply can't damage the Black Tyrano until Azala is finished, so target him with with Crono's Lightning spells and Lightning Elemental Dual Techs until you've defeated him. Before long, you'll notice that the Black Tyrano begins counting down to 0 from 5, like the Guardian. Once it reaches 0, the beast will use a very nasty fire breath attack on the party, causing anywhere from 150-300 damage. The catch to the Black Tyrano's ultimate attack is that it has to remove its defenses to charge it up, and that's your cue to give it the smackdown with as many powerful Dual Techs as possible. Once the attack is unleashed, its defenses will go to max again, and you'll have to wait until it starts charging again to start attacking. Of course, you should heal after this attack every time, and as long as you do, you should find this battle pretty routine. Once you've won, prepare for a dramatic and story-defining scene...

Boss Fight #17

Name: Golem

HP: 7000

EXP: 1000

Tech Points: 35

Gold: 2000

Location: Zeal Palace (12000 BC)

Weakness: Fire, Water, Lightning, Shadow

Strength: None

Charm: Magic Tab

My Party: Crono (Lv 30), Frog (Lv 28), Ayla (Lv 29)

Difficulty: 5

Ah, one of those kooky "you're-supposed-to-lose" fights! Don't you just hate those? Needless to say, the Golem is pretty overpowered, and it's extremely hard to beat him in your first game... however, unlike most fights of this type, it is in fact possible to defeat him (I did)! It'll take a lot of smart fighting and a little luck, though. First off, the Golem has an attack called Iron Orb that reduces one character's HP by half. Obviously, this can never kill, so it's actually a good thing when he uses it compared to the alternative: a fireball attack that will nail one member for 400+ damage. This could kill Marle or Lucca immediately, so bring high HP characters like Ayla and Robo into this fight. Finally, the Golem can sort of mimic every attack that's used on it - meaning that if you damage it with a Lightning Elemental anything (Tech, Dual Tech, Spell, etc.), it will counterattack the party with a Lightning Elemental attack of its own. The Lightning variant of this is an electric field that strikes everyone for around 150-180 damage. To attack the Golem, use your best Dual Techs as usual - you want to take this guy out ASAP, before he can overcome you. But like I said, you'll probably lose this battle in your first game - however, if you heal frequently and don't take any chances, you just may be able to win, and the rewards are well worth it - 1000 EXP

and 35 TP! Note that winning doesn't alter the storyline in any way; Dalton will simply become infuriated that you defeated his "pet" and capture your party anyway. Awww. ;)

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\*Note: Now that Marle's Pendant can finally open those sealed black boxes and sealed doors, revisit the different time eras and reap the rewards! You'll get some awesome Accessories like the Gold Earring and Gold Stud, not to mention some Elemental armor that is almost mandatory for victory in an upcoming Boss fight. If you've forgotten, you can find those black boxes and doors in 2300 AD (Arris, Bangor and Trann Domes), 1000 AD (Truce and Porre Villages, Guardia Forest, Heckran Cave), and 600 AD (Truce, Dorino and Porre Villages, Guardia Forest, Guardia Castle).\*

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#### Boss Fight #18

Name: Red Beast, Blue Beast, and the Mud Imp

HP: 5000 (Red Beast), 5000 (Blue Beast), 1200 (Mud Imp)

EXP: 954

Tech Points: 26

Gold: 2600

Location: Beast's Nest (12000 BC)

Weakness: Water (Red Beast), Fire (Blue Beast), None (Mud Imp)

Strength: Fire (Red Beast), Water (Blue Beast), None (Mud Imp)

Charm: Elixir (Red Beast), Mermaid Cap (Blue Beast), Speed Tab (Mud Imp)

My Party: Crono (Lv 31), Marle (Lv 29), Ayla (Lv 30)

Difficulty: 3

This is an odd fight, and it's somewhat difficult, too. By far the best party to use here is the one I've listed above, because the enemies have some nice items that you can Twin Charm. Anyway, this trio has a lot of attacks that they perform together, and they're all usually started by the Mud Imp. This little guy can throw rocks at your party for around 50 damage to one character, but that's not usually what he does: he usually throws rocks at the Beasts to provoke them into ramming through one of the heroes, causing 70 or so damage! The Beasts will occasionally do the ol' earthquake attack to cause an average of 60 damage to the party, and they can also team up to do a sort of X-Strike on one character for around 85 damage, too. The Imp can also jump on one of the Beasts' backs and ride it through a character, causing a nastier 115 or so damage. Even so, this shouldn't mean much to your characters' HP at this part of the game, so take your time and Twin Charm the Elixir, Mermaid Cap, and Speed Tab from the monsters before you take them out. While the Mud Imp can heal the three of them for 150 HP once in awhile, that's hardly anything compared to the damage you'll be doing in return. When you're ready to finish the battle, take out the Red Beast with Water or Ice Techs like Ice Sword (1800+ damage!) or Ice Toss (similar), etc. Take out the Blue Beast with Fire Techs, or - if you used my party - Lightning Techs such as Volt Bite. Finally, finish off the Mud Imp with Dual Techs, but make sure to save him for last - you can't cause much damage to him until the Beasts are dead. Although you will need to heal somewhat frequently because the three of them are very fast, it's not that hard to stay alive. Enjoy this battle while you can - the next one will be much harder.

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\*Note: At the Beast's Nest, have Marle and Ayla use Twin Charm on the Beasts to steal six Rainbow Helmets. Not only are they stronger than any Helmets you have equipped right now (including the Glow Helmets), they'll come in major handy, due to their 50% Lightning protection, in an upcoming Boss fight (the next one,

actually).\*

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#### Boss Fight #19

Name: Giga Gaia

HP: 9500 (Head), 2000 (Left Arm), 2000 (Right Arm)

EXP: 3000

Tech Points: 30

Gold: 3000

Location: Mt. Woe (12000 BC)

Weakness: None

Strength: None

Charm: Speed Tab (Head), None (Left Arm), None (Right Arm)

My Party: Crono (Lv 34), Marle (Lv 32), Ayla (Lv 33)

Difficulty: 5 (without Element protection), 2 (with Element protection)

In preparation for this battle, equip your chosen party members with the various Elemental armors you got from the sealed black boxes. Coupled with Rainbow Helmets and/or a Mermaid Cap, you will be able to minimize and actually absorb a lot of Giga Gaia's devastating attacks, and trust me, it has many. Seeing as the Rainbow Helmets absorb 50% of Lightning attacks, choose armor that absorbs a different Element (Fire, Water, or Shadow), and for the character that has the Mermaid Cap equipped (if you stole it from the Blue Beast), equip the White Vest so that ALL characters will absorb Lightning attacks.

I chose Crono, Marle and Ayla for this battle because the three of them together have some extremely powerful Dual Techs at their disposal (Ice Sword 2, Cube Toss, etc.) and what you want to do here is defeat Giga Gaia as quickly as possible. Simply put, this is one of the toughest battles in the game, and this huge beast has fast and powerful party-hitting attacks. However, these are all Element-based, and equipping a those Elemental armors will make this battle much, MUCH easier... to the point where it actually becomes cake, in fact. There are three targets in this battle: Giga Gaia's Hands, and Head. All the Right Hand can do is restore the Head's HP by 250 (which is nothing), so ignore it and first destroy the Left Hand. The two Hands together are what create the party-hitting Elemental attacks that are kicking your ass, and once you eliminate the Left Hand, those won't be a problem for awhile. Two powerful Dual Techs should be enough to destroy it. After that's done, Twin Charm the Head for a rare Speed Tab, and then let loose with Dual Techs like Cube Toss until Giga Gaia revives its lost Hand. Then repeat the process of destroying the Left Hand (it'll be easier now; the Hand is never revived with full HP) and wailing on the Head until it falls. Heal regularly as the Head can still attack without both its Hands; attacks like Water Rise can add up if you don't watch your HP. In all, as long as you have the Elemental armor, you won't have much trouble with this battle. If you don't, though... well, good luck.

#### Boss Fight #20

Name: Dalton

HP: 3500

EXP: 1000

Tech Points: 30

Gold: 2500

Location: Zeal Palace (12000 BC)

Weakness: None

Strength: None

Charm: Power Meal

My Party: Crono (Lv 34), Marle (Lv 32), Frog (Lv 32)

Difficulty: 1

This battle, finally against Dalton himself, is simple in practice, and slightly

more complicated in execution. It's still easy, though. Compose a party that can use a Triple Tech (the above party can use Arc Impulse), and let Dalton have it with that Tech. It should take at most three turns (probably two) to deplete his HP doing this, and if it takes much longer than that, you're in danger of being overwhelmed by his HP-halving Iron Orb attack. Using this strategy, that should not be a problem, though. And watch out for his trademark "Bluurp!" parting attack; it can cause around 130 damage to the party.

#### Boss Fight #21

Name: Golem Twins

HP: 7000 each

EXP: 2000

Tech Points: 70

Gold: 4000

Location: Ocean Palace (12000 BC)

Weakness: Fire, Water, Lightning, Shadow

Strength: None

Charm: Magic Tab x2 (each Golem has one)

My Party: Crono (Lv 38), Lucca (Lv 35), Frog (Lv 35)

Difficulty: 5 (without Element protection), 2 (with Element protection)

Much like Giga Gaia, if you prepare for this battle, it becomes one of the easiest battles in the game... and if you don't, it's one of the hardest. Like the Golem before them, the Golem Twins both have the Iron Orb attack, which halves a character's HP, and they have the super-powerful fireball attack which will probably kill any character just hit with Iron Orb. They also mimic any Elemental attacks you use on them with counterattacks of the same Element... and that's your key to winning. Equip your battle party with Rainbow Helmets and/or White Vests, both of which either cut or absorb 50% of Lightning blows. Then charge into battle, and make sure you don't attack the Twins with ANYTHING but Crono's Lightning spells (Luminaire is perfect for this purpose, if Crono has learned it yet) or Lightning Elemental Dual Techs (like Volt Bite and Spire). This way, the Golem Twins can ONLY retaliate with their Lightning counter, which your party will absorb! You won't even have to watch out for the Iron Orb and fireball attacks, because the Twins will be too busy performing their Lightning counter to use them! But if you want to steal both Magic Tabs, expect some harsh retaliation... otherwise, though, using the strategy outlined above or one similar (with a different Element), this battle is a cinch. If this strategy's not available to you, though, you're going to have quite a hard time with these guys... good luck. (Although you COULD just backtrack and get the Elemental armor...) Oh, one more thing: in true Dalton fashion, both Twins will use the Bluurp! attack before expiring, so keep your HP higher than 300 (both attacks combined will do about that much).

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\*Note: When you lose to Lavos in the Ocean Palace, don't fret. It's not the final battle by any means, and you're not supposed to win (as you could probably tell). It is, however, possible to defeat Lavos here in a New Game +, and your reward is the Programmers' Ending.\*

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#### Boss Fight #22

Name: Golem Boss

HP: 15000

EXP: 2500

Tech Points: 40

Gold: 2000

Location: The Blackbird (12000 BC)

Weakness: None

Strength: None  
Charm: None  
My Party: Frog (Lv 37), Robo (Lv 37), Ayla (Lv 39)  
Difficulty: 1

Not ANOTHER one of these things?! Don't worry, this is your last Golem battle, and it's a hilariously easy one at that. At the start of the battle, the Golem Boss will begin to count down to a seemingly nasty attack. Don't pay attention to him; this guy is actually afraid of heights, and as you'd expect, the Blackbird, flying high above the clouds, is not the best place for him to be. Throughout the fight, he will not attack you, and actually won't do much of anything except talk the talk most of the time until he finally runs away, giving you an automatic win. However, if you want the hefty EXP and TP rewards for this fight, you must KILL the Golem Boss before he runs away, and that can be tricky since you don't have much time. Just use your most powerful Dual Techs repeatedly and hope for the best. With the above party, I used Robo and Ayla's Beast Toss (2500 damage) and Frog's Leap Slash (around 650) every turn, and I was able to finish him off. You'll have to use whatever works best for your party. In any case, good luck!

Boss Fight #23  
Name: Dalton Plus  
HP: 3500  
EXP: 2500  
Tech Points: 40  
Gold: 2000  
Location: Epoch (12000 BC)  
Weakness: None  
Strength: None  
Charm: Power Meal  
My Party: Frog (Lv 37), Robo (Lv 37), Ayla (Lv 39)  
Difficulty: 1

Directly after your "fight" with the Golem Boss, you're thrust into your final battle with the big man himself, who now has a sexy "Plus" added to his name, making him THAT MUCH COOLER. Why you get the same nice EXP and TP rewards for beating Dalton as you do the Golem Boss I'll never understand, but he's easy nonetheless, mainly due to his low HP. Two Beast Tosses (or similarly powerful Dual Techs) should be more than enough to finish him off for good, allowing you to reclaim the Epoch, which has now been modified into a FLYING time-traveling machine! Rock on!

Boss Fight #24 (Optional)  
Name: Magus  
HP: 6666  
EXP: 3000  
Tech Points: 50  
Gold: 4000  
Location: North Cape (12000 BC)  
Weakness: None  
Strength: None  
Charm: Mega Elixir  
My Party: -  
Difficulty: 3

You'd have to be crazy to choose to battle Magus instead of recruit him. The only perks to going this route is that you get Magus' Amulet accessory anyway, and you get some extra EXP and TP. And Frog turns back to his human form in the ending. That's it. Compared to getting Magus on your side, that's nothing... but hey, to each his own, right? Anyway, if Frog is in your party, he'll duel with Magus alone in a climatic battle to the finish, and your battle strategy here is simple: use

Leap Slash repeatedly, and either cast Cure 2 or use a Full Tonic when Frog's HP gets low. If Frog's not in your party, this battle is much easier - use powerful Dual Techs to take Magus down, as he does not have a shifting Magic Barrier like the last time you fought him. Make sure to bring Ayla along so that she can steal an awesome Mega Elixir from Magus. With his dying breath, Magus tells the party to speak with Gaspar, the Guru of Time, if they want to have any chance at reviving their dead comrade, Crono.

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\*Note: All the Boss fights from here on out take place in optional side quests that don't need to be undertaken. From here you can go straight to 1999 AD and challenge Lavos, but it's not recommended. By completing every character's side quest, you'll earn everyone's most powerful weapons, find a lot of powerful armor, and most importantly, level up. And, as you can also imagine, it really helps to have Crono in your party for the final battle. But the choice is up to you. If you decide to end it right here and now, skip ahead to the end of this section. If not, continue reading; right now we're going to do Crono's sidequest and revive the fallen hero!\*

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Boss Fights #25, 26, and 27

Name: Lavos Spawn x3

HP: 4000 (Head), 10000 (Shell)

EXP: 747

Tech Points: 120

Gold: 500

Location: Death Peak (2300 AD)

Weakness: None

Strength: None

Charm: Elixir (Head), None (Shell)

My Party 1: Frog (Lv 38), Ayla (Lv 40), Magus (Lv 37)

My Party 2: Robo (Lv 39), Ayla (Lv 41), Magus (Lv 38)

My Party 3: Marle (Lv 39), Robo (Lv 39), Magus (Lv 38)

Difficulty: 3

There are three of these freaky miniature Lavos creatures scattered throughout Death Peak, and you kill them all the same way: target the small head (NOT THE SHELL!) with physical attacks and/or single-target Dual Techs repeatedly. If you strike the shell, prepare for a seriously nasty counterattack that will nail the party for 400-500 damage apiece. But as long you only target the head, you'll find it easy to stay alive, as the Lavos Spawns' other attacks are pretty tame compared to that one counterattack. It can perform an attack similar to its counterattack that does less damage, in the range of 200-300 damage to the party (simply heal after it). It can also use an explosion attack that does around 125 damage to one character. However, its most dangerous attacks are Lavos's Sigh, which causes around 125 damage and also puts a character to sleep, and Blizzard, the classic Chaos-inducing attack. Chaos isn't normally too threatening, but here it can be lethal: if the confused character ends up attacking the Lavos Spawn's shell, it won't be good for your health. Hopefully this doesn't happen. One good way to safeguard against this is to equip one character with the Amulet. Otherwise, just keep on attacking the head and eventually the whole creature will kick the bucket.

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\*Note: Now I'm covering the very first side quest mentioned by Gaspar, the Sunken Desert (Lucca's side quest). If you're heading that way too, read on!\*

---Boss Fight #28

Name: Retinite  
HP: 1000 (Core), 5000 (Top), 4800 (Bottom)  
EXP: 2600  
Tech Points: 100  
Gold: 2000  
Location: Sunken Desert (600 AD)  
Weakness: None (Core), Water (Top), Water (Bottom)  
Strength: Fire, Lightning, Shadow (Core), None (Top), None (Bottom)  
Charm: Speed Tab (Core)  
My Party: Marle (Lv 40), Frog (Lv 40), Robo (Lv 40)  
Difficulty: 4

This is a tough and complicated battle, so you may want to save this side quest for later if Retinite proves to be too tough for your party right now. The one thing you must do to win this battle is to bring either Marle or Frog (or both!) with you, so you have access to Water Elemental spells (you must have them to cause damage to Retinite). With that point made, let the battle begin!

As you would with its relative Zombor, you want to go for the Top of Retinite first. It has the largest arsenal of deadly attacks to assault your party with, plus the fact that if you go for the Core first, the Retinite will retaliate against you more harshly. Some of the Top's actions including absorbing around 250 HP from a character, depleting the core to heal itself for 200 HP (big whoop, and it actually might kill the Core this way!), and a Sand Breath move which blinds a character (again, big whoop). The Bottom can cause the ol' earthquake which does pitiful (double-digit) damage to the whole party, and use a Sand Cyclone attack that depletes around 225 HP from a character. The Core doesn't do much at all, except provide the Top with a small extra source of HP, though Retinite will retaliate - aggressively - if you attack the Core first or second. So what's your strategy? Well, until you cast an Ice or Water spell on whatever your first target is (I recommend the Top, again), you won't be able to scratch the beast, so make that your first move. Since "water hardens sand," this will somehow lower Retinite's Defense, and now you're free to use a powerful Single or Dual Tech on it (Uzzi Punch worked very nicely at around 1000 damage, and Leap Slash at a subsequent 600). The catch to this is that Retinite's Defense will rise again every time it's attacked, until you can no longer do any damage to it again; so keep this pattern up, casting Ice or Water at the start of every round, to kill the Top as quickly as possible. Make sure that you don't use Water Elemental Dual Techs on Retinite, because it will only lower its Defense like a normal Ice or Water spell, not damage it. After the Top is out of action, go for the Bottom (and the Core, incidentally, will probably be dead from the Top absorbing its 1000 HP by the time you get to this point), keeping up the same pattern you used on the Top of the monster. As long as you heal frequently, you should be able to outlast this thing, but just make sure you do keep an eye on your HP, because Retinite attacks quickly and fiercely.

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\*Note: Next I'm covering Magus' sidequest, Ozzie's Fort.\*

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Boss Fight #29  
Name: Flea Plus  
HP: 2500  
EXP: 2000  
Tech Points: 20  
Gold: 2000  
Location: Ozzie's Fort (600 AD)  
Weakness: None

Strength: None  
Charm: None  
My Party: Magus (Lv 40), Marle (Lv 41), Ayla (Lv 42)  
Difficulty: 1

The cross-dressing wizard is back... but not with much of a vengeance! Flea is extremely easy this time around, but that's because s/he's supposed to be; the real fight is yet to come! Just waste Flea with physical attacks; s/he's vulnerable to them this time around, and you want to save your MP for later. Flea can blow a flaming kiss at a party member for around 55-80 damage, and that's about it. You'll be done with him/her in no time flat.

Boss Fight #30  
Name: Super Slash  
HP: 2500  
EXP: 2000  
Tech Points: 20  
Gold: 2000  
Location: Ozzie's Fort (600 AD)  
Weakness: None  
Strength: None  
Charm: None  
My Party: Magus (Lv 40), Marle (Lv 41), Ayla (Lv 42)  
Difficulty: 1

Like Flea "Plus," "Super" Slash is pitifully easy this time around... in fact, he's even easier than Flea was! His one attack, a carbon copy of Crono's Slash, does an amusing 10-15 damage to a character. Again, waste Slash with physical attacks until he goes down, and get ready for the real battle.

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\*Note: Don't forget to check all the walls in the next room (the one with the trap treasure chest). You'll find Magus' best equipment in a secret passage in this room.\*

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Boss Fight #31  
Name: Great Ozzie, Super Slash, and Flea Plus  
HP: 6000 (Ozzie), 4000 (Slash), 4000 (Flea)  
EXP: 7500  
Tech Points: 80  
Gold: 4000  
Location: Ozzie's Fort (600 AD)  
Weakness: None  
Strength: None  
Charm: Ozzie Pants (Ozzie), Slasher 2 (Slash), Flea Vest (Flea)  
My Party: Magus (Lv 40), Marle (Lv 41), Ayla (Lv 42)  
Difficulty: 4

In the game's third megaboss battle, you're pitted against all three of Magus' henchmen, who are now very powered-up due to their "unique items," the Ozzie Pants, Slasher 2, and Flea Vest. Don't let the past fights fool you - as a trio these guys are seriously tough, and will put up a good fight. First off, Flea and Slash's flame kiss and slash attacks do more damage (between 30-80, still not a big deal), and now, those are not the only attacks they'll use. Slash will float around the room cutting characters up with his blade for around 150 damage per hit, while Flea will perform a Fire Sword-like Dual Tech with him that does around 180-200 damage to the character on the receiving end. Slash can also perform his old

sword combo on a character, dealing around 120 damage to his target. As for Flea, s/he's got all his/her (THIS is getting old) status spells back, like Prism Beam, that you will have to deal with. They do less damage now because your characters are stronger, but the Status Ailments can still be inflicted. Ozzie doesn't do much of anything, but he's the key player in the trio's most powerful attack: their own version of the Triple Tech Delta Force, which deals 150-200 damage to the entire party! Normally this isn't a lot of damage at this point in the game, but as long as all three of them are alive, they'll use this very often, so make it a point to off one of three as soon as possible. I recommend going for Slash first, because he deals the most damage by himself. But before you kill him, don't forget to steal the Slasher 2 from him, which is a powerful katana for Crono! (Now you see why I brought Marle into the fight.) After Slash is down, go for Flea (not forgetting to Twin Charm the Flea Vest), and finally unleash your wrath upon Ozzie. Don't worry about stealing his Ozzie Pants unless you just want to collect everything, because they're useless in battle; worn as a Helmet (hehe), they make your character Confused as long as they're equipped! Note that when you kill Slash, Flea will run away soon thereafter (and vice versa), so it's best to steal all the items while all three of them are still alive and kicking. Anyway, if you can get one of these guys down, the battle becomes much easier. Good luck!

#### Boss Fight #32

Name: Ozzie

HP: 6000

EXP: 0

Tech Points: 0

Gold: 0

Location: Ozzie's Fort (600 AD)

Weakness: None

Strength: None

Charm: None

My Party: Magus (Lv 41), Marle (Lv 42), Ayla (Lv 43)

Difficulty: 1

Just as before, this fight isn't even a real Boss Fight in most senses, but hey, I should cover everything, right? Anyway, this battle is played out similarly to the way it was before in Magus's Castle; strike Ozzie and his ice barrier and you'll get counterattacked, so strike the targettable switch on the wall behind him and your characters will be dropped back into the previous room. Charge up to Ozzie again, and just as the battle begins once more, one of the most hilarious scenes in the entire game ensues: a random cat walks onto the battlefield, meows, hits the rightmost switch, and walks out, as a despairing Ozzie falls to his doom, for good this time. (You have to see it for yourself to see the insane humor in this.) Anyway, that's all for this sidequest!

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\*Note: Now I'll be covering Robo's sidequest, Robo's Birthplace, which takes place in 2300 AD's Geno Dome. Make sure to have Robo lead your party, or you won't be able to get in.\*

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#### Boss Fight #33

Name: Atropos XR

HP: 6000

EXP: 0

Tech Points: 0

Gold: 0

Location: Geno Dome (2300 AD)

Weakness: None

Strength: None  
Charm: -  
My Party: Robo (Lv 44)  
Difficulty: 2

Robo decides to battle his old girlfriend alone, making for a moderately different, but still pretty simple fight. Robo's basically trading hits with Atropos, and the winner is going to be who can last the longest. Atropos has many of Robo's own attacks, including Rocket Punch (around 15 damage... heh), Cure Beam (recovers 300 HP), Laser Spin (about 100 damage), Robo Tackle (seems to halve Robo's HP), Uzzi Punch (almost 125 damage), and Area Bomb (around 25 damage... whee). However, these do vastly less damage compared to when Robo uses them, as you can see. So, basically, what you want to do is use Robo Tackle over and over since it does the most damage (mine did around 860 damage per use) for the MP cost, and use either Cure Beam or a Full Tonic when Robo's HP dwindles to around 300 (because Atropos' Robo Tackle can sometimes do more than that). Wash, rinse and repeat, and for winning, Atropos gives Robo her ribbon, which permanently increases Robo's Speed by 3 (sweet!) and his Magic Defense by 10. Note that Atropos explodes when you deliver the final blow, dealing around 50 damage to Robo in the process.

#### Boss Fight #34

Name: Mother Brain and 3 Displays  
HP: 5000 (Mother Brain), 1 (Displays)  
EXP: 3000  
Tech Points: 40  
Gold: 3000  
Location: Geno Dome (2300 AD)  
Weakness: None  
Strength: None  
Charm: Blue Mail (Mother Brain), Elixir (one from each Display)  
My Party: Robo (Lv 44), Ayla (Lv 44), Magus (Lv 43)  
Difficulty: 2

This is an easy battle for the most part, but only if you follow the Golden Rule: don't destroy all of the Displays! If you do, Mother Brain will relentlessly attack the party with an explosion that does increasing damage until it kills everyone. But, since the Displays heal Mother Brain for around 1000 HP very frequently, you'll need to dispatch two of them if you want to do any damage to her. So, do that (but not before stealing their Elixirs if Ayla is in the party!), and then proceed to delete Mother Brain (oh man, that was corny) with your best Dual Techs. Mother Brain can fire a beam at a character for 100-125 damage and use a Laser Spin-esque move that does about 40-50 damage to the party, but that's it. Don't forget to steal Mother Brain's Blue Mail if you can!

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\*Note: Next I'm going to cover the Sun Stone sidequest, which you must do in order to get Lucca's and Crono's best weapons, and also some of the best accessories and armor in the game. Incidentally, this sidequest doesn't really "belong" to any character.\*

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Boss Fight #35  
Name: Son of Sun  
HP: 2100 (Son of Sun), 30000 (Prominency)  
EXP: 3800  
Tech Points: 40  
Gold: 2000  
Location: Sun Palace (2300 AD)

Weakness: None  
Strength: None  
Charm: Black Mail (Core), Elixir (one from each Prominency)  
My Party: Lucca (Lv 43), Ayla (Lv 44), Magus (Lv 43)  
Difficulty: 5

To make this battle somewhat easier, equip the whole party with Ruby Armors, Red Vests, or Red Mails before challenging the Son of Sun.

The game's fourth megaboss battle is a very tough and somewhat complicated one. There are six targets in this battle: the Son of Sun, and the five "Prominencies" surrounding it. Whatever you do, don't attack the core itself! It will counterattack with Flare, which does around 300 damage to the whole party, and it can do so multiple times if it wants to. The core also has a nasty laser attack that it uses unprovoked, which causes 200+ damage to a character. So what's your battle strategy? You won't be able to damage the Son of Sun directly, so you need to attack the Prominencies surrounding it. Usually, when you do, you'll get attacked right back with a Flame Counterattack, which does around 100 or so damage to a character. But keep attacking each one until you find the one that transfers damage to the core. Then wail on that one until the core uses Roulette Shuffle and disrupts your attack. Now you'll have to repeat the pattern and find the "it" Prominency again. Keep doing this while staying alive and the Moon Stone will be yours. If you can, steal the Black Mail from the core, but be prepared for a Flare counterattack when you do. Don't bother trying to steal from the Prominencies; it's too hard to keep track of which ones you've stolen from already, and you can get Elixirs much more easily elsewhere.

---

\*Note: Now's as good a time as any to do Frog's sidequest, Cyrus' Ghost. However, there aren't any Bosses to fight during it, so I'm skipping ahead to the Rainbow Shell sidequest, which is, in a sense, Ayla's. Take care not to open any of the black treasure chests you find in 600 AD's Northern Ruins, though. Examine them all, but do not open them! When you return to the Hero's Grave in 1000 AD, all the contents will have been upgraded to their more powerful versions, and then you can go back to 600 AD's Hero's Grave and get the normal versions too! Cha-ching!\*

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Boss Fight #36  
Name: Rust Tyrano  
HP: 25000  
EXP: 3800  
Tech Points: 40  
Gold: 2000  
Location: Giant's Claw (600 AD)  
Weakness: None  
Strength: None  
Charm: Red Mail  
My Party: Ayla (Lv 47), Crono (Lv 47), Magus (Lv 46)  
Difficulty: 2

This battle is easier if you equip your party with armor that blocks or absorbs Fire attacks. It's not necessary, though.

Get ready for the game's fifth megaboss battle! Even though Azala didn't survive Lavos' fall in 65000000 BC, the Black Tyrano did, and it wants revenge on you for the beating you gave it, uh, aeons ago. However, it's now been "upgraded" to its stronger form, the Rust Tyrano. As you can see, it can take a huge amount of punishment with its 25000 HP, so make sure to compose a party that has either

strong Single Techs, strong Dual Techs, or a Triple Tech, or a combination of those three possibilities. Strategy-wise, this battle hasn't changed at all, really. The Tyrano still counts down to a powerful flame attack, except that this time it's a double flame attack, so it does expectedly more damage. Wearing Ruby Armor or Red Vests/Mails will minimize or nullify the damage done to the party by this attack. There's only one other attack that you need to worry about, then, and that's the classic "chew 'em up and spit 'em out" one. Simply use a Full Tonic after this and you'll be fine. Make sure to have Ayla steal a Red Mail from the Rust Tyrano before you overcome it. Once it goes down, you'll find out just what it was guarding: the Rainbow Shell! Toma was right!

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\*Note: Now I'm covering Marle's sidequest, which is also the second part of the Rainbow Shell quest. To get started, head to Guardia Castle in 1000 AD. Marle must be in your party to do this sidequest.\*

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Boss Fight #37

Name: Yakra XIII

HP: 18000

EXP: 3500

Tech Points: 40

Gold: 2000

Location: Guardia Castle (1000 AD)

Weakness: None

Strength: None

Charm: White Mail

My Party: Marle (Lv 46), Lucca (Lv 46), Magus (Lv 46)

Difficulty: 3

As easy as you'd expect this battle to be because of the past Yakra's extreme weakness, it's not. In fact, Yakra XIII is pretty strong and could give you a run for your money. He has the good ol' Blizzard attack which causes Chaos on the targetted character and does around 60 damage; if this happens to Crono, Ayla or Robo, you could be in serious trouble. He also has that been-there-done-that earthquake attack, which random damage to the whole party; sometimes it can be double-digit, sometimes it can be triple. His most lethal attack, though, is his needle attack, which can do around 400 damage when used on one target, and 200-400 when used on the party. Obviously that means you'll be using a lot of Full Tonics, so stock up if you're low on them! Otherwise, use Dual Techs to take Yakra XIII down (Antipode 3 worked nicely at almost 3000 damage)... and if Magus knows Dark Matter yet, the Triple Tech Dark Eternal is a great way to take this guy out quickly. In all, this is a pretty uniform battle - just don't let Yakra XIII overwhelm you with his strong, quickly-repeated needle attacks and you'll emerge the victor once again.

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\*Note: At last, it's time for the final battle. You can either go directly to Lavos by using the Epoch or the bucket at the End of Time, but it's most fun to do it via the final sidequest, the Black Omen. It serves as the game's final dungeon, and can be entered only 12000 BC, 600 AD, or 1000 AD. In any case, I'm covering the Black Omen next. Here we go!\*

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Boss Fight #38

Name: Mega Mutant

HP: 4600 (Top), 3850 (Bottom)  
EXP: 900  
Tech Points: 50  
Gold: 1500  
Location: Black Omen  
Weakness: None  
Strength: None  
Charm: Elixir (Top), Vigil Hat (Bottom)  
My Party: Crono (Lv 47), Ayla (Lv 48), Magus (Lv 47)  
Difficulty: 1

Sheesh! You don't even take more than few steps into the Black Omen before Queen Zeal throws a Boss at you! Unfortunately, this is only the beginning... the Black Omen is a long and hard path to Lavos himself. But it'll get your characters experience that they'll definitely need for the final battle when it inevitably comes. In any case, this battle isn't too hard, but make sure you bring Ayla along so that she can steal the Mega Mutant's very nice stuff (Vigil Hat! Whee!)... although this generally goes without saying for every Boss battle. (Besides, Ayla kicks ass anyway - why wouldn't you have her in your active party?) Strong Dual Techs will deplete this thing's already low HP in no time, but go for the Top half first since it's stronger than the Bottom half. Magus' Dark Bomb works especially well here since it can hit both halves at the same time for about 1100 damage each, and costs few MP to use. Between them, both halves can use an attack called Critical Zone with does 60-180 damage to the party, simply stab a character for 60 or so damage, and use a wave attack that does around 40 damage to its target. The mutant also has an attack called Steel Steam that seemingly does nothing, and a move called Blacken which nails a character for about 200 damage. However, all of this is really no big deal since the Mega Mutant's pretty slow. But enjoy it while you can - after the next two Bosses, it only gets much harder.

Boss Fight #39  
Name: Giga Mutant  
HP: 5800 (Top), 4950 (Bottom)  
EXP: 1500  
Tech Points: 80  
Gold: 2000  
Location: Black Omen  
Weakness: None  
Strength: None  
Charm: Wall Ring (Top), Hit Ring (Bottom)  
My Party: Crono (Lv 52), Lucca (Lv 51), Ayla (Lv 52)  
Difficulty: 2

Queen Zeal must have a penchant for grotesque alien creatures. Not only are there Aliens and Metal Mutes in the Black Omen's enemy roster, but there are three Boss mutants to deal with (and yes, that means that even after this fight, you're still not done). Anyway, this fight isn't much different than the last, mainly because the Giga Mutant's not that much stronger than the Mega Mutant you fought previously. It just attacks more frequently, and it still has one glaring weakness: low HP... ludicrously low for this point in the game. A few strong all-hitting Techs will take out both halves without much trouble, and you needn't even worry about stealing in this battle either unless you're just collecting rare equipment, because neither Ring is that great. Attack-wise, the Giga Mutant has plenty of low damage attacks like an explosion attack, Sleep Gas (which may put a character to sleep as well), a shruiken attack (that comes from its feet? Huh?), and Shining Bit, a single-target Lightning attack. Its only truly lethal attack is a combo attack that comes from the bottom, which brings its target down to 1 HP. Also, every time you land any type of hit on the Top, it will retaliate by absorbing 7-10 MP from the offending character. So, to save MP, hit both parts simultaneously with your strongest Techs, to finish it off quickly. Oh, and don't attack this

thing with physical attacks or Techs - they have little effect on it. That's why spells like Luminaire, Flare and Dark Matter are perfect for this battle. Otherwise, this battle's pretty easy... you should have no problem here.

#### Boss Fight #40

Name: Terra Mutant

HP: 7800 (Top), 20000 (Bottom)

EXP: 2000

Tech Points: 100

Gold: 3800

Location: Black Omen

Weakness: None

Strength: None

Charm: Muscle Ring (Top), Power Seal (Bottom)

My Party: Crono (Lv 52), Marle (Lv 51), Ayla (Lv 53)

Difficulty: 2

The final Mutant battle is, as you might not expect, pretty easy! The Terra Mutant is similar to Retinite in that it absorbs HP from itself (in this case, the Top absorbs HP from the Bottom), eventually killing itself off - but not before it's done everything in its power to take you down with it. It has a variety of attacks it can throw at you, all of which are weak; there's an eruption attack that does double-digit damage to the entire party, and an attack called Chaotic Zone that does similar damage and can cause Chaos on any character whose status is not protected (but really, by this point, with your hopefully awesome equipment, your status should be fine). It also has an oddly weak absorbing attack; whereas most of these types of attacks do up to 400+ or so damage to their target, the Terra Mutant's does around 50. Ol' Terra also has two different fireball attacks, both of which inflict 100-130 damage on their target. Offensive-wise, your battle strategy is very similar to the one you used against the Giga Mutant: focus on the Top with multi-target magical (not physical!) Techs and Dual Techs to take that half out quickly. The Bottom will absorb all these attacks, but it won't matter - once the Top goes, the Bottom, which can't survive on its own, will also die. Talk about killing two birds with one stone! (Being corny is fun!)

#### Boss Fight #41

Name: Lavos Spawn

HP: 10000 (Head), 13500 (Shell)

EXP: 2450

Tech Points: 120

Gold: 2500

Location: Black Omen

Weakness: None

Strength: None

Charm: Haste Helmet (Head), Safe Helmet (Shell)

My Party: Crono (Lv 53), Lucca (Lv 52), Ayla (Lv 53)

Difficulty: 2

This battle is exactly like the three Lavos Spawns you fought on Death Peak, only this one has more HP, some different attacks, and some very nice equipment to Charm. Its new attacks are all on the weakish side: Water Rise, which does 125-250 damage to its target, Destruction Zone, which does 10-80 damage to the entire party, and Magus' Dark Bomb, which does around 60 damage to a character. Expect fierce retaliation (in the area of 650-700 damage to a character) and be ready to heal if you decide to steal the Safe Helmet from the shell, though. Remember, only attack the small head (Gatling Kick worked very nicely at 4000 damage a shot)!

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\*Note: This is it - after moving past the final Save Point here, you'll be thrown

into the game's three final Boss battles and three final battles, and you can't return once you commit to them. So carefully decide who you want in your party for at least the first three battles - I highly recommend a party with powerful Dual Techs and a Triple Tech, and a good all-healing Tech - and get ready to rock!\*

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#### Boss Fight #42

Name: Queen Zeal

HP: 12000

EXP: 0

Tech Points: 0

Gold: 0

Location: Black Omen

Weakness: None

Strength: None

Charm: Mega Elixir

My Party: Crono (Lv 53), Frog (Lv 51), Ayla (Lv 53)

Difficulty: 4

Finally, it's time to fight the evil Queen herself, and here she'll prove that she's definitely no pushover, even as a "mere" human. Before any of your characters even get a chance to act, she'll cast Hallation, which reduces everyone's HP to 1. Use Mid or Full Tonics to get back up to snuff (don't worry about restoring completely), and then proceed to wail on her royal fanny with your most powerful Dual Techs or, even better, a Triple Tech if your battle party has one. The Queen's other attacks besides Hallation are little more than annoyances; she can bitchslap someone for 1 damage (hahaha!), or use another physical attack that deals a slightly larger 100 or so damage to its target. She can also, uh, "suck" (...) 7-10 MP from your characters when she feels so inclined. In any case, as long as you heal after each Hallation, you should be just fine... however, sometimes the Queen uses Hallation very cheaply (like, every round), so you may end up burning a lot of essential healing items. If you're finding this to be the case, you may want to try the battle again until she's not quite so cheap with it. But even so, it's not over after this... not by a long shot.

#### Boss Fight #43

Name: Mammon Machine

HP: 18000

EXP: 0

Tech Points: 0

Gold: 0

Location: Black Omen (sorta)

Weakness: None

Strength: None

Charm: Mega Elixir

My Party: Crono (Lv 53), Frog (Lv 51), Ayla (Lv 53)

Difficulty: 2

Now here's a surprise, being pitted against the newly-repaired Mammon Machine itself! Being the device that harnesses Lavos' energy, you'd think that it would be very powerful... but it isn't. In fact, this is a really easy battle. First, get your party back to full HP after your battle with Queen Zeal (especially if she ended the battle with Hallation), and then proceed to give the Machine everything you've got. However, there's a catch: physical blows will raise its Defense, while magical blows will raise its Attack. Opt for magical attacks so you can continually cause lots of damage to the Machine. You can always heal after the Machine releases its magic energy, which causes its parameters to go back to normal. Eventually, after you've done enough damage to it, the Mammon Machine will "stand still." At this point, it doesn't matter what you attack it with, so unload on it!

This is also when you can steal its Mega Elixir, and an extra one of those can never hurt. But beware: at this point, the Mammon Machine will also start attacking your characters unprovoked with spells such as Point Flare, which causes around 130 damage to its target. But just keep on pounding it with high-damage Techs and you'll have no trouble here. Note that the Machine will probably revert to its old attack pattern again before you finally destroy it. Now, get ready for the real battle...

#### Boss Fight #44

Name: Zeal

HP: 20000 (Head), 28000 (Left Hand), 28000 (Right Hand)

EXP: 0

Tech Points: 0

Gold: 0

Location: Black Omen

Weakness: None

Strength: None

Charm: Mega Elixir (Head), Prism Dress (Left Hand), Prism Helmet (Right Hand)

My Party: Crono (Lv 53), Frog (Lv 51), Ayla (Lv 53)

Difficulty: 4

Welcome to the story's sixth and final megaboss battle! If it's not painfully obvious to you already, this is also the hardest one, and you'll have to be on your toes to win this one, especially if the battle setting is on Active (and if it's not, you suck =P).

It seems like the Queen will never go down! Don't worry, though - this is her final and most powerful incarnation, and it shows. To start things off, use a Mega Elixir to refill the party's undoubtedly suffering MP if nothing else, because you'll need it here. Now, let me make something perfectly clear: as tempting as it is to target the Hands and take their attacks out of the battle, DON'T do it. Every time one of the Hands is hit, it will retaliate by either reducing the offending character's HP to 1 or MP to 0. You can't afford for this to happen a lot - if at all - because the Head will be more than willing to finish the weakened character off. Focus your most powerful attacks purely on the Head to take it out as quickly as possible, because once it goes, the Hands go too. If you really, really want to tempt Fate, you can try to steal the Hands' Prism Helmet and Dress. But even so, as nice as these pieces of equipment are, I don't think it's worth the risk of total HP and MP reduction. Charming a Mega Elixir from the Head should be no problem, though. Between the Hands and the Head, Zeal has a lot of attacks she can mess the party up with. Even if you never attack the Hands, she'll still use Hallation occasionally, and make SURE to heal immediately following the attack. If you don't, Zeal will take advantage of the situation and wipe all the heroes out in one move. Her other attacks are a little more tame, but she's so fast that she can make them dangerous. One of them is Skygate, a Lightning attack that deals 100-125 damage to its character. Another one is Hexagon Mist, a Water attack that deals 200-250 damage to the whole party. ANOTHER one is Dark Gear, a Shadow-typed attack that does 100-200 damage to the party. And she obviously has a Fire attack as well, but she never used it on me, so I can't comment on it. Finally, She also has two different hand laser attacks, both of which are no threat at 15-40 damage per shot. Provided you can withstand all these attacks with well-timed healing, your Triple Techs should be dealing around 4000 damage to Zeal, and so it shouldn't take more than five attacks to defeat her.

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\*Note: Finally, Queen Zeal has been defeated! Now, get ready for the final battles with Lavos itself. You're given the opportunity to heal up and change your characters after your battle with Zeal, so make sure that you do if you need to.\*

---Final Boss Fight #1

Name: Lavos Shell

HP: 10000

EXP: 0

Tech Points: 0

Gold: 0

Location: ?

Weakness: Varies

Strength: Varies

Charm: None

My Party: Crono (Lv 53), Frog (Lv 51), Ayla (Lv 53)

Difficulty: 1

This is a very interesting battle. Lavos will mimic the attack patterns of many of the game's previous Bosses, but oddly enough, the attacks that they used will be as powerful as the ones Lavos uses too, making them weak at this point of the game. Not only that, but Lavos inherits the HP of the past bosses it's mimicing, meaning that you can usually take them out in no time now. This means that most of this battle is actually easy - it's not until Lavos actually attacks you itself that this becomes slightly tricky. Anyway, as you damage the Lavos Shell's small head, it will move on to mimicing different Bosses. I'll cover them all here.

Dragon Tank: Simply attack Lavos (the Body) and its two helpers (the Head and the Grinder) once with physical attacks, and that'll be it.

Guardian, 2 Bits: Attack Lavos (the Guardian) once or twice with physical attacks. After it's down, the two parasites (Bits) die as well. The Delta Attack they counter with now does around 5 damage to the party, so it's no problem.

Heckran: Use one or two magic-based sword Dual Techs like Spire or Sword Stream, and you're done. Lavos' magic attacks now do, at most, 10 damage.

Zombor: One or two physical attacks on both parts (Lavos is the Top, the bug-thing is the Bottom) should take care of this. The Top will once again use MP Buster before it dies, so use a Full Ether after the battle.

Masamune: Wail on Lavos with physical attacks, and it'll change attack modes before it can do much of anything (one physical attack did 20 damage).

Nizbel: Have Crono cast Lightning on Lavos to break down its defenses, then have your two other characters perform a Dual Tech. Have Crono attack when it's his turn again, and that'll probably be it - no electrical discharge for you, Lavos!

Magus: Find out what Element Lavos is weak against, and then use the appropriate sword-based Dual Tech. Don't worry - Lavos' barrier change spells do no more than 15-20 damage to the party now. When Lavos "casts a spell," unload on it with physical attacks and it'll go down in a few turns. Incidentally, the Masamune will in fact lower Lavos' Magic Defense as it did with Magus.

Black Tyrano: First hit the little parasite on Lavos' "shoulder" (Azala) with Spire (or other Lightning-based Techs if you don't have Spire available) two times to destroy it. Then wait until Lavos (the Black Tyrano) removes its defense to begin charging the flame attack, then use Dual and Triple Techs to take it down in no time.

Giga Gaia: Destroy the left parasite first (the Left Hand) to get rid of the dual Elemental attacks (even though they only do around 40 damage now, they are annoying), and then use your Triple Tech on Lavos (the Head). If the left parasite is revived, repeat the pattern.

Finally, after you defeat Giga Gaia again, Lavos itself attacks you. This is where the battle gets a bit trickier. The Lavos Shell is expectedly stronger than the Bosses it was mimicing, but not by much. Now that the party is prepared to take it on, Lavos' energy rain attack ("destruction rains from the heavens!") does only around 125-250 damage to the party, and that's not much considering its other attacks can't do a lot to follow that up. Chaotic Zone does 10-20 damage to the party, and if any of your characters are still being inflicted with status ailments by this point, you really don't know how to play the game. =P Lavos' needle attack hits one character for 175-300 damage. Still, the Lavos Shell only has a pretty feeble 10000 HP, and two Triple Techs followed by one or two physical attacks will be all that you'll need to destroy it. But that was only the Shell - the inside, vital part of Lavos is still perfectly healthy. It's not over yet...

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\*Note: Once the party enters Lavos, there may or may not be a chance to escape. Depending on certain events (I'm not sure what they are), there might be a time gate at the entrance that will take you back to the End of Time. Or, there might not be. Regardless, there will be a Save Point, and I recommend that you use it and a Shelter. The following two battles are not easy, and you don't want to have to fight Queen Zeal, the Mammon Machine, Zeal, and the Lavos Shell all over again if you mess up!

Before entering this battle, make sure you use all unused Tabs, and equip Accessories that will boost your attack power, like the Prism Specs and Sun Shades, on any powerhouse characters (Crono, Ayla, and Robo) in your party. Equip a MP-saving Accessory like the Silver or Gold Stud on Magus if he's in your party. Make sure all your best equipment is, uh, equipped. Move your Mega Elixirs to the top of the inventory for easy access (this is very important). Compose a party that has a horizontal Dual Tech (I recommend Falcon Hit). And finally, make sure the party is healed. And then, enter the final battle! Good luck!\*

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#### Final Boss Fight #2

Name: Lavos

HP: 8000 (Left Arm), 12000 (Right Arm), 20000 (Body)

EXP: 0

Tech Points: 0

Gold: 0

Location: Lavos' Body

Weakness: None

Strength: None

Charm: None

My Party: Crono (Lv 53), Ayla (Lv 53), Magus (Lv 51)

Difficulty: 3

Now the real battle begins! Lavos has three targets: its two Arms, and the Body. The Arms can be damaged from the get-go, but the Body can't be damaged much at all until later in the battle. To start things off nicely, Lavos will use the Doors of Doom attack that does 120-350 damage to the entire party before anyone can act. When it's your turn, retaliate with horizontal Dual Techs; Crono and Ayla's Falcon Hit is PERFECT for this task, and it will do about 2800 damage to both arms each use. The Body won't take much more than 40 damage, but don't worry about that. Have your third character (Magus, in my case) heal the party with Lapises and Mega Elixirs when Crono and Ayla's MP starts running low. Keep at it with Falcon Hit and the Left Arm will die before long. The Right Arm has substantially more HP, but you must destroy it because it can heal the Body for around 1500 HP frequently. Eventually, the ground beneath Lavos will flash white for a few seconds. This means that the Body's defenses are gone, and that Falcon Hit (or whatever you're

using) will damage the Body now as well. So keep at it with your repeated Falcon Hits, while I go over Lavos' other attacks. There's the usual Obstacle (small damage to the party, adds Chaos), a boomerang attack that deals around 100-250 damage to a character, Protective Seal (small damage, disables special defenses; VERY nasty) Shadow Slay (100+ damage to the party, adds Poison), Flame Battle (30-40 damage to a character), and Shadow Doom Blaze, which does 200-550 damage to the party. Obviously, all this means that one character should be on full-time healing duty with Mega Elixirs, while the other characters attack Lavos' Body relentlessly with physical attacks and Dual Techs. (Falcon Hit's usefulness is a lot more limited once the Right Arm is eliminated as well.) Once it goes, the battle is won... and yet it's still not over. Lavos now reveals its true self, and now the final battle is at hand...

### Final Boss Fight #3

Name: Lavos Core

HP: 2000 (Left Bit), 10000 (Center Bit), 30000 (Lavos Core)

EXP: 0

Tech Points: 0

Gold: 0

Location: Time Stream

Weakness: None

Strength: None

Charm: None

My Party: Crono (Lv 53), Ayla (Lv 53), Magus (Lv 51)

Difficulty: 4

This is really the final battle, so give it everything you've got! To clear things up right here and now, let's get this out of the way: the rightmost parasite is the true Lavos Core (and when I refer to that name, that thing is what I'm talking about). The left parasite and the center being are its supports. And if you've already guessed that this battle is more complicated than "wail on the Lavos Core," you're absolutely right. For most of the battle, the Lavos Core will have strong defenses up, and you won't be able to damage it much at all. So, to start things off, have Crono use Confuse on the Left Bit. If Crono's level is high enough and his equipment is good enough (I used the Rainbow + Prism Specs), he will take it out in one shot, so you won't have to worry about it for awhile! After that's done, the Lavos Core will shut off its defense in preparation for the Left Bit's revival. While it's off, unload all your best Techs on it, preferably Luminaire and Dark Matter. This way you can damage the Center Bit at the same time and eventually take it out temporarily. It uses the trio's most powerful attacks, so this is important. Speaking of attacks, let's go through those, shall we? The trio together have an attack called Invading Light that does minor damage and causes Slow on the party. The Lavos Core uses a weak beam attack (it looks like it was taken straight out of Galaga, actually) that does around 40 damage to its target. The Left Bit uses Protective Seal, the attack which does around 50 damage to a character and disables all of his or her special defenses (status protection, etc.), and that's more of a problem than you might think. If the Center Bit is destroyed but the Left Bit is alive, the Left Bit and Lavos Core together can use a X-Strike esque counterattack every time one of them is hit, and this does anywhere from 150-350 damage to the offending character. But the Center Bit, like I said, uses the most powerful attacks of the three. First off, there's Crying Heavens, a "hidden blow" which can deal anywhere from 200 to 600 damage to a character. Then there's the "ultimate physical attack," Grand Stone, which does between 300-1150 damage to the entire party; the damage counts really depend on the characters (Lucca and Marle do NOT like this attack - only with Safe Helmets equipped will you ensure their survival). Then there is, of course, the "ultimate magical attack," Dreamless, whose damage seems to be random; I've seen it do 100-300, and I've seen do 500-900 on the same party (so Magic Defense doesn't seem to play a big role in this attack). Use a Mega Elixir after these attacks. ^\_^ There's also Evil Star, which reduces the entire party's HP by 1/2. Finally, there's the Center Bit's

possibly most lethal attack: Spell. Coupled with Protective Seal, this can end your battle very quickly, as it inflicts random statuses, including Stop, Slow, Chaos, Sleep, Darkness, and Poison, on the entire party... so regardless of whether you have status protection or not, be wary of this one. Eventually, the Lavos Core will cast a spell called Active Life and revive its fallen supports, and turn its defense back on. Now, you just need to use Confuse on the Left Bit to destroy it again, and the Lavos Core will shut off its defense again. It will take awhile, but if you repeat this pattern, you will eventually deplete the Lavos Core's 30000 HP. Once you do, the nightmare is over. Lavos is destroyed - well, at least for now - and time itself is saved. Congratulations on completing Chrono Trigger, and have fun watching the first of 12 endings!

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V. Tech/Magic List  
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Here, I'll list all of the Techs and Magic in the game. The Single and Dual Techs are separated by character(s), while the Triple Techs are listed alphabetically. Included in these lists are the names, MP costs, and effects of the Techs, and the kind of enemy area the Tech affects (circular, line, etc.).

Magic is denoted with an asterisk (\*).

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a. Single Techs

- Crono -

Name	MP	Area	Effect
Cyclone	2	Circle	Crono spin-slashes through a group of enemies.
Slash	2	Line	Crono sends a shockwave in a straight line.
Lightning *	2	1 Enemy	A lightning bolt strikes an enemy.
Spincut	4	1 Enemy	Crono jump-slashes an enemy, dealing 2x damage.
Lightning 2 *	8	All En.	Waves of electricity strike all enemies.
Life *	10	1 Ally	Revives a fallen ally with minimal HP.
Confuse	12	1 Enemy	Crono slashes an enemy four times.
Luminaire *	20	All En.	An explosion of energy blasts all enemies.

- Marle -

Name	MP	Area	Effect
Aura	1	1 Ally	Restores some HP to an ally.
Provoke	1	1 Enemy	Confuses an enemy.

Ice *	2	1 Enemy	A block of ice encases an enemy.
Cure *	2	1 Ally	Restores a lot of HP to an ally.
Haste *	6	1 Ally	Quickens an ally's AT Meter by 50%.
Ice 2 *	8	All En.	Three huge ice blocks crush all enemies.
Cure 2 *	5	1 Ally	Restores all HP to an ally.
Life 2 *	15	1 Ally	Revives a fallen ally with full HP.

- Lucca -

Name	MP	Area	Effect
Flame Toss	1	Line	Lucca shoots flames in a straight line.
Hypno Wave	1	1 Enemy	Puts an enemy to sleep.
Fire *	2	1 Enemy	Fire engulfs an enemy.
Napalm	3	Circle	Lucca throws a napalm bomb at her enemies.
Protect *	6	1 Ally	Raises an ally's Defense.
Fire 2 *	8	All En.	Explosions of flame blast all enemies.
Mega Bomb	15	Circle	Lucca hurls a large bomb into the enemy group.
Flare *	20	All En.	Waves of intense fire incinerate all enemies.

- Frog -

Name	MP	Area	Effect
Slurp	1	1 Ally	Restores some HP to an ally.
Slurp Cut	2	1 Enemy	Frog tongue-ties and slashes an enemy.
Water *	2	1 Enemy	Large bubbles collide with an enemy.
Heal *	2	All Al.	Restores some HP to all allies.
Leap Slash	4	1 Enemy	Frog dives at an enemy, sword outstretched.
Water 2 *	8	All En.	A wave of water washes through the enemies.
Cure 2 *	5	1 Ally	Restores all HP to an ally.
Frog Squash	15	All En.	The lower Frog's HP, the more damage this does.

- Robo -

Name	MP	Area	Effect
Rocket Punch	1	1 Enemy	Robo fires his fist at an enemy.
Cure Beam	2	1 Ally	Restores some HP to an ally.
Laser Spin	3	All En.	Robo fires many lasers around the battlefield.
Robo Tackle	4	1 Enemy	Robo charges into an enemy.
Heal Beam	3	All Al.	Restores some HP to all allies.
Uzzi Punch	12	1 Enemy	Robo punches an enemy repeatedly.
Area Bomb	14	Circle	Robo ignites himself to damage enemies near him.
Shock	17	All En.	A field of electric death engulfs all enemies.

- Ayla -

Name	MP	Area	Effect
Kiss	1	1 Ally	Restores some HP and good status to an ally.
Rollo Kick	2	1 Enemy	Ayla jump kicks an enemy.
Cat Attack	3	1 Enemy	Ayla claws and bites an enemy.
Rock Throw	4	1 Enemy	Ayla picks up, throws, and slams down an enemy.
Charm	4	1 Enemy	Steals an item from an enemy.
Tail Spin	10	Circle	Fierce tornados throw around all nearby enemies.
Dino Tail	15	All En.	The lower Ayla's HP, the more damage this does.
Triple Kick	20	1 Enemy	Ayla jump kicks an enemy thrice.

- Magus -

Name	MP	Area	Effect
Lightning 2 *	8	All En.	Waves of electricity strike all enemies.
Ice 2 *	8	All En.	Three huge ice blocks crush all enemies.
Fire 2 *	8	All En.	Explosions of flame blast all enemies.
Dark Bomb *	8	Circle	An explosion of dark energy crushes enemies.

Magic Wall *	8	1 Ally	Raises an ally's Magic Defense.
Dark Mist *	10	All En.	A dark fog washes over all enemies.
Black Hole *	15	All En.	I'm not sure what this does... it's kinda odd.
Dark Matter *	20	All En.	A field of dark energy decimates all enemies.

b. Dual Techs

For the Dual Techs, I simply didn't have enough room to add a description for them; however, you can pretty much guess what they do from the Single Techs they require and from what kind of area it affects (if it's all allies, for example, then it's most likely a healing move).

---

Name	Characters and MP	Techs Used	Area
Aura Whirl	Crono (2) + Marle (1)	Cyclone + Aura	All Allies
Ice Sword	Crono (4) + Marle (2)	Spincut + Ice	One Enemy
Ice Sword 2	Crono (12) + Marle (8)	Confuse + Ice 2	Circle
Fire Whirl	Crono (2) + Lucca (1)	Cyclone + Flame Toss	Circle
Fire Sword	Crono (4) + Lucca (2)	Spincut + Fire	One Enemy
Fire Sword 2	Crono (12) + Lucca (8)	Confuse + Fire 2	Circle
Rocket Roll	Crono (2) + Robo (3)	Slash + Laser Spin	All Enemies
Max Cyclone	Crono (4) + Robo (3)	Spincut + Laser Spin	Circle
Super Volt	Crono (8) + Robo (17)	Lightning 2 + Shock	All Enemies
X Strike	Crono (2) + Frog (2)	Cyclone + Slurp Cut	One Enemy
Sword Stream	Crono (4) + Frog (2)	Spincut + Water	One Enemy
Spire	Crono (8) + Frog (4)	Lightning 2+Leap Slash	One Enemy
Drill Kick	Crono (2) + Ayla (2)	Cyclone + Rollo Kick	One Enemy
Volt Bite	Crono (2) + Ayla (3)	Lightning + Cat Attack	One Enemy
Falcon Hit	Crono (4) + Ayla (4)	Spincut + Rock Throw	Horiz. Line
Antipode	Marle (2) + Lucca (2)	Ice + Fire	Circle
Antipode 2	Marle (8) + Lucca (8)	Ice 2 + Fire 2	Circle
Antipode 3	Marle (8) + Lucca (20)	Ice 2 + Flare	All Enemies
Aura Beam	Marle (1) + Robo (2)	Aura + Cure Beam	All Allies

Ice Tackle	Marle (2) + Robo (4)	Ice + Robo Tackle	One Enemy
Cure Touch	Marle (5) + Robo (3)	Cure 2 + Heal Beam	All Allies
Ice Water	Marle (2) + Frog (2)	Ice + Water	All Enemies
Glacier	Marle (8) + Frog (8)	Ice 2 + Water 2	One Enemy
Double Cure	Marle (5) + Frog (5)	Cure 2 + Cure 2	All Allies
Twin Charm	Marle (1) + Ayla (4)	Provoke + Charm	One Enemy
Ice Toss	Marle (2) + Ayla (4)	Ice + Rock Throw	Circle
Cube Toss	Marle (8) + Ayla (4)	Ice 2 + Rock Throw	Circle
Fire Punch	Lucca (2) + Robo (1)	Fire + Rocket Punch	Circle
Fire Tackle	Lucca (8) + Robo (4)	Fire 2 + Robo Tackle	One Enemy
Double Bomb	Lucca (15) + Robo (14)	Mega Bomb + Area Bomb	One Enemy
Red Pin	Lucca (2) + Frog (4)	Fire + Leap Slash	One Enemy
Line Bomb	Lucca (15) + Frog (4)	Mega Bomb + Leap Slash	Horiz. Line
Frog Flare	Lucca (20) + Frog (15)	Flare + Frog Squash	All Enemies
Flame Kick	Lucca (2) + Ayla (2)	Fire + Rollo Kick	One Enemy
Fire Whirl	Lucca (8) + Ayla (10)	Fire 2 + Tail Spin	All Enemies
Blaze Kick	Lucca (8) + Ayla (20)	Fire 2 + Triple Kick	One Enemy
Blade Toss	Frog (2) + Robo (3)	Slurp Cut + Laser Spin	Horiz. Line
Bubble Snap	Frog (2) + Robo (4)	Water + Robo Tackle	One Enemy
Cure Wave	Frog (5) + Robo (3)	Cure 2 + Heal Beam	All Allies
Slurp Kiss	Frog (1) + Ayla (1)	Slurp + Kiss	All Allies
Bubble Hit	Frog (2) + Ayla (2)	Water + Rollo Kick	One Enemy
Drop Kick	Frog (4) + Ayla (20)	Leap Slash+Triple Kick	One Enemy
Spin Kick	Robo (4) + Ayla (2)	Robo Tackle+Rollo Kick	One Enemy
Boogie	Robo (4) + Ayla (4)	Robo Tackle + Charm	All Enemies
Beast Toss	Robo (12) + Ayla (4)	Uzzi Punch + Rock Throw	One Enemy

### c. Triple Techs

These three-character Techs are listed in alphabetical order, because the characters that use them are somewhat inconsistent, unlike the Dual Techs. Note that some Triple Techs require one of the participating characters to have the appropriate Rock equipped as an Accessory; refer to the Accessories list for more information.

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Name	Characters and MP	Techs Used
3D Attack	Crono(2) + Frog(2) + Ayla(20)	Cyclone + Slurp Cut + TripleKick
Arc Impulse	Crono(4) + Marle(8) + Frog(4)	Spincut + Ice 2 + Leap Slash
Dark Eternal	Marle(8) + Lucca(8) + Magus(20)	Ice 2 + Fire 2 + Dark Matter
Delta Force	Crono(8) + Marle(8) + Lucca(8)	Lightning 2 + Ice 2 + Fire 2
Delta Storm	Crono(8) + Lucca(8) + Frog(8)	Lightning 2 + Fire 2 + Water 2
Final Kick	Crono(8) + Marle(8) + Ayla(20)	Lightning 2 + Ice 2 + TripleKick
Fire Zone	Crono(4) + Lucca(8) + Robo(3)	Spincut + Fire 2 + Laser Spin
Gatling Kick	Crono(8) + Lucca(8) + Ayla(20)	Lightning2 + Fire 2 + TripleKick
Grand Dream	Marle(15) + Frog(15) + Robo(3)	Life 2 + Frog Squash + LaserSpin
Lifeline	Crono(2) + Marle(15) + Robo(3)	Lightning + Life 2 + Heal Beam
Omega Flare	Lucca(20) + Robo(3) + Magus(8)	Flare + Laser Spin + Dark Bomb
Poyozo Dance	Marle(1) + Lucca(1) + Ayla(10)	Provoke + Hypno Wave + Tail Spin
Spin Strike	Frog(4) + Robo(4) + Ayla(10)	Leap Slash+Robo Tackle+Tail Spin
Triple Raid	Crono(2) + Frog(2) + Robo(4)	Cyclone + Slurp Cut + RoboTackle
Twister	Crono(2) + Robo(3) + Ayla(10)	Cyclone + Laser Spin + Tail Spin

## VII. Monster List

Here you'll find data on every enemy/monster in the game. They're listed in alphabetical order, and they're separated by time period because I thought it would be easier to find what you're looking for on multiple smaller lists than one huge one. The Black Omen enemies are on the Dark Ages (12000 BC) list, because it makes the most sense, given the nature of the sidequest and its villains. Happy browsing!

- Legend -

HP: Enemy's HP. (Duh.)

TP: Number of Tech Points you get for killing the enemy.

EXP: Number of Experience Points you get for killing the enemy.

G: Amount of Gold you get for killing the enemy.

Weak: Enemy's Elemental weakness, if any. Due to space constraints, abbreviations will be used for enemies with multiple weakness. Fi = Fire, Wa = Water, Li = Lightning, and Sh = Shadow.

Charm: What you can steal (Charm) from the enemy, if anything.

Win: What you can (possibly) win for killing the enemy, if anything.

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- Prehistoric: 65000000 BC -

Name	HP	TP	EXP	G	Weak	Charm	Win
Amphibite	100	0	66	0	None	Horn x2	None
Anion	152	1	72	0	None	None	Feather x2
Avian Rex	327	3	129	0	Lghtng	None	Feather
Cave Ape	436	3	123	0	None	None	Fang
Croaker	100	0	66	0	None	Fang x2	None
Evilweevil	158	2	81	0	All	Dream Gun	Feather
Fly Trap	316	2	86	0	None	Dream Bow	Petal
Gold Eaglet	400	2	32	80	None	Ether	Feather
Ion	152	1	72	0	None	Feather x2	Feather x2
Kilwala	160	2	42	0	None	None	Petal
Megasaur	830	2	147	0	Lghtng	Aeon Blade	Fang
Nu	1234	30	248	0	None	Mop	Ptl/Fng/Hrn x3
Rain Frog	100	0	66	0	None	None	Fang x2
Red Eaglet	400	2	69	0	None	None	Feather
Reptite (Bwn)	336	4	126	0	None	None	Mid Tonic
Reptite (Grn)	92	2	72	0	All	Magma Hand	Petal
Runner	196	2	48	0	Lghtng	None	Horn
Shiitake	158	2	111	0	All	Petal	None
Shist	250	3	94	0	None	None	Petal
Terrasaur	1090	4	253	0	Lghtng	Lapis	None
Volcano	257	7	222	0	Water	Lapis	None
Winged Ape	450	2	123	0	None	Ruby Vest	Fang

- Dark Ages and Black Omen: 12000 BC -

Name	HP	TP	EXP	G	Weak	Charm	Win
Alien	1350	8	804	1100	None	Magic Tab	Shield
Bantam Imp	250	6	222	550	None	Alloy Blade	None
Barghest	450	8	376	400	None	Shield	None
Basher	150	8	377	0	None	None	None
Beast	830	5	204	450	None	Rainbow Helm	None
Blob	1050	0	753	1250	None	Magic Ring	Barrier
Blue Scout	300	8	234	250	Water	Shield	None
Boss Orb	850	0	0	750	None	None	None
Byte	192	8	378	0	None	None	None
Cybot	1800	16	728	750	None	Power Meal	Hyper Ether
Flyclops	900	10	575	0	None	Gold Stud	None
Gargoyle	260	6	216	0	None	Big Hand	None
Goon	2800	15	850	800	None	Nova Armor	Elixir
Incognito	110	10	378	2000	None	Muscle Ring	None
Jinn	450	8	303	400	None	None	Lapis
Laser Guard	400	8	346	120	None	Full Tonic	None
Lasher	666	8	365	850	None	None	None
Mage	480	8	300	550	None	Barrier	Lapis
Man Eater	250	6	253	750	None	Pearl Edge	None
Martello	1245	10	554	400	None	Hyper Ether	None
Metal Mute	1980	16	685	1100	None	Hyper Ether	None

Nu	1234	15	124	0	None	Mop	Mgc Tab, Spd Tab
Panel	1875	12	800	550	None	Speed Tab	None
Peeping Doom	1	10	378	450	None	None	None
Red Scout	300	8	234	250	Fi/Sh	Barrier	None
Rubble	515	100	1000	0	None	Mid Ether	Mid Ether
Ruminator	1500	18	422	400	None	Mega Elixir	None
Scouter	300	8	234	250	Lghtng	Lapis	None
Side Kick	1250	100	500	0	None	None	None
Stone Imp	300	6	126	300	None	Mid Ether	None
Synchrute	2250	12	755	900	None	Gold Earring	Hyper Ether
Thrasher	666	8	318	250	None	None	None
Tubster	2150	20	850	800	Fire	Power Tab	Elixir
Turret	700	50	1500	0	None	Mid Ether	Mid Ether

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- Middle Ages: 600 AD -

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Name	HP	TP	EXP	G	Weak	Charm	Win
Base	88	8	377	650	None	None	None
Bellbird	94	2	27	100	None	None	Heal
Blue Eaglet	16	1	3	32	None	None	Heal
Blue Imp	13	1	2	12	None	None	None
Deceased	110	2	38	20	None	None	None
Decedent	67	1	12	90	Fi/Li	None	None
Defunct	1450	18	518	500	Fire	Elixir	Lapis
Departed	1650	18	555	500	None	Elixir	Lapis
Diablos	50	1	10	60	None	None	None
Flunky	390	2	127	170	All	None	None
Fossil Ape	1800	15	533	450	None	Mega Elixir	None
Free Lancer	110	2	39	125	None	Barrier	None
Gigasaur	2250	15	584	450	Lghtng	Ruby Armor	Barrier
Gnasher	90	1	8	70	Fire	None	Revive
Gnawer	210	2	26	300	None	None	None
Goblin	146	2	32	80	None	None	None
Green Imp	32	1	4	24	None	None	Tonic
Gremlin	110	2	51	70	All	None	None
Grimalkin	120	3	114	180	None	None	None
Groupie	390	2	113	210	All	None	None
Hench (1)	49	1	11	135	All	None	None
Hench (2)	180	2	93	200	Fire	None	None
Hexapod	1000	15	408	600	Wa/Sh	Barrier	Lapis
Imp Ace	54	1	11	45	None	None	None
Juggler	450	3	128	220	Varies	None	None
Leaper	800	10	412	360	All	Elixir	Shield
Lizardactyl	950	8	444	0	None	Hyper Ether	None
Mad Bat	18	1	6	75	None	None	None
Mohavor	400	15	348	550	Wa/Sh	Shield	None
Naga-Ette	60	1	8	80	Fire	None	None
Ogan	146	2	32	80	Fire	Shield	None
Omicrone	218	1	22	55	None	None	Ether
Outlaw	182	3	104	90	None	None	None
Poly	99	2	7	35	None	None	Ether
Reaper	1450	18	474	700	Fire	Elixir	None
Roly	24	1	3	25	None	None	Tonic
Roly Bomber	99	3	72	100	All	None	None
Roly Rider	30	2	5	40	None	None	None
Rubble	515	100	1000	0	None	Mid Ether	Mid Ether

Save Point	10	2	144	100	None	None	None
Sentry	1280	8	467	400	Fire	Hyper Ether	Full Ether
Shadow	1	1	14	50	All	None	None
Sorcerer	220	3	111	220	Fire	None	Mid Ether
T'pole	150	1	26	30	None	Mid Tonic	None
Vamp	120	2	65	70	All	None	None

- Present: 1000 AD -

Name	HP	TP	EXP	G	Weak	Charm	Win
Avian Chaos	45	1	4	18	None	None	None
Beetle	12	1	3	15	None	None	None
Blue Shield	24	1	11	45	None	None	Tonic
Cave Bat	108	1	28	40	All	Revive	None
Decedent	67	1	12	90	Fi/Li	None	None
Diablos	50	1	10	70	None	None	None
Gato	76	1	10	0	None	Power Meal	None
Gnasher	90	1	8	70	Fire	Revive	Revive
Guard	60	1	10	70	None	None	Tonic
Hench	49	1	11	135	All	None	None
Hetake	14	1	3	16	None	None	Tonic
Jinn Bottle	97	2	34	50	All	Shield	None
Naga-Ette	60	1	8	80	Fire	None	None
Octoblush	80	1	28	35	All	None	None
Omicrone	218	1	22	55	None	None	Ether
Rolypoly	50	1	31	50	All	None	Heal
Tempurite	88	2	32	45	All	None	None

- Future: 2300 AD -

Name	HP	TP	EXP	G	Weak	Charm	Win
Acid	10	1	33	20	Lghtng	Barrier	None
Alkaline	9	1	45	40	Lghtng	None	None
Bug	89	1	26	0	None	Heal	None
Bugger	100	1	18	45	Lghtng	None	None
Crater	80	1	15	35	None	None	None
Debugger	120	1	24	600	Lghtng	None	None
Debuggest	1024	8	452	450	Lghtng	Elixir	Shield
Egder	160	1	18	0	All	None	None
Kraker	500	8	378	300	None	None	None
Laser Guard	400	8	346	120	None	Full Tonic	None
Macabre	582	6	427	500	Shadow	Full Ether	Ether
Meat Eater	75	1	19	60	Fire	None	Ether
Mutant	300	1	22	30	None	Full Tonic	None
Nereid	138	1	22	100	Li/Sh	Ether	None
Octopod	130	1	12	10	Lghtng	Mid Ether	None
Proto 2	128	1	22	50	Shadow	None	Tonic
Proto 3	256	1	33	50	Shadow	Full Tonic	None
Proto 4	1024	8	477	800	Lghtng	Elixir	Barrier
Rat	45	1	18	0	Shadow	None	None
Shadow	1	1	14	50	All	None	None

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VIII. Endings and the Extras Mode  
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Chrono Trigger was one of the first games ever to have more than 12 different endings, and the way you accessed them was ingenious. The New Game +, an idea exclusive to the Chrono series, formed the basis for getting most of the extra endings; however, in the original game, you didn't get anything for finding these endings except for the satisfaction of, well, finding them. That has changed with the PlayStation version's "Extras Mode"; while you start with a very paltry amount of Extras, finding these extra Endings will open up new Extras for you to play around with. In the following section I'll explain the System File, New Game + and the Extras Mode, and then I'll list all of the game's different endings, along with how to access them and what Extras they open up. Remember, most of this can't be done until you've completed the game once, so do that first!

I seriously recommend that you read all of the following if you have questions about how to go about doing all this. If you don't, you could end up screwing yourself over by not saving a System File, etc.

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- The System File -

New to Chrono Trigger PSX, the System File is what keeps track of the Endings and subsequent Extras you've unlocked. Your game save(s) alone WILL NOT DO THIS, so it's very important to create a System File when prompted to do so! You won't have to worry about this until you complete the game the first time, but when that time comes, make sure that you have one free block of memory available (blocks taken up with CT game saves don't count), or else you'll have to turn off the game, make room on your card, and then reload your save from before you finished the game and defeat the final boss all over again! Oh, and in case you were wondering, you'll only need one System File to save all the Extras you unlock. As with a normal game save, when you unlock more Extras, simply create a new System File on the same card your old one existed on and you'll overwrite it, and you won't lose a thing. Remember - unless you make a System File, you cannot save any of the new Extras you unlock.

- New Game + -

The New Game +, an idea pioneered by Chrono Trigger (and STILL, no other RPG besides Chrono Cross has managed to do it as well), allows you to begin a new game with all the character stats, items, weapons, armor, and accessories you had at the end of your last game after you have completed the game once. This means that if Crono was at Level 55 with the Rainbow, Moon Armor, Vigil Hat, and Prism Specs equipped at the end of the game, you can start with all these sweet stats and equipment - as well as everything else you had - at the beginning of your New Game +. All Single, Dual, and Triple Techs that were learned in the previous game will be carried over as well and will not have to be learned again. There are a few exceptions, however: story-related weapons like the Masamune will not be in your inventory for obvious reasons, which means that if you sold off Frog's other swords for Gold in your last game, he'll be stuck with the Bronze Edge again when you recruit him. Similarly, story items like the Pendant will be gone, so you won't be able to open the black treasure chests immediately.

The main difference between a New Game and New Game +, though, is that you can challenge Lavos at any time during the story in a New Game +, which is the primary reason you keep your stats and equipment from the first game! There is now a small

shining point in the right pod of Lucca's Telepod machine at the Millennial Fair. Examine it, and it will turn out to be a greenish time gate that will take your current party straight to the Lavos Shell. Depending on where you are in the story when you defeat it, Lavos, and the Lavos Core, you'll get one of 12 different Endings. If you lose, you'll get the usual "Day of Lavos" apocalypse ending. The coolest thing about all of this is that you don't have to start another New Game + for each new Ending you want to get. Simply save the game before going to fight Lavos, and when you get the Ending and save it to your System File, and you can reload your save from before you fought Lavos and continue the game as normal and get the next Ending. Remember, you can ONLY get 10 of the Endings by playing a New Game +!

One more thing: finding the New Game + option after it's been opened up is a little weird in the PSX version (unlike the SNES version, where it was easy to see in the game's single file select screen). To find it, choose the Memory Card your completed Chrono Trigger game is saved in, and you'll see the new option "New Game +" at the top of the screen, above File 1. Choose it, and then load your completed game (it will be entitled "The Final Battle"), and you're ready to go! Also, be sure not to save over your first completed game when you go to save your New Game +; save it to a different block.

#### - The Extras Mode -

In the Extras Mode, you'll find all sorts of goodies that flesh out everything Chrono Trigger. There are eight different sections in all, but you won't always open a new one up by getting another Ending; sometimes you'll open up more extras WITHIN one of the sections you've already opened! (Yes, there really is that much here.) Here, I'll give you a quick synopsis of the stuff you can expect to eventually open up here:

Theater: Available from the start. This allows you to view any of the game's anime movies any time you want. At first, only Movie 1 ("Our Planet's Dream," the opening) will be available. Finishing the game once will open up Movies 2 and 4-11. Finishing the game a second time, regardless of which ending you see, will open up Movies 3 and 12.

Music Box: Available from the start. This allows you to listen to any of Yasunori Mitsuda's 69 different compositions for the game, including two unused ones and the three new Extras Mode ones! At first, only Tracks 1-10 will be available for play; getting more Endings will unlock more.

Monster Data: Displays in-depth data for almost every enemy in the game, including a picture, HP, weaknesses, strengths, immunities, EXP, G, items won and stolen, and a Tech List (you'll have to see this for yourself; it's really awesome). Enemies are separated by time period (Prehistoric, Dark Ages, Middle Ages, Present, Future) and location (Guardia Forest, Lab 16, etc.). Only one time period's monsters will be available when you unlock this; get more Endings to unlock more time periods.

Endings: Lists all 12 of the game's unlockable Endings, along with a picture from each of them and tips on getting that Ending and others. This section is opened up upon finishing the game once, and other Endings will be unlocked as you get them. Once you open up all the Endings here, you'll be able to read each Ending's separate viewing conditions and some comments on the Endings themselves. A few of them are hilarious ("this Ending is sooooooo cool!!").

Art Gallery: This section holds 16 separate pieces of original artwork of the characters and cels from the game's anime scenes! Even cooler is that all of the pictures here are displayed in high resolution, and can be zoomed in on (in lo-res) and explored! All the pictures will be available when you unlock this section.

Tech Showcase: Displays data for every Single, Dual, and Triple Tech in the game, including a picture, the character(s) that use them, the Techs that are required for them to be learned (for Dual and Triple Techs), and the MP cost for each character involved. Techs are separated by type (Single, Dual, Triple), and only one type will be available when you unlock this section. Getting more Endings will eventually unlock the other two types.

Boss Data: Displays extensive data for every single Boss in the game, including including a picture, name, HP, EXP, TP, G, weaknesses, strengths, immunities, items won and stolen, Tech lists, and even a battle strategy for each one! Mine are much better and more in-depth, but it's kind of cool to get strategies from the guys that created the game... even if they do kind of suck. Anyway, all of the Boss Data will be immediately accessible upon opening this section.

Treasure Map: Easily one of the most awesome features ever in gaming history, this section allows you to guide the pointer over all the areas in the game (eventually), and scope out all of the treasure chests that you missed. When you highlight a chest, its contents are immediately displayed onscreen, and you can press X to immediately go to the given treasure in the included Item/Weapon/Armor/Helmet/Accessory Lists, telling you exactly what it does, where else it can be found, where it can be bought (if applicable), and who can equip it. Additionally, the lists explain how to obtain rare Weapons and Armor like the Rainbow and Prism Dress, and Accessories like those hard-to-find Rocks. It's really hard to explain well, but trust me, it's DAMN COOL. The maps are separated by time period and location. Only one or two time periods will be available upon opening this; you can open up more time periods and locations by getting more Endings.

- The Endings -

Now I'll provide an in-depth look at how to get all 12 different Endings so you can unlock all that cool stuff you just read about! Remember, Endings 3-12 can ONLY be achieved in a New Game +, and you get to Lavos by examining the right pod of Lucca's Telepod machine at the Millennial Fair.

#### 1. Beyond Time

Extras Unlocked: New Game +, Endings Menu, Ending 1 in the Endings Menu

To Get It: Play the game all the way through and finish it the real way: after reviving Crono and completing all of the sidequests.

This is Chrono Trigger's main, story-resolving (well, somewhat) ending. In it, the Moonlight Parade goes on as planned, and the party has a tearful goodbye as the characters go back to their own time periods. However, Crono's Mom happens to chase his cat(s) into the time gate, which closes permanently thereafter, and so Crono, Marle and Lucca pursue her throughout the various time periods, which shows us what all the characters are doing now that Lavos has been defeated and time has been saved. Beware: this Ending is tear-invoking, mainly because of the beautiful ending song, "To Far Away Times."

#### 2. Reunion

Extras Unlocked: New Game +, Present Monster Data, Art Gallery, Ending 2 in the Endings Menu

To Get It: Play the game all the way through and finish it normally, but do not revive Crono. You can still do the other sidequests, though.

This Ending is very similar to Beyond Time, but a lot more depressing. In it, all the characters (sans Crono, of course, who's still dead) are transported back to the End of Time after Lavos' defeat. Due to that, the time gates are closing fast, and while Marle and Lucca think that they're going to now go on the quest to revive Crono, they're surprisingly mistaken. Frog, Robo, Ayla, and of course Magus all

decide that it's more important for them to get back to their own timelines and lives, leaving a heartbroken Marle and a somewhat unsurprised Lucca alone to go home. So Marle goes to the Moonlight Parade alone, and eventually meets up with Lucca in front of the Telepod. To their surprise, the whole party (not Crono) and Gaspar all explode out of a time gate, and explain that he holds the key to reviving Crono because of his Chrono Trigger. However, Gaspar is agitated by Ayla's pestering to hand over the Chrono Trigger, and escapes the group. Everyone except Lucca and Marle manage to follow him, but they use the Epoch to catch up with them. Unfortunately, the Ending goes on as normal here, with all the characters returning to their timelines... so it seems they gave up on reviving Crono after all. Depressing. However, at the very end of it all, Marle is shown standing on what appears to be the summit of Death Peak, and she suddenly sees Crono's shadow, and runs toward it... and then we cut to some original artwork showing Crono and Marle sitting together on the peak and smiling. Very, very uplifting in the end!

### 3. The Dream Project

Extras Unlocked: Middle Ages Monster Data, Triple Techs in Tech Showcase, Ending 3 in the Endings Menu

To Get It: Defeat Lavos after Marle joins up with Crono at the Millennial Fair, but before she gets thrown into 600 AD by the Telepod.

Possibly the coolest ending idea ever in gaming history, this Ending transports Crono and Marle to the End of Time, where you can now talk with all of the game's developers! They all have interesting, weird, and downright frightening things to say, and it's all extremely entertaining. Remember to check out all nine light pillars and walk around to the outside of the main area! You can get to the Magus statue on the left side of the main area by moving to the leftmost wall and examining it. Once you're through making the rounds, talk to the Old Man again to open the northern door to the Dream Team. Talk to them to get more entertaining messages (especially Nobuo Uematsu's - heh!) and the credits will roll.

### 4. The Successor of Guardia

Extras Unlocked: Future Monster Data, Single Techs in Tech Showcase, Ending 4 in the Endings Menu

To Get It: Defeat Lavos after rescuing Queen Leene from Yakra in 600 AD and returning to 1000 AD, but before Crono takes Marle home and experiences the trial.

This is an interesting Ending. Once Lavos has been defeated, Crono and Marle are transported back to the Millennial Fair in front of the Telepod. Everything seems normal... that is, until you start talking to people! All the fairgoers have changed their attitude toward Marle and they now ribbit after they talk. To find out what's going on, Marle goes to visit her father in Guardia Castle, where he says he's found an old family album. They open it, and we see who Marle apparently had an affair with...

### 5. Good Night

Extras Unlocked: Music Box Tracks 11-20, Dark Ages 1 (After the Fall, Blackbird) and End of Time Treasure Maps, Ending 5 in the Endings Menu

To Get It: Defeat Lavos after going back to Truce Village through Heckran Cave, but before the battle with Zombor at Zenan Bridge in 600 AD.

Easily the most boring of all the Endings and perfectly named, this Ending consists of a Nu, a frog, and a Kilwala playing around while the game's credits appear. There are a few genuinely hilarious moments, but overall the name says it all: "good night!"

### 6. Legendary Hero

Extras Unlocked: Music Box Tracks 21-30, Dark Ages Monster Data, Ending 6 in the Endings Menu

To Get It: Defeat Lavos after killing Zombor (as the case may be), but before receiving the Hero Medal from Tata at the Denadoro Mountains.

This is an entertaining Ending in which two separate things happen. We see Robo get transported to 2300 AD's peaceful future since Lavos was just destroyed, where he meets and bumps into Atropos in front of Leene's Bell, exactly like how Crono first met Marle! Then we see the two lovebirds sitting on the same cliff seen in the Beyond Time ending... and it only gets more entertaining from here. Cut to Guardia Castle in 600 AD, where a meeting about the defeat of Magus is being held. The Legendary Hero, Tata, heads to Magus' Castle alone. We see him confront a party of monsters before finally reaching Magus. But he doesn't find Magus - he finds Crono sitting on Magus' throne, with Marle and Lucca in front of him, weapons drawn! The credits roll in between all of these scenes, and that's about it. Very weird...

#### 7. The Unknown Past

Extras Unlocked: Music Box Tracks 31-40, Present Treasure Maps, Ending 7 in the Endings Menu

To Get It: Defeat Lavos after receiving the Hero Medal from Tata, but before going to 65000000 BC for the first time.

This Ending focuses on the effect of defeating Lavos before experiencing all the events of two entire time periods (65000000 BC and 12000 BC). The Epoch's Theme plays as Crono, Marle, and Lucca are transported back to Medina Village in 1000 AD. The heroic trio laughs at the imps' shock of them coming out of the closet, and then run out together. Now we go to 65000000 BC and see Kino and two Ioka Village tribesmen pursuing some Reptites. However, the Repties form a larger army and chase Kino and co. away... but then the entire Reptite army is chased off by Ayla alone! Then we see the Knight Captain and his army preparing to storm Magus' Castle in 600 AD, while Magus himself is standing on a cliff with Ozzie, Flea and Slash. Finally, we see Frog hopping away from his home in the Cursed Woods, presumably having realized that he is the true Hero and that he must avenge Cyrus by finding the Masamune and slaying Magus. As with Ending 6, the credits roll in between all of these scenes. An interesting Ending, if nothing else.

#### 8. People of the Times

Extras Unlocked: Music Box Tracks 41-50, Middle Ages Treasure Maps, Ending 8 in the Endings Menu

To Get It: Defeat Lavos after beating Nizbel and recovering the Gate Key from Azala, but before you take the Dreamstone to Melchior to repair the Masamune.

In this Ending, all of the important and semi-important non-playable characters (NPCs) in the game appear among the credits. No one is forgotten, not even Alfador! The End of Time theme plays in the background, and finally the words "The End" appear along with Schala and Marle's Pendant. Needless to say, this isn't the most interesting of the Endings, but it's kinda fun.

#### 9. The Oath

Extras Unlocked: Music Box Tracks 51-60, Ending 9 in the Endings Menu

To Get It: Defeat Lavos after Frog opens the Magic Cave with the Masamune, but before storming Magus's Castle.

This is easily one of the coolest Endings in the game; the only bad thing about it is the paltry amount of Extras it opens. It starts off in Lucca's House, where the gang - minus Ayla, of course - is relaxing... well, somewhat. While Crono is sound asleep against the wall, snoring and all, Lucca herself is making some repairs on Robo and comments on how stubborn his systems are, while Robo apologizes even though Lucca tells him that it's not his fault at all, but the fault of the humans who made him into a weapon. Lucca then comments on how they should make that "fool" Crono help them, but before she can turn her words into actions, Marle

enters the room and tells her that since Crono fought long and hard, they should let him sleep. (Awww. ^\_^) At this point, Frog, who has been silent but present all this time, starts to exit the room. He tells the party that he has to take care of some business, and hops off. Cut to Magus's Castle, where Flea and Slash scoff at an unknown character before they're presumably defeated. Eventually this character reaches Ozzie, who freaks out before being slain. Here we learn that it's (obviously) Frog, who's gone to defeat Magus by himself. He approaches Magus, and the two have a showdown conversation in a truly climatic fashion, and leap at each other before the screen goes white and the credits start rolling (DAMN you Square!). Magus' Theme plays while the credits scroll, but that's not all - you can hear all the sound effects from the duel, like Frog's Masamune strikes and Magus' spells! And at the end of it all, a caped figure - it could be either combatant, but it looks mostly like Frog - is shown standing on the very top of Magus's Castle, in front of the moon. You must see this one for yourself to see how cool it is!

#### 10. Dino Age

Extras Unlocked: Prehistoric Monster Data, Future Treasure Maps, Ending 10 in the Endings Menu

To Get It: Defeat Lavos after beating Magus and being transported to 65000000 BC, but before going to the Tyrano Lair. You can get back to 1000 AD by using the time gate in the Mystic Mountains.

In this Ending, the Moonlight Parade theme plays while Crono is woken up on the day of the Millennial Fair, just as in the beginning of the game... but it turns out that he and his mother are Reptites! Crono eventually makes his way to a cafe and then to the Millennial Fair, and we see that EVERYONE is a Reptite - even Marle, when he inevitably bumps into her! It seems that since Lavos was defeated before the party beat the Black Tyrano, Ayla alone wasn't able to overcome Azala, and the Reptites were victorious over her and her tribe... as unrealistic as that seems. (I mean, yeah right... Ayla would kick their ASSES, with or without Crono.) Anyway, I thought this one was slightly boring overall...

#### 11. What the Prophet Seeks...

Extras Unlocked: Dual Techs in Tech Showcase, Prehistoric Treasure Maps, Ending 11 in the Endings Menu

To Get It: Defeat Lavos after the fall of Azala and the Black Tyrano, but before Schala opens the sealed door in Zeal Palace with her Pendant.

This is a weird ending that doesn't really go much of anywhere. Basically, it shows what Magus, as the Prophet, is seeking to do in 12000 BC, which we already know. As the credits roll to Magus' Theme, the game cuts between these scenes of Magus earning Queen Zeal's trust and seeking out Lavos in the Ocean Palace, and various scenes of Crono, Marle, Lucca, Robo, Ayla, and Frog enjoying their newly-earned peace. In one scene at the Millennial Fair, Lucca is dancing with a Nu while Ayla gets drunk and starts dancing on tables... and in another one at Crono's House, Crono is asleep on the floor (what else is new?) while something Lucca is cooking starts burning on the stove, which causes Crono's Mom to freak out. Back in 600 AD, Frog celebrates his victory over Magus in a cafe. It should be noted, however, that this Ending contains one of the coolest quotes in gaming history (Magus says it at the end of this Ending). I won't spoil it, but you should see this Ending just for that...

#### 12. A Slide Show?

Extras Unlocked: Music Box Tracks 61-69, Boss Data, Dark Ages 2 (Terra Continent, Zeal Realm) Treasure Maps, Ending 12 in the Endings Menu

To Get It: Defeat Lavos after watching Schala open the sealed door in Zeal Palace, but before going to the Mammon Machine to power Marle's Pendant up.

This one's my favorite of all the extra Endings - it's just hilarious. "The End"

immediately appears, but Lucca and Marle have something to say about that, and call for a slide show to reminisce about all the adventures they've had with the party. It's not long, though, before this "slide show" turns into Lucca and Marle actually rating all the guys in the game on their looks and personalities! The guys rated range from the Millennial Fair's Steel Runner to Kino, and Marle and Lucca both have a lot of hilarious stuff to say about all of them and to each other. But even this isn't the best part! Just as the girls are getting a little TOO carried away, Crono rushes onscreen, confronts them, and SPEAKS TO THEM! He actually asks them what they're doing, and that he thought this was only supposed to be an innocent little "slide show." The three talk for awhile longer before deciding to go back to the present for the final time, and that's when "The End" appears for good. I just can't get over the fact that Crono actually DOES talk...!

- Special! How to Beat Lavos with Only Crono and Marle -

As you've probably already noticed, you'll have to beat Lavos with only Crono and Marle if you want to view Endings 3 and 4. This sounds nigh impossible, but it's not. It is very tough however, and that's why I included to write up a little strategy on how I did it. Below are my levels and equipment:

Crono, Level 53

Weapon: Rainbow

Armor: Nova Armor (for status protection)

Helmet: Haste Helmet

Accessory: Prism Specs

Marle, Level 51

Weapon: Valkerye (it doesn't really matter, though)

Armor: Zodiac Cape

Helmet: Safe Helmet

Accessory: Dash Ring (due to her low Speed)

If this is your first time attempting this, you may want to set the Battle Speed to Wait, in order to give yourself time to make intelligent moves. You MUST HAVE a good number of Mega Elixirs and Heals to do this!

Lavos Shell: This no problem - use Ice Sword 2 repeatedly (each hit should case 3000+ damage) and it'll go down without much of a problem. Its attacks shouldn't be anywhere near lethal.

Lavos: Have Crono cast Luminaire repeatedly to take out the Arms in six to seven turns. Have Marle on standby to use Mega Elixirs as needed. With my setup, Marle will get inflicted with Chaos when Lavos uses Obstacle, so make sure Crono uses a Heal when this happens. Keep your HP above 500, as Shadow Doom Blaze can sometimes cause that much damage. Once the Arms are gone, use Ice Sword 2 on the Body repeatedly. One of your characters will definitely get hit with Protective Seal - hope that it's Marle, who doesn't have status protection anyway, or else the next battle will be all up to luck.

Lavos Core: This is where it gets tricky. First have Crono use Confuse on the Left Bit to take it out immediately (thank you Rainbow and Prism Specs!), effectively stopping the Protective Seal spell. Then have Crono cast Luminaire repeatedly to damage both the Lavos Core and Center Bit at the same time for big damage (2700-2800), so you can take out the Center Bit before long. Marle's Ice 2 can do around 600-700 extra damage, but it's wiser to have her on Mega Elixir standby for when the Center Bit inevitably uses something nice like Grand Stone or Dreamless. (By the way, Grand Stone will kill Marle in one shot if she doesn't have the Safe Helmet equipped. =) Once the Center Bit is gone, LET LOOSE with repeated Ice

Sword 2s on the Lavos Core until it casts Active Life and revives its buddies... then repeat the process. The only thing that can truly muck up your battle - and it happens a lot more often than you'd think - is if Crono has been hit with Protective Seal in this or the last battle, and then the Center Bit uses Spell. If this happens, both Crono and Marle will be nailed with status effects. If you're lucky, it'll be something somewhat tame like Sleep or Poison (which can actually be dangerous on Crono, due to its decreasing his attack power). Chaos is all right too. But more often than not, this will cause Stop to one or both characters, and if that happens to Crono, you're probably screwed... and if it happens to both heroes, you're DEFINITELY screwed (and the "Lavos Wins" Ending doesn't open anything up... sorry, buddy ;). If Marle can survive until her next turn, MAKE SURE to have her use a Heal on Crono, and then follow up with a Mega Elixir... but she probably won't, because the Center Bit just loves to follow up Spell with Grand Stone from my experiences. Also, make sure to use a Heal on Crono if he's Poisoned, because this status, while not immediately lethal, will prevent Crono from taking out the Left Bit with only one Confuse, and that's instrumental in this battle. In any case, good luck - the Endings are worth it!

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## IX. Conclusion

Finally, I'm done... whew! I had myself one hell of a good time writing this, so I hope you found it extremely useful while playing Chrono Trigger. As usual, if you have any RPG questions, please feel free to E-mail me at LightRanma@aol.com, but know that it could be up to two weeks (it's usually a day or two, though) before you get a response (I have a lot more to do than to watch my E-mail all day ;). And remember, no Instant Messages! So, as one of Chrono Trigger's programmers would say... "see you again same time, new game!"... or in this case, new FAQ! Seeya!

---

## X. Thanks

I'd like to thank the following entites for their help in writing this FAQ and also just 'cause I hold them in high esteem:

- Square Soft, for making this magnificent masterpiece, and doing it even better the second time around
- Yasunori Mitsuda, for this classic, timeless soundtrack (no pun intended)
- BradyGAMES' Final Fantasy Chronicles Official Strategy Guide, for HP/TP/EXP/Weakness, etc. data

Chrono Trigger would not be such a magnificent experience - and this FAQ would not have been possible - without these guys. Bring us some more news on the third Chrono game, Square!

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"At this rate, you too will meet a hideous fate... just like that poor fool, Crono!"

"How dare you...! It's because of YOU that Crono's gone!"

"He's history! Play with fire and you get burned."

"What an arrogant pig!!"

"You wish to fight me...?"

~ Magus and Marle, Chrono Trigger

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