

# Chrono Trigger FAQ/Walkthrough

by Meowthnum1

Updated to v7.5 on Jan 6, 2004

This walkthrough was originally written for Chrono Trigger on the SNES, but the walkthrough is still applicable to the PSX version of the game.

"Freeze frame!" - "Freeze Frame" - The J. Geils Band

```

&%%!
  !%! &%#%&
    ! !%%&&&@%& %&% &#& !%!!      &#&!   %%!   %%%   &#&
  % %%#%&&%&%@& &#& %%# &%&%%   &&@&@#@   ###! !#@   #####
% @@@@@@&#@##&# &@# @%@ %& %&# !#%!   %@@%#### %#@ #&#   %###
& #@@@@@%      &&@! @#& &% &%# &@&   &#@#####&%#####!   !##
! #&#!%        %%@@&@&#% #@&#& @#!   #&###@#!####   ##
% !#%&%       %%#!!@@% @#%@## @@&   %###&% #####!   ##
###!%         %%% %&% @# %#@ @&#   &##!@&% &##@ ###   ###%
& @@@#        &&% %&& %% @@ %&#&&#&# @&! @## #####!
.#.#. ! &@%!   @&% &&& &! %&& %&##% &&& !&& !#@#%
#IX# <=====
*##*  %@@#   ||   !&#@@@@@!
& %@@#   ||#####&!% ## @@! %@   !#&%   &@@@@@
% %@&&   #####   ## #@ #& !@@@@   %&#@@@@&@@@@
%@#&&   ###   &##   ## @#! %# @@   %!@@@@   %&@ @@ @@ !!
& #&@&%   ||   &##   !#@@##& #@ @@ @@! # @@@@@#% @@& @@@@@@&
&@!@@!   ||   ##!   ##@@# &# @@ @@   &@!   @@%@@@@!%@@!
% &%&#&#& ||%!   ##   %%% @@ @@&@ !@@@   @@   %@@@
& %&&#&#% ||%   ###   ## @@ !# @@ #@@ @#! #@& !## @@@
! %@&@@@|&&   ###   #! @@ @#%@@ @% %%@@ @@@@@@! @@@%
% @#@#||#&   %&% !&#% #@ # @@@ @& @@ @@   @@@
!   ||   !% #@ @@@@@@% %@ @@ @@ @!
      ||   %###%@@&! @@ @@!#@@@@#&
      \/   &@@@@@ @@@@@#%
.#.#.   !
#VI#
*##*
```

Do I really need to tell you that the ASCII art was brought to you by the great Atom Edge?

```
+-----+
|
| Chrono Trigger
| For the Super Nintendo Entertainment System
| FAQ/Walkthrough
| By Meowthnum1 (meowthnum1@meowthnum1.com)
| Last Updated: 1/6/03
| Version 7.5
|
+-----+
```

## Table of Contents:

- I. Introduction
  - 1.01: Table of Contents

1.02:	Introduction		
1.03:	Dedication		
II.	Basics		
2.01:	Controls		
2.02:	Combat		
2.03:	Characters		
2.04:	Story		
2.05:	Time Periods		
2.06:	Menu		
III.	Walkthrough		
3.01:	The Millennial Fair	- 1000	AD
3.02:	The Queen Returns	- 600	AD
3.03:	The Queen is Gone	- 600	AD
3.04:	We're Back	- 1000	AD
3.05:	The Trial	- 1000	AD
3.06:	Beyond the Ruins	- 2300	AD
3.07:	The Factory Ruins	- 2300	AD
3.08:	The End of Time	- N/A	N/A
3.09:	The Village of Magic	- 1000	AD
3.10:	The Hero Appears	- 600	AD
3.11:	Tata and the Frog	- 600	AD
3.12:	The Rare Red Rock	- 65,000,000	BC
3.13:	Footsteps! Follow!	- 65,000,000	BC
3.14:	The Masamune!	- 600	AD
3.15:	Magus's Castle	- 600	AD
3.16:	Forward to the Past	- 65,000,000	BC
3.17:	Unnatural Selection?	- 65,000,000	BC
3.18:	The Magic Realm	- 12,000	BC
3.19:	Break the Seal!	- 65,000,000	BC
3.20:	The Guru on Mt. Woe	- 12,000	BC
3.21:	What Lies Beyond?	- 12,000	BC
3.22:	Lavos Beckons	- 12,000	BC
3.23:	The New King	- 12,000	BC
3.24:	The Time Egg	- 2300	AD
3.25:	The Fated Hour	- N/A	N/A
3.26:	The Ghost of Cyrus	- 600/1000	AD
3.27:	Ozzie's Fort	- 600	AD
3.28:	The Sun Stone	- All	AD/BC
3.29:	The Origin of Machines	- 2300	AD
3.30:	The Rainbow Shell	- 600/1000	AD
3.31:	Saving a Forest	- 600/1000	AD
3.32:	The Black Omen	- 12,000-1000	BC/AD
3.33:	THE FINAL BATTLE	- 1999	AD
IV.	Appendices		
4.01:	Tech Lists		
4.02:	Shop List		
4.03:	Weapon List		
4.04:	Armor List		
4.05:	Accessory List		
4.06:	Item List		
4.07:	Bosses		
4.08:	Bestiary		
4.09:	Charm List		
4.10:	New Game +		
4.11:	PSX Differences		
4.12:	Beta Version Info		
4.13:	Mechanics		
V.	Endings		
5.01:	Beyond Time		
5.02:	Reunion		

- 5.03: The Dream Project
- 5.04: The Successor of Guardia
- 5.05: Good Night
- 5.06: Legendary Hero
- 5.07: The Unknown Past
- 5.08: People of the Times
- 5.09: The Oath
- 5.10: Dino Age
- 5.11: What the Prophet Seeks...
- 5.12: A Slide Show?

VI. Last Words

- 6.01: Copyright Information
- 6.02: Revision History
- 6.03: Credits
- 6.04: I'm running out of exit phrases

-----

I. Introduction

-----

0~~~~~0  
| 1.01: Table of Contents |  
0~~~~~0

"The only things that are infinite are the universe and human stupidity, and I am not sure about the former." - Einstein.

0~~~~~0  
| 1.02: Introduction |  
0~~~~~0

This game, by many people's standards, sets the stage for an RPG. This game is truly wonderful, and has been remade on the Playstation. It is in a collection called Final Fantasy Chronicles. This game also comes with Final Fantasy IV. It has nice, new anime cut-scenes. Also it has terrible loading times (which, at times, are quite funny. When Marle is in your party, and you win, she just floats there). But I digress. I would go in to this long story as to how I started with this game, but do you really care?

0~~~~~0  
| 1.03: Dedication |  
0~~~~~0

As much as I would have liked to give him a better dedication, this guide is dedicated to one of the best known writers on the site - Devin Morgan. Devin and I have gone through some tough times, but he's really cool now. You can find his name by a guide for pretty much any game you could possibly want to play - and then some. He rocks and is one of the cooler people I know online.

-----

II. Basics

-----

0~~~~~0

| 2.01: Controls |  
0=~=~=~=~=~=~=~0

Not like RPG controls are that hard.

```
-----  
| Button | Function |  
|-----|-----|  
| A | Confirm, Enter a place |  
| B | Dash; cancel |  
| Y | Switch battle screen sides |  
| X | Bring up menu |  
| Start | Pause |  
| Select | View World Map |  
| L | Hold with R to attempt to run from battle |  
| R | Hold with L to attempt to run from battle |  
| Control Pad | Move |  
-----
```

0=~=~=~=~=~=~=~0  
| 2.02: Combat |  
0=~=~=~=~=~=~=~0

I shall now explain the basics of combat. If you set the game to active at the beginning of the game, your opponent will attack randomly. However, if you set it to wait, they will attack before or after you, depending on their speed. You have to wait for your bar to the right of your character's name to fill up. At the beginning, you can choose to ATTACK (with your weapon), use a TECH (a special move), or ITEM (use an item). Choose the one you wish to use. When you use it, it will cause the enemy to lose HP. When the enemy is out of HP, it dies. If more than one character's speed bar is filled up, TECH is replaced by COMB. This allows you to do a dual or triple tech, which are much more effective.

There are also status abnormalities that can be inflicted on you:

- Poison : Your HP slowly goes down, and your attacks are weaker
- Sleep : You cannot attack, and your defense is weak.
- Blind : Lowers the chance that your attack will hit
- Stop : Can't attack or use items
- Slow : Lowers the time between your attacks
- Chaos : Your character attacks a random person, be it friend or foe
- Lock : Can't use techs

You can go to the Mayor's Manor in Truce Village to learn more. After battle, you will receive some experience points (if you acquire enough, you'll gain a level) and tech points. When you have a certain amount of tech points, you will learn a new tech. Back to the battle basics, though.

```
-----  
|Hetake |  
|-----|  
| |  
| B A T T L E S C R E E N |  
| |  
| |  
| > |  
| |  
|-----|  
|>Att. | | | Crono 99 : 12 =====|
```

```

| Tech | | | Marle 100: 13 ===== |
| Item | | | Lucca 99 : 9 = |
-----

```

Here we see a typical battle screen. Crono's status bar is full, while the other two are still low. So, we choose attack. Crono will attack with his sword. Just use your imagination here about that Hetake, folks. I can't draw.

```

-----
|
|
|
|           B A T T L E           S C R E E N
|
|
|
|
|-----|
|   |   |   |   | Crono 99 : 12 |
|   |   |   |   | Marle 100: 13  ===== |
|   |   |   |   | Lucca 99 : 9   === |
|-----|
-----

```

Note how now, Crono's bar is down, while the other two are still filling up. This indicates that Crono has indeed used a move, and being human, has to rest after one swing of his sword. And that "B A T T L E S C R E E N" doesn't EVEN look centered. Also take note of the fact that if the characters do not have a full bar, the attack menu will not come up.

```

-----
|
|
|
|           B A T T L E           S C R E E N
|
|
|
|
|-----|
|   | Att. | Att. |   | Crono 99 : 12   === |
|   |>Comb |>Comb |   | Marle 100: 13  ===== |
|   | Item | Item |   | Lucca 99 : 9   ===== |
|-----|
-----

```

Okay, let's try a dual tech. They are on the tech select screen. This can only be done when both characters have a full stamina bar.

```

-----
|
|
|
|           B A T T L E           S C R E E N
|
|   >   >
|   >
|
|-----|
| <double tech> |   | Crono 99 : 12   ===== |
| >Antipode     |   | Marle 100: 11  ===== |
|               |   | Lucca 99 : 6   ===== |
|-----|

```

Choose Antipode, and watch as the enemy is attacked. Note how Crono's bar is now full. Also take note of the fact that this attack hurts all enemies. Some will attack all foes; some will attack one.

```
-----  
|  
|  
|  
|           B A T T L E           S C R E E N  
|  
|  
|  
|-----|  
| Att.  |      |      | Crono 99 : 12   =====  
|>Tech |      |      | Marle 100: 11  =====  
| Item  |      |      | Lucca 99 : 6   =  
|-----|
```

Now we'll try a single tech. Select Tech from the menu

```
-----  
|  
|  
|           B A T T L E           S C R E E N  
|  
|  
|      >  
|  
|-----|  
| <Single Techs> | Crono 99 : 9   =====  
| Cyclone         | Marle 100: 11  =====  
| >Slash         | Lucca 99 : 6   ====  
|-----|
```

Choose Slash, and it'll attack an enemy that you pick.

```
-----  
|  
|  
|           B A T T L E           S C R E E N  
|  
|  
|  
|-----|  
| Att.  | Att.  | Att.  | Crono 99 : 9   =====  
|>Comb |>Comb |>Comb | Marle 100: 11  =====  
| Item  | Item  | Item  | Lucca 99 : 6   =====  
|-----|
```

Choose Combination. Go down past the single and double techs to select a triple tech

```
-----  
|  
|
```

```

|
|
|           B A T T L E           S C R E E N
|
|           >
|
|           >
|
|-----|
| Antipode          | Crono  99 : 3      | =====
| <Triple Techs>   | Marle 100: 9      | =====
| >Delta Storm     | Lucca  34 : 4      | =====
|-----|

```

Choose Delta Storm, and your triple tech will go to work. This costs MP from everyone, though. Also note how the enemy has attacked, so Lucca's HP went down. Remember, USE YOUR IMAGINATION!

```

|-----|
|
|
|           B A T T L E           S C R E E N
|
|
|
|
|
|-----|
| Att. |           |           | Crono  99 : 3      | =====
| Tech |           |           | Marle 100: 90     | =====
| Item |           |           | Lucca  34 : 4      | ==
|-----|

```

Repeat until you win your battle. Good job! Although with all the freakin' attacks we've used already, it's a surprise that nothing bad has happened. Like burning the forest, world hunger, Brian telling me to finish Donkey Kong Country 2 again, etc.. You now win Exp (experience points. Once you reach a certain amount, you will gain a level), Tech (tech points. When you collect a certain amount of these, you learn a new tech), and G (gold. Used to buy things).

```

0~::~~::~~::~~::~~::~~::~~0
| 2.03: Characters |
0~::~~::~~::~~::~~::~~::~~0

```

Techs are listed from the first tech you learn to the last; weapons are listed in order from least powerful to most powerful.

-<Crono>-

The lovable mute star of the game. He hails from Truce circa 1000 AD, uses Lightning magic, and wields a Katana sword. His attacks skills are quite good, and his magic is really good.

Techs:

```

|-----|
| Tech Name | Description | Target | MP |
|-----|-----|-----|----|
| Cyclone   | Spin-Cut nearby enemies | Circle | 2 |

```

Slash	Slash attack	Line	2
*Lightning	Attack using lightning	1 enemy	2
Spincut	2x Damage	1 enemy	4
*Lightning2	Strikes all enemies	All enemies	8
*Life	Bring ally back to life	1 Ally	10
Confuse	Attack enemy w/ confuse 4 times	1 enemy	12
*Luminaire	Ultimate damage on all enemies	All enemies	20

-<Marle>-

Actually Princess Nadia of Guardia. The love interest of the game. She can heal and she can use water magic. She uses the crossbow weapon. Her attack strength isn't that good, but her magic makes up for it.

Techs:

Tech Name	Description	Target	MP
Aura	Restore Ally's HP (some)	1 Ally	1
Provoke	Confuse Enemy	1 Enemy	1
*Ice	Attack enemy w/ Ice	1 Enemy	2
*Cure	Heal ally (more)	1 ally	2
*Haste	Cut ally's wait time by 1/2	1 ally	6
*Ice2	Damage all enemies w/ Ice	All enemies	8
*Cure2	Heal ally (full)	1 ally	5
*Life2	Revive and restore all HP	1 ally	15

-<Lucca>-

The genius of the game. If not for her, none of this would have happened. She uses a gun, and has Fire Magic.

Techs:

Tech Name	Description	Target	MP
Flame Toss	Hit all enemies on a line	Line	1
Hypno Wave	Put enemies to sleep	1 Enemy	1
*Fire	Fire Damage / one enemy	1 Enemy	2
Napalm	Damage enemies in bomb area	Circle	3
*Protect	Ups ally's physical defense	1 ally	6
*Fire2	Fire Damage / All enemies	All enemies	8
Mega Bomb	Damage enemies in bomb area	Circle	15
*Flare	Strongest Fire Magic Attack	All enemies	20

-<Frog>-

Once Glenn, squire of Sir Cyrus, the best knight of the Round Table. He was changed in to a frog in his confrontation with Magus, after watching his dear friend Cyrus killed. He uses Water magic and a broadsword.

Techs:

Tech Name	Description	Target	MP
-----------	-------------	--------	----



Slurp	Restore ally's HP (some)	1 ally	1
Slurp Cut	Snag and slash an enemy	1 enemy	2
*Water	Damage enemy w/ Water	1 enemy	2
*Heal	Restore allies' HP (more)	All Allies	2
Leap Slash	Leap Slash an enemy	1 enemy	4
*Water2	Damage all enemies w/ Water	All enemies	8
*Cure2	Restore ally's HP (full)	1 ally	5
Frog Squash	Low HP = greater damage	All enemies	15

--<Robo>--

AKA R-66Y. He comes from 2300 AD and Lucca repairs him. After being repaired, he decides to join. His lasers cause Shadow damage and he fights with his multiple arms. Yeah, and if you want an awesome song with lyrics about Robo, check out "TheIncredibleSingingRobot" by Star Salzman:  
<http://www.ocremix.org/detailmix.php?mixid=OCR00988>

Techs:

Tech Name	Description	Target	MP
Rocket Punch	Punch enemy	1 enemy	1
Cure Beam	Restore ally's HP (some)	1 ally	2
Laser Spin	Laser Spin / All enemies	All enemies	3
Robo Tackle	Tackle enemy	1 enemy	4
Heal Beam	Restore all allies HP (Some)	All allies	3
Uzzi Punch	Hit enemy w/ Multi-Punch	1 enemy	12
Area Bomb	Damage enemy w/ Melt beam	1 enemy	14
Shock	Damage all enemies w/Max Shock	All enemies	17

--<Ayla>--

The chief of the Ioka tribe in 65000000 BC. She has no magic, but is EXTREMELY STRONG. She uses her fists for attack. You cannot buy fists, so the only way to upgrade her strength is through gaining levels. However, as you gain levels, her fists will "change" (bronze/iron fist). The Iron Fist is gained at level 72 and the Bronze Fist, capable of dealing 9999 damage, is gained at level 99.

Techs:

Tech Name	Description	Target	MP
Kiss	HP (some) & Status restored	1 ally	1
Rollo Kick	Rollokick an enemy	1 enemy	2
Cat Attack	A savage cat attack	1 Enemy	3
Rock Throw	Stone an enemy	1 enemy	4
Charm	Steal from enemy	1 enemy	4
Tailspin	Damage enemies w/Tailspin	Circle	10
Dino Tail	Low HP = greater damage	All enemies	15
Triple Kick	Damage enemy w/ Triple Kick	1 enemy	20

--<Magus>--

The mysterious dark wizard who wishes to summon Lavos. As it turns out, he

is prince Janus of Zeal and is summoning Lavos for revenge. He wants to destroy Lavos. He uses a scythe, and shadow magic. His attack power isn't good, but his magic is awesome.

Techs:

Tech Name	Description	Target	MP
*Lightning2	Damage enemies w/ Lightning	All enemies	8
*Ice2	Damage enemies w/ Ice	All enemies	8
*Fire2	Damage enemies w/ Fire	All enemies	8
*Dark Bomb	Damage enemies w/ Dark Bomb	Circle	8
*Magic Wall	Ups ally's Mag. Def.	1 Ally	8
*Dark Mist	Damage enemies w/ Dark Mist	All enemies	10
*Black Hole	Power of Life/Death	All enemies	15
*Dark Matter	Black Magic damage	All enemies	20

0~~~~~0

| 2.04: Story |

0~~~~~0

As the story begins, a young lad named Crono sets off to have a good time at the Millennial Fair. He runs in to a young lady named Marle, and they decide to have a good time together. Crono and Marle go up to see Crono's friend's [Lucca] new invention-- a telepod. When Marle steps up to try out the Telepod, the pendant that she wears begins to glow and Marle disappears in to a large, blue vortex. Crono grabs the pendant and goes after her, a chick he has known for all of five minutes. Strong, silent, but he sure ain't the sharpest card in the deck.

0~~~~~0

| 2.05: Time Periods |

0~~~~~0

65,000,000 BC: The prehistoric age where the Apes and the Reptites are fighting. Kino and Ayla are here, and this is where Lavos comes down to the earth. But that's later. Between the Reptites and the apes, who will win?

12,000 BC : The Dark Ages, where the Kingdom of Zeal is. Schala, the princess, lives here, as well as her kid brother Janus. As it turns out, Janus is someone you know well. In this age, they find a new source of power...a dangerous one. Will it last?

600 AD : The Middle Ages. Here the kingdom of Guardia is at war with the Mystics. Frog is here, as well as Magus. Who will win between the Guardians and the Mystics?

1000 AD : The base time period of the game, as Crono, Marle, and Lucca hail from here. There is a Mystic village here. [insert witty, droll, obvious question here].

1999 AD : The apocalypse. Who will win between THE WORLD and THE EVIL THING? (\*cue dramatic music\*

2300 AD : The Future. This is a world that has been ruined following the apocoplyse. Robo is here, as well as the Mother Brain (no, not THAT Mother Brain).

```

0=~=~=~=~=~0
| 2.06: Menu |
0=~=~=~=~=~0

```

```

-----
| Crono LV25 | ----- Lightning | | |
| HP 254/302 | |Portrait| |
| MP 45/ 50 | | | Crono |
| 28 36 | ----- Level 25 |
|-----| |
| Frog LV24 | Lode Sword |
| HP 189/277 | Nova Armor |
| MP 24/ 55 | Bronze Helm |
| 24 32 | Power Ring |
|-----| |
| Robo LV26 | PWR. 32 SPD. 13|
| HP 334/334 | HIT 13 EVD. 11|
| MP 30/ 32 | MAG 32 STAM. 77|
| 23 DFP 34 | MDEF 50 |
|-----| |
| Time 4:54 | EXP 4731 |
| 556G | NEXT 112 |
-----

```

That is the character status screen. It allows you to equip/de-equip things, and view statuses (i.e., experience level, how many experience points needed to gain a level, etc.).

```

-----
| Use/Move Organize |
|-----|
| Increases attack |
|-----|
| |
|>Power Ring Wood Sword |
| Hide Tunic Katana |
| Bandana Robin Bow |
| Gold Ring Sage Bow |
| Gold Earring Plasma Gun |
| Gold Stud Air Gun |
| Wallet Silver Stud |
| Silver Earring Hide Cap |
| Silver Rock Black Rock |
| Gate Key Pendant |
|-----|

```

That is the Item Screen. You can use, move, or organize items.

```

-----
| |
|>pic Crono LV 8 | 1 2 3 |
| HP: 80/99 | |
| MP: 10/12 |-----|
| MP Used: 2 | >Cyclone |
| | Slash |
|Pic Marle LV 7 | |
| HP: 77/77 | |
| MP: 0/8 | |
| MP Used: | |

```

```

|                               |
|Pic  Lucca LV 9               |
|   HP: 44/48                 |
|   MP: 10/10                 |
|   MP Used:                   |-----|
|                               | Spin cut nearby enemies |
|-----|

```

Here you can view your techs, your next tech, etc.

The next screen, the options screen, is beyond possible explanation in a text guide. Or it's just me. Take your pick.

```

-----|
|   Crono LV 8                 |
|   HP: 70/70                 |
|   MP: 8/8                   |
|   8   16                    |
|-----|
|   Marle LV 8                 |
|   HP: 60/60                 |
|   MP: 7/7                   |
|   5   4                     |
|-----|
|   Lucca LV 9                 |
|   HP: 90/90                 |
|   MP: 9/9                   |
|   10  3                     |
|-----|
|   Exchange                   |
|-----|

```

When you're on the overworld map, or at a save point, you can use this to switch the order of your characters.

```

-----|
| 1 |           The Trial      |
|---|-----|
| 2 |           The Fated Hour |
|---|-----|
| 3 |           No Data      |
|---|-----|

```

This is the save screen.

### III. Walkthrough

This is a long game. For each chapter, I will outline what you'll be doing. At the beginning of a certain place, I will tell you the enemies you'll be facing, the bosses, the item, suggested level, and the name of the location. Let's get started! Please try to meet the suggested level guidelines. If you don't, go in to an area with enemies, and level up. Tips:

-If you cannot beat an enemy, level up

-If you want to find something, press Ctrl + F, and type in your query.

-If you find yourself losing a battle, remember that it is better to run away and fight another day.

-Give the author money.

-Always buy new equipment, and sell your old ones

-Have a lot of shelters

-Save often

-When I say recommended level, I mean that everyone (all 7) is supposed to be at that level.

Now let's get this thing going!

```
0~~~~~0  
| 3.01: The Millennial Fair - 1000 AD |  
0~~~~~0
```

- \*Explore and purchase
- \*Level up
- \*Meet Marle
- \*Gain Silver Points
- \*Go to 600 AD

```
=====  
Location: Truce, Porre  
Items: 200 G, Tonic, 100 G, 300 G, Shelter, 10 G  
Enemies: None  
Bosses: None  
Party: Crono  
Suggested Level: 1  
=====
```

When you start out, you can choose between Active and Wait battle options. If you're a beginner, choose wait. Then you are prompted to name your character. I'll use his default name for this guide, Crono. Your mother will wake you up, and then tell you to go downstairs. After she tells you that your inventor friend...then she forgets her name (now you name her; I will use her default name, Lucca). Talk to her again to get 200 G. Go out of the house. Go south to the Mayor's Manor. Talk to everyone, and open all of the chests to get a Tonic, 100G, and 300 G. Now go southwest, south down Zenan Bridge, and to the bottom of the continent. Go to the Mayor's house, and talk to him. He'll give you 10 G just for acting like a chicken. Go upstairs to get a Shelter. Now go back to Truce village (where Crono's house it), and go to Leene Square.

Go north past the first screen. You'll literally bump in to a girl. She'll drop her pendant. Talk to her first and then grab the pendant. Now talk to the girl again. She'll ask you if she can join you, and then you'll be prompted to name her (again, I'll use her default name of Marle). That must have been some kind of bump. Anyway, return to the previous screen and exit the fair.

Go to the forest near the large castle.

=====  
Location: Guardia Forest  
Items: Power Tab  
Enemies: Avian Chaos, Beetle, Hetake  
Bosses: None  
Party: Crono, Marle  
Suggested Level: 1  
=====

Here, we are going to gain some levels, which will turn out to be quite helpful. First go to the far right to get the Power Tab. Now, fight. Fight until Crono and Marle are at level 2. Go to Truce Inn, heal, and go back. Repeat this process until you have Crono's Cyclone and Slash techs, Marle's Aura and Provoke techs, and are at level 5. Heal, save, and go back to the fair.

=====  
Location: Leene Square  
Items: Pendant  
Enemies: Gato  
Bosses: None  
Party: Crono, Marle  
Suggested Level: 5  
=====

Okay, now it is time to earn some silver points. In the upper left part of the second screen, there is a fighting machine called Gato. Use him to your advantage. Not to mention you get a way cool song stuck in your head for the rest of the game.

#### -Mini Games-

Tent of Horrors: 10 points- For 10 points, three soldiers appear. They will identify themselves (Final Fantasy/Star Wars reference) and shuffle themselves around. You'll then have to identify one of them. You can win a Poyozo Doll or Cat Food.

40 points- For 40 points, you play a game where a clone of Crono comes out. You'll be told to mimic its actions. Do this, and you'll win a Crono Clone or Cat Food. \*NOTE\*: It's actually whoever is in front. You will get a clone of whoever is playing the game. Remember that you're mimicing him/her. If he/she raises the hand on your left side, you have to raise your right hand.

80 points- Your second character is falling in to the fire. You have to push three coins across the floor to knock the advancing monsters back to the exit. When you when, you get another cat at your house. Yay!

Ring the Bell : You are at a bell. You move closer and farther away from the bell. Press A when you are far from it to ring the bell. One silver point.

Race : There are four racers. Talk to the man in the tent to guess who will win. There is a man near a fence who will usually predict the winner of the race. 20 silver

points

Soda Drinking Contest : There is a man in the east section of the second part that challenges you to drink 8 sodas in 30 seconds. This is easy if you have a turbo controller. Five silver points.

Gato : You fight a robot named Gato that yields 15 silver points, one tech point ten experience points, and a song that you'll be singing for awhile.

Also, make sure:

- \*After bumping in to Marle, talk to her before getting the pendant
- \*When Melchior offers to purchase Marle's pendant, say no
- \*Don't eat the old man's lunch
- \*Lead the kitty back to the little girl by talking to it and having it follow you
- \*Wait patiently for Marle to select her candies

Go back to the first screen and buy an iron blade, two karate gis, and two bronze helms (if funds allow), and then talk to the boy sitting on the fountain. He tells you that Lucca's new machine is ready. So go to the third screen (all the way north). First, Marle wants candy. After you get it, go on. Talk to Lucca, and she'll volunteer you to test out her project. Stand on the left telepod, and you'll be transported to the right one (ooh...ah...). Now talk to Marle. She'll want to try it out too. She'll go on, and her pendant will react to the telepod. Suddenly a blue vortex appears out of nowhere, and sucks her in. She drops her pendant. After everyone leaves, grab the pendant. You're going to go find her. NOW!

```

0~~~~~0
| 3.02: The Queen Returns - 600 AD |
0~~~~~0

```

- \*Get out of Truce Canyon
- \*Go to Guardia Castle

```

=====
Location: Truce Canyon
Items: Power Glove, Tonic
Enemies: Blue Imp, Roly
Bosses: None
Party: Crono
Suggested Level: 5
=====

```

```

-----
|                               | Suggested Equipment |                               | | |
|---|---|---|---|---|
| Name | Weapon | Armor | Helm | Accessory |
|-----|-----|-----|-----|-----|
| Crono | Iron Blade | Karate Gi | Bronze H. | Bandana |
| Marle | N/A | N/A | N/A | N/A |
| Lucca | N/A | N/A | N/A | N/A |
| Frog | N/A | N/A | N/A | N/A |
| Robo | N/A | N/A | N/A | N/A |
| Ayla | N/A | N/A | N/A | N/A |
| Magus | N/A | N/A | N/A | N/A |

```

-----  
Once you arrive out of the gate, three imps will attack you. Onward. The rest is explanatory.

Now you are in Truce Village...but everything seems different. Talk to people to find out that it is 600 AD. That means, that the kingdom of Guardia is still at war with the Mystics. Go to the shop, and buy some tonics. Now head for Guardia Forest.

=====  
Location: Guardia Forest  
Items: Power Tab, Shelter  
Enemies: Blue Eaglet, Green Imp, Roly, Roly Rider  
Bosses: None  
Party: Crono  
Suggested Level: 5  
=====

Do try to gain a level in here. Anyways, go to the far east to get a power tab, and examine the shaking bush at the north end to get a shelter. Go north in to the Castle.

=====  
Location: Guardia Castle  
Items: 100 G, Tonic, Bronze Mail, Ether  
Enemies: none  
Bosses: None  
Party: Crono  
Suggested Level: 5  
=====

At the entrance, the guards won't let you in. However, queen Leene intervenes, and allows you to pass through. Talk to the Chancellor in the throne room, and follow him upstairs. Grab the items in the rooms as you pass, get the bronze mail out of the King's room, and go to the opposite side of the throne. At the top, you will be granted permission to enter the Queen's chamber. Enter, and she'll expose herself as Marle. After a moment of talking, she'll disappear.

-----  
--=3.03: The Queen is Gone - 600 AD=-  
-----

Go back downstairs, to run in to none other than Lucca. She will tell you that Marle is actually Princess Nadia, the princess of Guardia in 1000 AD. Therefore, it is Leene, her ancestor that is in trouble. It is called a grandfather paradox-- if an ancestor dies, then all his/her descendants will die. In short, if Leene dies, Marle will cease to exist! Leave the castle, and through the forest. Level Lucca up some in the forest, to about level 6. Buy her a gun at the Truce market, and go west. Beside the Castle, you will see a cathedral in a clearing. Go through the woods, and in to the Cathedral.

=====  
Location: Cathedral  
Items: Tonic x 3, Revive, Maiden Suit, Ether x 2, Naga-ette  
Bromide, Steel Saber, Power Tab, 100 G, Speed Belt, Heal,  
Iron Sword, Mid Ether, Defender  
Enemies: Diablos, Gnasher, Hench, Mad Bat, Naga-ette



Bosses: Yakra  
Party: Crono, Lucca  
Suggested Level: 6

=====  
At first the cathedral seems like any other- nuns (nuns with several mental problems, but nuns nun (hehe) the less). Talk to all of them, and then pick up the shiny object that appears. It has the royal crest of Guardia on it. The nuns gather around, and reveal their true nature--Naga-ettes. Take them out, and then a frog will come down, and take out the one that comes up from behind you. He will offer to join you. Accept, and name him (default name is Frog. How original!). Now go play the organ. A door to the other side will appear. Enter it. Make sure that, during the battles, Frog learns slurp cut. This will give he and Crono the dual tech, X-Strike, which is extremely useful on Yakra.

Name	Suggested Equipment			
	Weapon	Armor	Helm	Accessory
Crono	Iron Blade	Karate Gi	Bronze H.	Bandana
Marle	N/A	N/A	N/A	N/A
Lucca	Dart Gun	Karate Gi	Bronze H.	Power Glove
Frog	Bronze Edge	Karate Gi	Bronze H.	Anything
Robo	N/A	N/A	N/A	N/A
Ayla	N/A	N/A	N/A	N/A
Magus	N/A	N/A	N/A	N/A

Go up the stairs on the right side, and through the first door. You will find several Mystics that think you are in a disguise. ... Um...'kay. Anyways, the Diablos will leave after a bit. Follow it, and it'll take you in to a room, where you will find King Guardia, Leene, and a soldier. Ignore them. Hug the east wall until you enter a secret room with mystics doing some sort of a dance. Grab the items, fight the monsters, and leave. When you exit out the south door, the royal trio will reveal themselves, and attack. Take them out.

Go to the west balcony now, and, in the study, you will find (hidden in a drawer) the Naga-ette bromide. Now you have to face some monsters. Take them out. Go to the north door of the balcony to get a Steel Saber. West is a door guarded by spikes. Press the skull button to get rid of the spikes, and enter. There you will find two guards who are REAL GUARDS. Grab the power tab from the bucket, and go back out. Go up the steps, and through the top door. You'll see an organ surrounded by spikes. Exit, and head west to get a shelter. Take the stairs downward. Go though the door, and do NOT PUSH THIS BUTTON. Up here, collect the items, read the note, go right, press the skull button, go back to the room with the organ, take out the monsters, play it, and grab the Iron Sword. Equip this on Frog right away, and go back to that note. Enter this newly found door, take out the monsters, save, and enter this room. Now you are up against your first boss...

#### YAKRA

HP: 920  
EXP: 50  
Tech: 5  
G: 600  
Weak vs.: None  
Strong vs.: None

Charm: N/A

This battle is quite simple. Have Frog and Crono perform X-Strike on Yakra, while Lucca heals. Also, if everyone is in fair health, she should attack using her weapon. He'll be gone in no time.

Now you have saved the queen. In the right chest is a Mid Ether, and in the left chest is the real Chancellor. Go south to be automatically taken back to the castle. Frog will say that he failed to protect the queen, and then leave. You should leave too. Head back out the way you came, through the forest, and back up to where you came out in Truce Canyon. Lucca will explain the gates, and then you'll go back home.

-----  
--3.04: We're Back - 1000 AD--  
-----

\*Take Marle back to the castle  
\*Be arrested

Upon arriving back, Lucca will ask you to escort Marle home. So do just that. Go through Guardia Forest (MAKE SURE TO LEVEL UP), and in to the castle. The Chancellor will arrest you on the charges of kidnapping the princess. What a homecoming!

-----  
--3.05: The Trial - 1000 AD--  
-----

\*Stand trial  
\*Break out at the last minute  
\*Explore the prison and collect items  
\*Take out the Dragon Tank  
\*Make a dramatic exit

=====  
Location: Guardia Castle  
Items: Ether (if not guilty), Bronze Mail, Mid Tonic x (a lot),  
Shelter x 3, ether x 2, 1500 G, Lode Sword  
Enemies: Blue Shield, Decedent, Guard, Omnicrone  
Bosses: Dragon Tank  
Party: Crono  
Suggested Level: 8  
=====

Now you stand trial. The following will make you not guilty:

\*After bumping in to Marle, talk to her before getting the pendant  
\*When Melchior offers to purchase Marle's pendant, say no  
\*Don't eat the old man's lunch  
\*Lead the kitty back to the little girl by talking to it, and having it follow you  
\*Wait patiently for Marle to select her candies  
\*During the trial, say that it was all your fault, and her fortune did not tempt you.

The jury will line up on either side of the room, to say if you're guilty or not. Even if you're not guilty, you still have to spend three days in jail. The Chancellor will tell the head guard that your execution is in three days even if you're not guilty. So what was the point of being not guilty? In

your cell, you get up to 6 ethers if you're not guilty.

Name	Suggested Equipment			
	Weapon	Armor	Helm	Accessory
Crono	Steel Saber	Karate Gi	Bronze H.	Speed Belt
Marle	N/A	N/A	N/A	N/A
Lucca	N/A	N/A	N/A	N/A
Frog	N/A	N/A	N/A	N/A
Robo	N/A	N/A	N/A	N/A
Ayla	N/A	N/A	N/A	N/A
Magus	N/A	N/A	N/A	N/A

Save, drink, and wait for three days to be up. This will take about six minutes. So go refill your drink. \*ahem\* After three days, they'll take you to the execution chamber. They put you in to a guillotine. Game Over.

If not for Lucca, who comes in and makes these lousy mugs take five. Grab the Bronze Mail, and leave the room. Make sure that you examine the guards first to get some mid-tonics. Outside the execution room, free the man in the guillotine. His name is Fritz, and he owns the Truce market. Outside this room is an unconscious guard. Search him twice for a mid tonic. Further down is a guard that turns in two directions. When his back is facing you, press A behind him to knock him out. Search him for another mid tonic. Exit through the southwest door.

In this chamber, you have Blue Shields. To fight them, wait until they reveal themselves from behind the shield, and then take them out. You can avoid fighting them, however. Stop in the space above or below them, and tap your directional pad slightly until Crono becomes aligned between them. Press dash, and the D-Pad, and you should go right in between them. Take the southeast exit, and cross the bridge. He is another room with a guard. Take him out, and enter the room containing two mid tonics and two ethers. Leave the room, and you run in to an Omnicrone. Use Cyclone on it a couple of times. Return to that execution area, take out these guards, and use the northwest exit. Go across the bridge, and take the southwest door of this room with Blue Shields in it. In the first cell is a Shelter, and in the next is a corpse. Go back to the blue shield room, and take the northwest exit. The first cell has a Decedent, and the second has a hole in the wall. Climb down the tower. In this cell, grab the shelter. Climb through the hole in the floor to get 1500 G and a Lode Sword. Equip it, and then head back up, through the hole, and up the tower. Now take the northeast exit, up the stairs, examine the soldier for five mid tonics, and save. Go across this bridge to come across a boss.

#### DRAGON TANK

Head HP: 266

Body HP: 600

Wheel HP: 208

EXP: 40

Tech: 5

G: 500

Weak vs.: None

Strong vs.: None

Charm: N/A

Have both characters use PHYSICAL attacks on the head until it is gone. Once the head is gone, use Fire Whirl on the Grinder (wheel). Once that is gone, focus your attacks on the body. Soon, Crono will jump on top of it, thrust his sword in it, and destroy it.

Now the Chancellor and two guards will come out and try to fix it. It'll blow up, destroying part of the bridge. Now the Chancellor and the guards form a nice bridge for you. Cross them, go down the stairs, grab the Shelter, and leave. Now you are in Guardia Forest. Go right, and in to an open field. Now you have a gate that has appeared. Being no other way out, enter it.

-----  
--=3.06: Beyond the Ruins - 2300 AD=-  
-----

- \*Figure out where the hell you are
- \*Get through lab 16
- \*Brave the food storage area of Arris Dome
- \*Disassemble the Guardian
- \*Get the seed
- \*Force the rat to talk
- \*Find out what has ruined this world
- \*Get the Bike Key
- \*Get through the Sewer Access
- \*Race Johnny
- \*Repair Robo

Coming out of the dome, you'll see that SOMETHING has gone seriously wrong, and ruined this world. Go south to Trann Dome. Inside, buy some items, use the Enertron, and go north to Lab 16

=====  
Location: Lab 16  
Items: Berserker, Lode Sword, Lode Bow, Ether  
Enemies: Crater, Meat Eater, Mutant, Octopod, Shadow  
Bosses: None  
Party: Crono, Marle, Lucca  
Suggested Level: 8  
=====

Move right, avoid the rats, and grab the Berserker. Keep going, getting items, and taking out enemies. Use Flame Toss on the Shadow enemies, and your most powerful attacks on the Mutant. Exit. Go north to Arris Dome.

=====  
Location: Arris Dome  
Items: Seed, Mid Ether, Mid Tonic, Bike Key  
Enemies: Bug, Bugger, Proto 2, Rat, Shadow  
Bosses: Guardian  
Party: Crono, Marle  
Suggested Level: 10  
=====

Suggested Equipment				
Name	Weapon	Armor	Helm	Accessory

Crono	Steel Saber	Karate Gi	Bronze H.	Speed Belt	
Marle	Bronze Bow	Karate Gi	Bronze H.	Bandana	
Lucca	Dart Gun	Karate Gi	Bronze H.	Power Glove	
Frog	N/A	N/A	N/A	N/A	
Robo	N/A	N/A	N/A	N/A	
Ayla	N/A	N/A	N/A	N/A	
Magus	N/A	N/A	N/A	N/A	

Talk to the old chap named Doan, and descend the ladder. Examine the panel in the first room, and Lucca will tell you that you need a password. Ascend the west ladder. Cross the high beams north. Now alarms will sound. It's time for another boss fight.

#### GUARDIAN

Guardian HP: 1200

Bits HP: 200

EXP: 300

Tech: 5

G: 1000

Weak Vs.: None

Strong Vs.: Fire

Charm: N/A

This is your first hard boss fight. At the beginning, use Fire Whirl on a Bit. After about two Fire Whirls, the bit should be gone. Do the same on the other Bit. Now focus all attacks on the Guardian. Soon it will count down from 5 to 0, and then launch two more bits. Continue the process.

After it is gone, proceed to the back room. There you will find a man. Talk to him twice to get a Seed, and find out that the rat is not just a statue. Grab the Mid Ether, and return to the high beam area. Chase the rat, and catch it. It will tell you the password. Use it on the console. Go north, grab the mid tonic, and enter the door. In this room, go north, and enter the password again to extend a platform to the sealed door. Now enter the door on the northwest side of the room. Now you watch the Day of Lavos. Lavos is the HE I referred to in the beginning. Lavos destroyed this world, basically. He destroyed it in the year 1999 AD. You also see where the Gate is. So, leave this room, and the other rooms, back to Doan. Give him the Seed, he'll give you the Bike Key, and then you'll leave. Now go up to Lab 32.

Grab the Mid Tonic, and you'll battle some robots. Before the battle starts, Johnny AKA "The MAN" comes in. He challenges you to a race. Get in the car, and let's race! You have three boosts that are used by pressing A. Go forward, and, at the beginning, use a boost. In the middle, use a boost (and make sure that he is not RIGHT in front of you, otherwise you'll bump him forward), and one right near the finish line. You'll win. Now exit.

Go south to Proto Dome. Fight the enemies, and speak to the robot. Lucca will repair him, and, after a dialogue, you're asked to name him. His default name is Robo. He'll tell you that we have to go to the factory, but one person has to stay behind to open the door. Choose Marle.

-----  
 ==3.07: The Factory Ruins==  
 -----

\*Give power to the Proto Dome

\*Escape

\*Beat the R-Series

Enter the factory to the north of Proto Dome.

=====  
Location: Factory

Items: Robin Bow, Mid Tonic, 400 G, Mid Ether x 2, Ether x 2, Shelter  
X 2, Bolt Sword, titan Vest, Hammer Arm, Plasma Gun

Enemies: Acid, Alkaline, Bug, Debugger, Proto 3

Bosses: R series

Party: Crono, Robo, Lucca

Suggested Level: 11  
=====

You should gain 1-2 levels in here. Anyways, Robo will disable the security, and you'll enter. Take out the Acid, and go north. Take out the Debuggers. Take the right elevator, and go down. Go left, and climb the ladder. In the room that you cannot see yourself in, go straight, and right. Search to find a Mid Ether. Go down to the two ladders that head south. Take the left one, and follow the path to get the Robin Bow. Climb back up to the entrance, and take the right ladder. Step on to the conveyor belt, but be sure not to touch a robot! If that happens, you'll be plucked off the track by the crane. Fighting your way through three increasingly difficult battles isn't the safest way to go. Watch the conveyor belt until the robots pass by, and then get on it, and dash left. Exit through the south door. Avoid or defeat the Bugs, and climb the ladder. Cross the top walkway, and go right. Get the Mid Tonic, and enter the door. Collect 400 G and a mid ether. Leave. Head left across the top, and enter the furthest door. Chests in this room yield an ether and a shelter. Exit out the southwest door. Now you have to enter two combinations. Enter X and A the first time, and then B and B the second. Go back to the main room, and head west to the furthest door on the bottom. Grab the Bolt Sword and equip it on Crono. Examine the control panel to learn the password.

Return to the first room of the factory, and take the left elevator. Head north on the second floor to a room with monitors in it. Beat the Acid and Alkaline to use the control panel. This opens the hatch. Search the two chests, then go down the ladder in the bottom left corner. Follow the hallway until you reach a sealed door. The chest contains a Plasma Gun. Examine the monitor, and enter the password: X A B Y. Go in to the next door, and press the button. After the security goes haywire, go south. You must now take the ladders up. Make sure to equip the Rage band on Crono. On the third floor, you face a boss that looks like Robo. That is because he is one of Robo's kind--an R-series robot.

R-SERIES

HP: 180 (each)

EXP: 480

Tech: 6

G: 600

Weak vs.: N/A

Strong vs.: None

Charm: N/A

They take Robo out of commission, so it is only Crono and Lucca. Use Fire Whirl on the middle robot of each line, and, if someone needs healing, have Crono use Cyclone, while Lucca heals. Easy!

Now you get Robo out of the dump, and drag him back to Proto Dome. Lucca repairs him, and he joins the party. Go in to the back room, and enter the gate. You'll notice that SOMETHING went wrong.

-----  
 ==3.08: The End of Time - End of Time==  
 -----

\*Learn Magic

You'll be in a somewhat bleak area. Talk to the man at the lamppost to find out where you are and how you got there. He'll tell you to leave one member behind. Leave Robo behind. Examine the shiny dot, save, and talk to the man again. He'll tell you to go to the door behind him, to meet the Master of War. In this room, you will see an...odd being. Talk to him, and he'll say a bit about himself, then command you to walk around the room three times. After this, he'll grant you magic. Crono will learn \*Lightning, Marle will learn \*Ice, and Lucca will learn \*Fire. Now he'll challenge you to a fight. Only magic can harm him. Fight him if you wish. He'll look different, and give you different prizes, depending upon your level.

Level	Monster	HP	Win
1-19	Kilwalaw	800	1 Magic Tab, 5 ethers
20-29	Goblin	2200	1 Magic Tab, 5 mid ethers
30-39	Omnicrone	4800	1 Magic Tab, 5 full ethers
40-98	Masamune	10000	1 Magic Tab, 1 speed tab, 1 power tab, 10 elixirs
99	Nu	20000	10 Magic Tabs, 10 Speed Tabs, 10 Power Tabs, 10 Megaelixirs

NOTE: When I say Masamune, I mean the fused form of Masa and Mune, NOT the sword

Go back out, and the man will tell you to go to the Village of Magic. Go to the pillars of light in the back

```

          5
         6  1
        8  2  9
       3  7
      4
  
```

- 1 = Medina Village 1000 AD
- 2 = Proto Dome 2300 AD
- 3 = Mystic Mountain 65,000,000 BC
- 4 = Leene Square 1000 AD
- 5 = Truce Canyon 600 AD
- 6 = Tyrann Fortress 65,000,000 BC
- 7 = Earthbound Island 12,000 BC
- 8 = Bangor Dome 2300 AD
- 9 = Guardia Forest 1000 AD

We're going to Medina Village, 1000 AD!

-----  
 ==3.09: The Village of Magic - 1000 AD==  
 -----

- \*Talk with Melchior
- \*Get through the Heckran Cave

You'll step out in to a Mystic's house. Leave the house, and go to the Mayor's Manor. Here, grab the speed tab on the counter, and go upstairs to get a Magic Tab. Go north and enter the strange blue pyramid. Grab the Mid Ether from the treasure box, and exit. Go to the southwest cape, and enter Melchior's Hut. Buy some things, and enter Heckran Cave.

=====  
Location: Heckran Cave  
Items: Ether x 2, Mid Ether, Magic Scarf  
Enemies: Cave Bat, Hench, Jinn Bottle, Octoblush, Rolypoly, Tempurites  
Bosses: Heckran  
Party: Crono, Marle, Lucca  
Recommended Level: 13  
=====

In this cave, enemies can only be damaged a lot by magic. Climb down the ladders in to the large central chamber. Head south in to the first cave and fight two sets of enemies for a magic scarf. Collect the other items in the big cave, and take the second south exit. After moving through this passage, you'll come out at a set of stairs the lead in to the water. Fight the current by dashing across the area, and upward to the top platform. Save, use a shelter, and enter.

#### HECKRAN

HP: 2100  
EXP: 250  
Tech: 10  
G: 1500  
Weak vs.: Magic  
Strong vs.: Attack  
Charm: N/A

The Heckran can only be damaged by magic. Use Lightning and Fire. Have Marle heal. If no one needs healing, have Marle and Lucca use Antipode. When Heckran is in a curled up defensive position, DO NOT ATTACK IT. He says Go ahead! Try and attack...! When he does this, heal. Continue this until he dies.

Go north, and jump in to the pool. Now you are back on Lucca's Island. Enter Lucca's house, and talk to Lara (Lucca's mom). Taban will enter, and give you the Taban vest. Go to the Truce Market, and get the ten mid ethers that Fritz will give to you for rescuing him. Now go to Leene Square. Enter the Gate at the end of the square, and go back to the End of Time. Here, enter the portal to go to Truce Canyon, 600 AD.

-----  
--=3.10: The Hero Appears - 600 AD--  
-----

- \*Get rations for the knights on Zenan
- \*Fight off the monsters
- \*Crush Zombor
- \*Visit Dorino and Porre
- \*Chat with Frog



Leave the canyon, and go to Zenan Bridge. Talk to the Knight Captain, and then go to Guardia Castle. Talk to the Chancellor, go to visit the king, and go down to the Kitchen. Talk to the Chef, get the ether from the chest, then leave. As you are leaving the castle, the Chef will come up to you. He gives you the Jerky, and a power tab. Now go back to Zenan Bridge.

=====  
Location: Zenan Bridge

Items: Gold Helm

Enemies: Deceased

Bosses: Zombor

Party: Crono, Marle, Lucca

Recommended Level: 14  
=====

Talk to the Knight Captain to give him the Jerky. Talk to him twice to get a Gold Helm. Now proceed across the bridge. Several times, Ozzie will cause Deceased to come up, and attack you. Take out the Deceased, and then attack Ozzie. Soon, Ozzie will retreat [Ozzie needs help! (you got THAT right)]. After several groups, you fight the monster, Zombor!

ZOMBOR

Top HP: 960

Bottom HP: 800

EXP: 150

G: 1500

Top weak vs.: Shadow/Water

Bottom weak vs.: Lightning/Fire

Top Strong vs.: Absorbs Lightning/Fire

Bottom Strong vs.: Absorbs Shadow/Water

Charm: N/A

Attack the top half with Ice and regular attacks. Avoid using techs that strike more than one target. Eliminate the top half first. As the upper half is destroyed, he'll take one character's MP down to 0. Once the upper part is gone, use fire or lightning on the head. Soon he'll be gone.

Exit the bridge. Go by the Elder's house, and talk to some people. On the north side of Dorino, there is a man who will offer you a magic tab, in exchange for the Naga-ette bromide. You have no other use for it, so give it to him. If anyone knows what a bromide is, please e-mail me. No more e-mails. Here is what I got:

hey, im currently using your guide for chrono trigger (which is VERY informitive by the way). and you asked if anyone knew what a bromide is. i know that bromide is used in chemical naming. when soming is bonded with the chemical bromine. i dont know if you already got a million emails about this or not. hope to of helped.

Thanks to Dan (Dan32685@aol.com) for that information. Also, your's was the only e-mail I got, so don't worry.

Now go to Fiona's villa, a lone house in the middle of the desert. Get the two mid ethers from there, and leave. Go south to Porre Village. In the market, get the power tab from the floor, two gold suits, and a beret. Now enter the Cursed Woods. Go straight north, and go down the hidden ladder behind the shaking bush. Frog comes down, and talks to you. Now leave. Grab the Magic Scarf before leaving.

-----  
--=3.11: Tata and the Frog - 600 AD=-  
-----

- \*Climb the Denadoro Mountains
- \*Defeat Masa and Mune
- \*Get the Hero Medal
- \*Grab the Bent Hilt
- \*Go back to Melchior

Go to the northeast mountain range called the Denadoro Mountains

=====  
Location: Denadoro Mountains

Items: 300 G, Mirage Hand, Ether, Revive x 2, 500 G, Mid Ether x 4,  
Gold Helm, Mid Tonic x 2, 600 G, 300 G, Silver Stud,  
Silver Earring, Magic Tab, Speed Tab, Gold Suit, Shelter,  
Bent Sword

Enemies: Bellbird, Free Lancer, Goblin, Ogan

Bosses: Masa and Mune, Masamune

Party: Crono, Marle, Lucca

Recommended Level: 15  
=====

To defeat the Ogans, use Fire on them. Defeat these enemies, and go under the tree branches to the right of the ladder. Get the Mirage Hand, then climb the ladder. Beat the enemies, and carry on. Get 300 G from the chest, and curve north to the top of the waterfall. Take out the Free Lancers and the bellbird, get the mid tonic, and then move downstream. Fall down the left waterfall to drop onto a cliff that has a Silver Stud on it. Move right, and jump to another cliff to get a Silver Earring. Equip them. Go back to the mountaintop, and continue going west. After crossing a bridge, you will find a Kilwala. Keep talking to it until it gives you a Magic Tab. Continue down to a save point. Use a shelter. Below the save point is a mid ether. Go west and search for a Speed Tab. In this next area, avoid the rocks from the Free Lancer. Near the cave is a Gold Suit. Take out all of the enemies, and then proceed to the boss. Or, should I say, bosses?

Enter the cave, and talk to the two small boys. They'll ask if you're here for the sword. Say yes, and they'll decide to...entertain you for a bit. They change forms!

MASA AND MUNE

HP: 1000 each

EXP: 400

Tech: 4

G: 600

Weak vs.: None

Strong vs.: None

Charm: N/A

Focus all of your attacks on the left brother (Mune). Use Antipode and Spincut (if you have it. Otherwise, use lightning). When Mune is defeated (it won't take long), the battle will be over. They'll attack with X-Strike if you attack Masa. That was easy! Too easy...

With Masa's courage, and Mune's bravery...two become one!

MASAMUNE

HP: 3600  
EXP: 500  
Tech: 10  
G: 1500  
Weak vs.: none  
Strong vs.: none  
Charm: N/A

This battle music is great! Hit it with your most powerful techs. When it says, "Storing Tornado energy," use Slash on it. That is all that can be said for this battle.

You are given the Bent Sword, and they will fly you down the mountain.

Now go to the southern part of Porre, and enter Tata's house. Talk to him, and he'll fork over the Hero Medal. Now go back to Frog's place. Talk to him, and show him the Hero Medal. He'll move. Open the treasure box from behind where he was. You get a Bent Hilt. Lucca will read the letters on the hilt. It is inscribed with a name on it: Melchoir!

Now go back to Truce Canyon, through the Gate, and to Medina Village. Go to Melchoir's hut, and he'll say that he indeed made it. The only way to repair it, however, is to get your hands on a Dreamstone, an element that has not been available for quite some time. Go back to the End of Time, and enter the gate for the Mystic Mountains - 65,000,000 BC.

-----  
--3.12: The Rare Red Rock - 65,000,000 BC--  
-----

- \*Take out Reptites
- \*Go back to Ioka Village
- \*Win the Dreamstone from Ayla
- \*Wake up only to find everything GONE!

Your party will literally fall in to the stone age. You fall, and are attacked by green things. These are known as Reptites. Take them out, and then a whole lot more will join in. A cave woman will come down, and take out some of them. Now you have less to deal with. Take them out. The woman introduces herself as (you name her, but I'll use the default) Ayla, and invites you to her village. Follow her out of the Mystic Mountains. Make sure to grab the berserker!

Head north to find Ioka Village. Enter the upper left hut, and have a party! Talk to everyone, and, soon, Ayla will challenge you to a soup drinking contest, much like the soda drinking contest at the Millennial Fair. Beat her, and she'll give you the Dreamstone. Now one last bowl for health!

When you awaken, you will find that your Gate Key is missing. Without it, you cannot return home.

-----  
--3.13: Footsteps! Follow! - 65,000,000 BC--  
-----

- \*Do some hunting
- \*Find Kino
- \*Navigate the Forest Maze

- \*Take out Nizbel
- \*Return to the Mystic Mountains
- \*Have Melchior mend the Masamune

Ayla will join your party (replace her for Lucca). Go to the hunting range, and get enough trading material to get a Sage Bow, Flint Edge, three Ruby Vests, and three Rock Helms. Now go south to the large forest with a large cave in the middle.

=====  
Location: Forest Maze  
Items: Mid Tonic x 3, Mid Ether x 2, Revive x 2, Shelter, Heal  
Enemies: Gold Eaglet, Kilwala, Runner, Winged Ape, Red Eaglet  
Bosses: None  
Party: Crono, Ayla, Marle  
Recommended Level: 17  
=====

Enter the Forest Maze, and find Kino. After Kino leaves, head east and open the first chest to get a Mid Tonic. Then, climb down the vine nearby to reach the lower area, and head south. Defeat the enemies, and then open another chest to get a Revive. Now, go north and east and climb down another vine. Then, go around the tree and walk across the log bridge to the east. Take the path south and open the chest you come across to get a Mid Tonic. From here, head back to the north and when the path splits again, go west to yet another chest. Open that one to get a Mid Ether. Now, go east and follow the footsteps all the way to the east. At the end, go south and defeat the Winged Ape that comes out.

Now, continue south and to the west, then open the chest to get a Revive. Then, go back east and continue south along the path, defeating enemies that come to attack you. After that fight, open the chest to the far south and get a Shelter, then head east and north along the upper path. Follow that path north and west, then south and west until the path splits again. Here, take the south path to the west and open the chest you find to get a Mid Tonic. Go back and head north on the first path you pass. Go west and defeat the enemies, then open the chest in the southwest corner to get a Heal. Then, go back southeast to the path you came from and continue east to the green area. Head northwest and defeat the Gold Eaglets. After you beat them, continue northwest along the path, then to the south where a couple of Runners will attack. Beat them, and then head all the way east and south to a chest containing a Mid Ether. After that, take the path all the way west and south to exit this area completely.

Now you are back outside. Save, use a shelter, and enter the cave. The Reptite Lair

=====  
Location: Reptite Lair  
Items: Mid Ether x 2, Full Tonic x 2, Ruby Vest, Rock Helm, Full Elixir, Ether  
Enemies: Evilweevil, FlyTrap, Megasaur, Reptite, Shiitake, Winged Ape  
Bosses: Nizbel  
Party: Crono, Ayla, Marle  
Recommended Level: 19  
=====

In the cave, go right. Here you will find four holes. Choose whichever one you want (if you want all the treasures, you'll have to come back). If you happen to run in to a Megasaur, use Lightning on it, then attack. Soon you'll reach a room with a lot of Reptites. Take them out, and get the chests that they guard. Exit through the right door. Go north, take out the Reptites and Megasaur, enter, save, and go to meet Azala. He has your gate key, and is wondering what it does. It doesn't matter if you tell her or not (if you do tell her, she doesn't believe you. After all, if you stole something, and asked someone what it was, would YOU believe them if they told you it was a tool for unlocking gates to travel them across space and time?) Now you'll fight Nizbel!

NIZBEL

HP: 4200

EXP: 500

Tech: 10

G: 0

Weak vs.: Lightning

Strong vs.: None

Charm: Third Eye

At first, cast Lightning on him. Now use your most powerful dual techs (Drill Kick and Volt Bite work wonders). Two or three rounds after your lightning, he'll release all lightning, hurting you. Have Crono and Marle use Aura Whirl, and continue on. Repeat this process, and you'll have victory in no time.

Azala will now give you the gate key, and will be back to fight another day. Ayla will leave...for now. Put Lucca back in your party, and go back to the Mystic Mountains. Climb to the top, and jump off the cliff to enter the Gate. Go back to Medina Village, and go to Melchior's hut. Talk to him, and follow him downstairs. Go get another refill, and, when you come back, they will be finished. The Masamune is now a complete sword again. Yipee!

-----  
--3.14: The Masamune! - 600 AD--  
-----

- \*Give the Masamune to Frog
- \*Watch the flashback
- \*Open the Magic Cave
- \*Go through Magic Cave, and arrive at Magus' Lair

Return back to the end of time, and go back to Truce Canyon - 600 AD. Go back to the cursed woods, and give the completed Masamune to Frog. He'll have a flashback of Cyrus. He'll decide to join you, to slay Magus. Yay! Go back to the End of Time so he can learn magic. Now go to Fiona's Villa. From there, go east to a large mountain with seemingly no entrance. Stand in front of it, and press A to go in front of it. Frog will summon a hell of a lot of power, and slice open the cave. Umm...yeah. Now enter. There are no items in here, but a lot of enemies. They can only be harmed with magic. Soon (and by soon, I mean in two screens), you'll reach the exit. Now you are standing in front of a fortress. Magus' Lair!

-----  
--3.15: Magus's Castle - 600 AD--  
-----

- \*Explore the lair
- \*Meet Ozzie in the middle of the Foyer
- \*Beat down the gender challenged Flea
- \*Have a duel with Slash
- \*Umm...take DOWN (literally) Ozzie
- \*Destroy the cause of all of this- Magus

After a nice view of the Castle, enter it.

```

=====
Location: Magus's Lair
Items: Mid Ether x 4, Shelter x 2, Slasher, Barrier x 2, Magic Tab
      X 2, Mist Robe x 2, Dark Mail, Doom Finger, Lapis, Speed
      Belt, Revive, Magic Scarf
Enemies: Decedent, Flunky, Grimalkin, Groupie, Fat Hench, Juggler,
      Omnicrone, Outlaw, Roly Bomber, Shadow, Sorcerer, Vamp,
      KILLER SAVE POINT!
Bosses: Flea, Slash, Ozzie, Magus
Party: Crono, Marle, Frog
Recommended Level: 20
=====

```

Trust me, there is a good reason we're bringing Marle here. A nice tactic shown to me by one of my best friends. In the Foyer, explore both sides, taking all unguarded items. Then return to the middle, and step on the save point. Ozzie will appear, and taunt you for a moment. Then he'll leave you with monsters to fight. Now go to the east side. Fight everybody, and collect the treasures. When you get to the end, you'll see Flea. Or rather, Flea? Fight it, and, upon losing (it'd better lose to you), it'll steal all of one character's MP. Now the bat that has been following you ever since you entered Magic Cave reveals itself. It is Flea. Now you fight him (?)

FLEA

```

HP: 4120
EXP: 500
Tech: 10
G: 1000
Weak vs.: Attack
Strong vs.: Magic
Charm: N/A

```

Have Crono and Frog use X-Strike while Marle heals. When she uses Waltz of Wind, it puts a character in chaos. If it is Marle in chaos, continue attacking. If it is Frog, use Spincut (if you have it, otherwise regular attacks). If it is Crono, use Slurp Cut. Don't waste items. Soon he/she/it (whatever it is, it certainly has gender problems) will be toast.

Get the Magic Tab the he/she/it Now go to the opposite side. Fight all enemies, grab all treasures, and you'll run in to yet another boss.

SLASH

```

HP: 5200
EXP: 500
Tech: 10
G: 1500
Weak vs.: None
Strong Vs.: Magic
Charm: N/A

```

At first, just use regular attacks. Quite simple. Then he'll grab his Slasher sword. Down to business. Use Spire, Sword Stream and Ice Sword, and MAKE SURE MARLE HEALS WHEN NECESSARY.

He'll drop the Slasher. Get it, and equip it. Now go back to the Foyer. Stand on the save point to be transported to the next part of the castle. Now we see that dolt Ozzie again. No offense to Ozzie, though. Grab the Mist Robe, and continue. Now you have giant blades coming down from the ceiling. Watch out for them. Get the Dark Mail and equip it. Continue on until you reach Ozzie the Cowardly. He'll run (!!!) leaving you to grab the Doom Finger, and follow the fat green blob (who reminds me of Dr. Robotnik from the Sonic series -- really fat, but seems to outrun you every time). Go up these stairs fighting all enemies (you can dodge the Roly by climbing down a ladder when it gets near you), and exit at the top. Now Ozzie will drop you in to the basement when you step on certain spots. The first time, you have to fight off some Decedents. Get the chests. Now for the strangest part of the game. In this room, there are four save points: one is a save point, one transports you back to the other room, and two COME ALIVE AND ATTACK YOU!!! O\_o;; So...pick one, and hope you get whichever you want. You are back in the other room. Make your way to Ozzie, and he'll do something very, VERY unexpected: he'll run! Betcha didn't see THAT coming! Now you are at another series of ramps. This time there are black polys called Roly Bombers. When you take them out, they explode, and damage your whole party. Anyways, get to the top. Ozzie now has a conveyor belt for you to go on that has monsters coming out. Take them all out, and Ozzie runs. O\_o. Grab the speed belt, and continue through this room. HA! No where else to run, Ozzie!

OZZIE

HP: ????  
EXP: none  
Tech: 0  
G: 0  
Weak vs.: ????  
Strong vs.: ????  
Charm: N/A

Some don't even consider this a boss battle. Anyways, don't aim for Ozzie. Instead, press left, and aim for a switch. When you hit it, the battle will restart, but you'll have to hit a different one. When you hit all of them, he...uh...falls.

Use the save point on the right, and then go left after collecting the items in this room. Now you have one big passageway with bats. Fight these until you are at level 22-23, and have learned Spincut (Crono), Ice2 (Marle), and Leap Slash (Frog). Why? These three will give you the triple tech Arc Impulse, which does a world of good in the upcoming battle. Save, use a shelter, and enter Magus' Chamber...

Go forward, and "talk" to Magus. He'll sense the Masamune, and begin the battle.

MAGUS

HP: 6666  
EXP: 1500  
Tech: 15  
G: 3000

Weak vs.: The Masamune  
Strong vs.: Varies  
Charm: N/A

Coollest. Music. Ever. He has a shifting magic barrier that changes his weakness. Have everyone charge up, and have Frog attack. Wait until his barrier changes to Water. Now it is time to put a serious hurt on him. Use Arc Impulse. This will take up to 3000 HP away from him (!!!!)! A couple more spells, and you'll see a message saying, "Magus risks casting a spell". He will now cast either Magic Wall (raises his Mag. Defense) or Dark Matter. If he casts Dark Matter, HEAL!!! Use another Arc Impulse, and maybe some other attacks, and he'll be finished in no time.

Now that you've stopped Magus from summoning Lavos, you've won. Right? Wrong. It turns out that Magus didn't SUMMON him, as he'd been here for millions of years, but that he tried to awaken him. A grumpy Lavos sends you all through a giant gate.

-----  
--=3.16: Forward to the Past - 65,000,000 BC--  
-----

\*Go to the Laruba Ruins  
\*Climb up Dactyls' Nest  
\*Fly to the Tyrano Lair

For the record, you are now about halfway through the game. You awaken in Ayla's hut, and she'll tell you that she found you up in the Mystic Mountains. She'll then say that she wants to eat Frog. Frog will ask where the blue haired one (Magus) went. Ayla asks if he is yummiier. Ayla will tell you that she only found you there. Anyways, now you rest. When you awaken, leave the tent, and head north to the Laruba Ruins. At the north end, you will find Ayla talking with an old man. He'll tell her to go to the Dactyl's Nest to fly to the Tyrano Lair. Go back to the Hunting Range. Get enough trading items to get one of every item (except armor and helms. You should still have your old ones). Leave here, and go east to the mountain range known as Dactyl's Nest.

=====  
Location: Dactyl's Nest  
Items: Mid Ether, Mid Tonic, Meso Mail  
Enemies: Avian Rex, Cave Ape, Shist  
Bosses: None  
Party: Crono, Marle, Frog  
Suggested Level: 23  
=====

This is a short area. Just use the ladders to climb, and get whatever items you see. At the peak, you will find Ayla summoning Dactyls. She'll join you. Now you choose one member. Make it Frog. Now you fly off to Azala's lair, the Tyrano Lair. It is east of Dactyl's Nest, on a mountain surrounded by lava. Typical villain lair.

-----  
--=3.17: Unnatural Selection? - 65,000,000 BC--  
-----

\*Free the people from the Tyrano Lair  
\*Free Kino  
\*Take out Nizbel II



\*Win the final battle between Reptites and the Apes

=====  
Location: Tyrano Lair  
Items: Mid Ether x 2, Full Tonic, Full Ether, Tonic, Revive, Cera  
Topper x 2, Meso Mail  
Enemies: Avian Rex, Cave Ape, Reptite, Terrasaur, Volcano  
Bosses: Nizbel II, Azala, Black Tyrano  
Party: Crono, Ayla, Frog  
Suggested Level: 23  
=====

Run past the Cave Apes, through the right skull, and down the stairs.  
Remember: Dinosaurs are weak to Lightning. Continue defeating everyone as you go. Open up the jail cell that contains enemies, and keep going. Talk to Kino, and Ayla will bust him out. In the back of his cell is a mid ether. Follow Kino back up to the entrance, and he'll open the left skull. Enter it, and go up. In the above room, step on the buttons to drop the monsters in to the pits. Go through the right door, and cross the balcony. In this room, open the left chest to get a Full Tonic, but DO NOT EXAMINE THE RIGHT ONE. Go back across the balcony, fight this group of monsters, drop the group on the left, and go through the left door. Cross this balcony, and your in the warp room. Use DMorgan's map ([http://db.gamefaqs.com/console/snes/file/chrono\\_trigger\\_tyrano\\_lair\\_warp\\_room.gif](http://db.gamefaqs.com/console/snes/file/chrono_trigger_tyrano_lair_warp_room.gif)) to navigate this room. Go to the far right door. Examine the left switch to open the skill, grab the Fill Ether, and push the switch. Now go back out on to the balcony. Go through the middle door. Talk to Nizbel II. He'll tell you that Azala is in the back. Go north, save, and head in to the back room. First, however, Nizbel II confronts you. I don't know what he means by, "This is a special place. The great Nizbel was defeated here!" Anyways...

NIZBEL II

HP: 4200  
EXP: 880  
Tech: 15  
G: 0  
Weak vs.: Lightning  
Strong vs.: None  
Charm: Third Eye

Your previous strategy won't work here. Have Crono and Ayla use Volt Bite while Frog heals. He'll still use the electricity discharge, so be careful!

Once he is gone, save, and go in to the back room. You are on another balcony. Go to the far door, and enter. Of the three switches, press the middle to make a save point appear. Use a shelter. Open the skull, get the Full Ether, press the switch, and go in the middle door of the balcony. After Azala leaves the throne room, take the mid ether, the Cera Topper, equip them, and head out back. It is time for the final showdown between the apes and the Reptites!

AZALA, BLACK TYRANO

Azala HP: 2700  
Black T. HP: 10,500  
EXP: 1800  
Tech: 25  
G: 0

Weak vs.: None  
Strong vs.: none  
Azala Charm: Magic Tab  
Black T. HP: Power Tab

Take out Azala first by using magic spells to take out his defense, and then dual techs to hurt him more. You cannot hurt the Black Tyrano until he is gone. After you beat Azala, he uses HP Break that makes your characters lose some HP. Use regular attacks for now. When it says that its defense has lowered to power up its attack, use all your strongest techs. When it reaches zero in its countdown, it does a strong fire attack on all of your characters. Heal, and then repeat. Hopefully you'll be able to take it out before it uses the attack again.

Now you find out that something is falling. Kino will bring the dactyls, and you are told to get on. After some more dialogue, you will leave. Then Lavos falls to earth. Go back to the ruins to find a time gate. Now we are in a new time period!

-----  
--3.18: The Magic Realm - 12,000 BC--  
-----

- \*Visit Enhasa and Kajar
- \*Fight the Nu
- \*See Schala
- \*Follow Schala to the throne room
- \*Charge up your pendant
- \*Face the Golem

This was the ice age that Azala referred to (poor Ayla...doesn't have much on). Go to the glowing dome to the far right, and you go up. Way up. Visit Enhasa. Talk to everyone if you wish, and open the books in the following order: Water, wind, and fire. Enter the newly open door to face 6 Nus. Beat these guys to get a magic tab and a speed tab. Leave, and exit through the skyway. Now enter the next dome, and go up. Go to Kajar, and do the same thing. In this secret room, you'll get a Black Rock. Leave Kajar, and go to Zeal Palace. You will have to go through several teleports first. Arriving here, you'll see Masa and Mune in front of the stairs. Go around. On the bridge is a Nu who wants you to scratch his back. Do so. He'll give you a Magic Tab, and you'll learn the Nu's secret scratch point. Go to the upper right room, and go right. You'll see Janus talking to Schala. They will leave after a moment. Follow her. You'll reach one of those doors that we saw in 2300 AD. Schala will open it with her pendant. Then you'll try it with Marle's pendant. Ask around to find out that Schala's pendant was made with Dreamstone. So, go to the Mammon Machine (upper left corner) as it was made too with Dreamstone. Examine the red sparkle in the middle, and your pendant will be charged up. Go back to that door, and it will open! Enter to interrupt a conversation between Dalton (captain of the guards), Zeal (the queen), Schala (princess), and the Prophet. He'll tell Zeal that you are evil, and wish to stop her plan of merging with Lavos and becoming immortal. To take care of it, Dalton summons a monster- the Golem!

#### GOLEM

HP: 7000  
EXP: 1000  
Tech: 35  
G: 2000

Weak vs.: All  
Strong vs.: None  
Charm: Magic Tab

If this is your first game, just let it beat you, using regular attacks. If this is New Game +, concentrate your strongest double techs on him.

It doesn't matter if you win or not, Dalton will capture you, and you are put in to stasis. Soon, Schala will come in, and free you. The prophet comes in, and agrees to spare their lives IF: you lead him to where you arrived in this era. You go back there, and you are thrown in. Schala is forced to seal the gate. So now we have to...

-----  
--=3.19: Break the Seal! - 65,000,000 BC--  
-----

- \*Go back to the End of Time
- \*Go back to the Future
- \*Make your way through the Sewer Access
- \*Get the Epoch
- \*Take out the Beasts

From the Tyrano Lair Ruins, take the Dactyls back to the Mystic Mountains. Go through the time Gate. Talk to the old man, who will lead you to find the Wings of Time. That is in the Future. Enter the gate for Proto Dome - 2300 AD. Leave Proto Dome, race through Lab 32, and go to the south dome. This is called the Sewer Access.

=====  
Location: Sewer Access  
Items: 600 G, Rage Band, Bolt Sword  
Enemies: Egder, Nereid, Rat  
Bosses: Krawlle  
Party: Crono, Ayla, Frog  
Recommended Level: 25  
=====

This is a bloody easy place...because we were supposed to visit it on our first trip. Go left, and defeat the Egdgers to get to a chest that contains 600 G. Go back west, and go south. After the frog conversation, climb down the ladder. Go west, and read the note about not making noise. Don't touch ANYTHING (including the save point). Go through this area. Climb up the ladder. Go north, and take a right into an extremely narrow corridor. Press the red switch at the end, and then go back out. Go north, and then right. GO down through the doorway. You'll see the frogs again. Go east, get the rage band, and then continue on to meet the boss of this area.

KRAWLIE

HP: 500  
EXP: 100  
Tech: 5  
G: 500  
Weak vs.: Shadow  
Strong vs.: None

Just use regular attacks, and the occasional volt bite. He'll bite the dust in no time.

Go down to get a Bolt Sword, then press the red button to lower all the bridges. Go up the ladder.

Now you are near a large mountain, and a dome. Enter Keeper's Dome. In here, use the pendant at the north door. Talk to all the sparkling things to learn what happened about Lavos (not to mention that one of them is a Magic Tab). He'll give you his wings of time. Go to the north part of the large machine, and then the Nu will show you how to work it. It'll also prompt you to name it. The default name is Epoch. Now use it. Fly back to the End of Time. Now enter the pillar of light for Bangor Dome. Go through Bangor, Arris, and Trann domes, using your pendant to open doors, and collect very valuable items. Now get back in to the Epoch, and fly to 12,000 BC. The skyway is closed, so go to the village of Algetty. Climb the ladder. Talk to everyone to find out that Melchior is trapped on Mt. Woe for opposing the queen. Buy new equipment, go to the bottom, save, and enter the Beast's Lair!

```
=====  
Location: Beast's Lair  
Items: Power Tab  
Enemies: Beast  
Bosses: Blue Beast, Red Beast, Mud Imp  
Party: Crono, Ayla, Frog  
Recommended Level: 26  
=====
```

This is an easy enough place. Make sure to charm each beast for a Rainbow Helm. Once you reach the end, you fight the boss.

BLUE BEAST, RED BEAST, MUD IMP

Blue HP: 5000  
Red HP: 5000  
Mud HP: 1200  
EXP: 954  
Tech: 22  
G: 2600  
Blue weak vs.: Fire  
Red weak vs.: Water  
Mud weak vs.: none  
Blue strong vs.: absorbs water  
Red strong vs.: Absorbs Fire  
Mud strong vs.: None  
Blue charm: Mermaid Cap  
Red Charm: Elixir  
Mud charm: Speed Tab

This is actually a hard boss. At the beginning, have Ayla use Charm on all three, while Crono does Lightning2. Once you've stolen from all three, have Crono and Frog do Spire on the Red Beast. Once he is gone, Frog should heal, while Crono and Ayla do Volt bite on the blue beast. Now use whatever you want on the Mud Imp.

```
-----  
--=3.20: The Guru on Mt. Woe - 12,000 BC--  
-----
```

\*Climb Mt. Woe  
\*Rescue the Guru

=====  
Location: Mt. Woe  
Items: Lode Helm, Shield x 2, Lode Vest, Barrier x 3, Lapis x 2,  
Full Ether x 2, Shelter, Time Hat, Magic Tab  
Enemies: Bantam Imp, Gargoyle, Man Eater, Rubble, Stone Imp  
Bosses: Giga Gaia  
Party: Crono, Frog, Ayla  
Recommended Level: 28  
=====

For the record, you are going to be at level 33 before facing the boss. To level up VERY easily, just fight the Rubbles. They give you 1000 EXP, and 100 Tech. Everyone should have all of their techs but their final ones. This area is quite self-explanatory. Just grab everything, and make sure to charm the Bantam Imp, the Gargoyle, and the Man Eater for some equipment. When you get to a save point, SAVE AND USE A SHELTER, then climb the chain.

#### GIGA GAIA

HP: 9500  
EXP: 3000  
Tech: 30  
G: 3000  
Weak vs.: None  
Strong vs.: None  
Charm: Speed Tab

Before you even get a chance to attack, he'll blast you with two VERY POWERFUL attacks. Have Frog heal, and Crono and Ayla use Volt bite on the left arm. Now use Frog's Leap Slash. Soon the left arm (VERY SOON) will be gone. Now use Spire and Volt Bite on the head. Soon the left arm will be reconstructed. Use Volt Bite on it to destroy it, then attack the head. Soon enough, Giga Gaia will have had enough.

Now you rescue the Guru...Melchior!? Yes, this is the same lovable weapons dealer from 1000 AD. You'll learn more about this later. Now you go back to Terra Cave. After a meeting with Schala, Melchoir, and the elder, Dalton comes in, and kidnaps Schala. He blasts Melchoir, then leaves. Talk to Melchoir to get the Ruby Knife. Now it is time to go to the Ocean Palace

-----  
--=3.21: What Lies Beyond? - 12,000 BC--  
-----

\*Get back up to Zeal Palace  
\*Make a dolt out of Dalton

Gahaha...that dolt joke...anyways, go back to the Skyway. Make your way back to Kajar. Talk to the Nu in there to scratch its back. Now go to the Palace. In the throne room, you'll see Dalton pouting about being stuck on guard duty. Then he fights you.

#### DALTON

HP: 3800  
EXP: 1000  
Tech: 30  
G: 2500  
Weak vs.: None

Strong vs.: None  
Charm: Power Meal

Easy enough. Use 3D attack, and your other strong techs to try to knock him out before he does any serious damage. At the end, he will do a little bit more damage, and then die off.

Go back to the main room of the palace, use a blue pad, and talk to the woman close to the pad who is trying to decide whether or not to burn a sapling. Tell her that you like plants, and to secretly plant the sapling. Otherwise, a later side-quest will not be available. Now go back to the throne room, and enter the gate type thing.

-----  
--3.22: Lavos Beckons - 12,000 BC--  
-----

- \*Make your way through the Ocean Palace
- \*Take out the Golem Twins
- \*Stop the Mammon Machine
- \*Encounter Lavos

=====  
Location: Ocean Palace  
Items: Rune Blade, Aeon Suit, Aeon Helm, Kaiser Arm, Star Sword,  
Shock Wave, SonicArrow, Demon Hit, Magic Tab, Elixir  
Enemies: Barghest, Blue Scout, Jinn, Lasher, Mage, Red Scout,  
Scouter, Thrasher  
Bosses: Golem Twins, Lavos  
Party: Crono, Ayla, Frog  
Recommended Level: 34  
=====

Do gain some levels in here. At the beginning, talk to Mune, and use the save point. Continue in to a large room. In the center of the area are a Rune Blade, and an Aeon Suit. To obtain them, you must fight Scout enemies. These can only be attacked by one type of magic, and their color indicates which. Lightning on the yellow Scouters, Water on the Blue Scouts, and Fire on the Red scouts. Because these creatures exist throughout this area, you will need to use physical attacks for the Red Scouts. If you come across a Jinn and Barghest, you MUST defeat the Barghest first.

There are six rooms around the large chamber, and they all contain treasures and buttons. The two buttons in the upper right and left rooms extend platforms in a large room to the south, which can be accessed from either of the lower rooms. Once you have pushed both buttons, move to the lower left room, and head south. Fight teams of Mage and Red/Blue Scouts with very specific single attacks, and collect the Star Sword. Now return to the doorway, and move left. Continue going around the outside of the chamber until you reach a corner in the south southwest (diagonal from it is a treasure chest with a Red Scout on it) part of the room, and go through a hidden doorway to enter a secret chamber that contains Frog's Demon Hit. Return to the center and push the floor button in the middle. This opens the south exit from the large room. Move right and collect Robo's Kaiser Arm on your way back. Through the south exit, fight the enemies, and go through the south door. There is a shiny dot on the left wall. Go down the steps to the left. Here you will run in to some Thrasher and Lasher enemies. They are easy if you know how. When they form a horizontal line, use Falcon Hit. Continue until you see Masa at the bottom. Talk to him, and then continue on. At the bottom, take out the Jinn and Barghest, and save. Go out the

south exit. It's not over yet.

Now you are on an elevator. Examine the shiny thing to go down. Take out all of the enemies on this ride downwards. At the bottom, go to both rooms on either side, take out the Scout enemies, activate the switches, and press the large button in the middle of the big room. This will extend a bridge over the lava. SAVE!! Exchange Ayla for Lucca, and enter the next room.

#### GOLEM TWINS

HP: 7000  
EXP: 2000  
Tech: 70  
G: 5000  
Weak vs.: All  
Strong vs.: None  
Charm: magic tab

Crono should attack them with Luminaire (yes, you should have it by now. If not, use Lightning2), and then have Lucca cast Hypno Wave. Have Frog heal, and continue this strategy. Soon, they'll both be gone.

Now go back and exchange Lucca for Ayla. Trust me, having Ayla will prove quite useful soon. Go back, enter the door where you fought the Golem Twins, and enter the next door. Go all the way forward to see the Mammon Machine. Use the Ruby Knife (which turns out to be the Masamune) on it. It'll react oddly (but it is NOT destroyed), and summon Lavos...

#### LAVOS

HP: ????  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: None

Don't even bother trying to win this...it is quite hard even on New Game +. After a bit, Lavos will CREAM your party. Now the Prophet comes in and reveals himself as Magus. He attempts to destroy Lavos, but fails miserably. Then Crono gets up to battle it. He begins to cast Luminaire, but Lavos makes him disintegrate... Crono is now gone. Schala will warp you out of the crumbling Ocean Palace.

Lavos comes out, and destroys the Kingdom of Zeal. Add Lucca to your team. Your party should be in this order: Frog, Lucca, Ayla. After you are rested up, save, and go to the forest known as the Commons. Talk to the elder, then Dalton busts in. He claims the new title of King, and renames the now non-existent kingdom to the Kingdom of Dalton. He captures you.

-----  
--3.23: The New King - 12000 BC--  
-----

=====  
Location: Blackbird  
Items: Lucca, Frog, Ayla's equipment, Money, Items, Magic Tab  
Enemies: Basher, Byte, Turret  
Bosses: Golem Boss, Dalton Plus

Party: Frog, Lucca, Ayla

Recommended Level: 37

=====  
Now you are in a prison cell. Go up the ladder to find out that you are actually on the blackbird. In the air duct, move to any lit grating and press A. Go right, then all the way up, and then left to the intersection. Go up to the second intersection down from the top. Go to the first ladder, and go down. If Frog is in the lead of your party (as he should be), then you'll find his equipment in the chest. Now beat the guard. Go back to the air ducts. Go to the area above your cell. Go left past the cell until you stop, and then head all the way down. You can look down, and see Dalton. He remodeled the Epoch with wings. He has also renamed it to the Aero Dalton Imperial...kinda catchy, ain't it? No? Be quiet. Go back to your cell, and approach the door. Act sick. Take out the guard, exit the cell, and go left to the next room. In this room, take out the bashers, and get your money back. Exit, and move to the conveyor belt to the south. Press the switch to make the conveyor belt move down, and head to the left door. Inside, you will find Ayla's equipment. Make the conveyor belt go north, go north, defeat the two guards outside of the northeast door, and the byte inside. At the top of the ladder is Lucca's equipment. Re-route the conveyor belt, and dash between the two bashers into the north section. The room on the left has a chest containing your items, and then exit out to the Blackbird's wing. Climb the ladder at the north end, but first go around the dark corner to pick up a magic tab. Take out all of the turrets, and go to the end. You will run in to a boss.

#### GOLEM BOSS

HP: 15,000

EXP: 2500

Tech: 40

G: 2000

Weak vs.: None

Strong vs.: None

Charm: None

This guy won't attack at all. If you want that EXP and the tech points, then use your strongest techs before he runs away.

Now you see Dalton flying by in his new royal chariot. Jump down to fight him.

#### DALTON PLUS

HP: 3500

EXP: 2500

Tech: 40

G: 2000

Weak vs.: None

Strong vs.: None

Charm: Power Meal

Have Frog heal. He'll use Iron Orb that drops your HP by half. Use Frog Flare, or another attack. He'll be down soon. Then he tries to summon the Golem Boss. Instead, he gets sucked in to the warp.

After a funny scene, you'll land. Talk to the Elder to find out that someone has been looking for you. Go to the North Cape. Here you will find Magus (you have to examine the shiny thing). He'll talk to you, reveal himself as



Janus, prince of Zeal, and challenge you to a battle. Say no, and walk away. He'll join you. But, if you're THAT stubborn...

MAGUS

HP: 6666  
EXP: 3000  
Tech: 50  
G: 4000  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir

He has no barrier now. If Frog is in your party, this will be a one on one battle. Since you should have Frog in your party, I will describe the one on one battle. Just use Leap Slash to knock his HP down by 800 every time, and use Cure2 if necessary. But, if you DON'T have Frog in your party...

Have Marle and Lucca use Antipode3 while Ayla uses Charm, Triple Kick, and heals.

Either way, you'll get the amulet, and you'll be directed to the Guru of Time. RECRUIT MAGUS, AS I WILL BE USING HIM THROUGHOUT THE REST OF THE GUIDE.

-----  
--3.24: The Time Egg - 2300 AD--  
-----

- \*Get the Time Egg
- \*Speak with the Nu of Keeper's Dome
- \*Get a Crono Clone
- \*Climb Death Peak
- \*Revive Crono

Yes in this chapter we will get Crono back. We won't even have to keep him in our party. As you fly up in the Epoch, Black Omen will arise. Save that for later. Now go to the End of Time. Speak with the old man, who will reveal himself as Gaspar, the Guru of Time. As you leave, he calls you back. He gives you the Chrono Trigger-- The Time Egg! With this, you can revive Crono.

Now get in the Epoch, and go to Keeper's Dome in 2300 AD. Go through the sealed door at the back, and talk with the Nu. He'll tell you that in order to revive Crono, you need a clone of him. So get in your Epoch, and go the Millennial Fair, 1000 AD. Get enough points to participate in Bekkler's Tent of Horror 40 point game. Play the clone game for as long as you can. The longer you play, the cheaper it is. Once you win the clone, stop by Crono's house. Speak with his mom to get the clone (it is up in his room). Now get back in to the Epoch, and return to 2300 AD. Enter Keeper's Dome, and talk with the Nu. He'll start a program, which will help you climb Death Peak. Now you'll be asked to shut the Nu down. Do so, and leave. Now it is time for Death Peak.

First, however, there are some things we should get first. During this time, start to level up Magus. Go to the Ioka Trading Hut, and you'll find out that now there is only one kind of item available for trade: the Ruby Armor. It costs 10 of each item. Go to the hunting range, and get enough to have three Ruby Armors. Now go to the Laruba Ruins. Talk to the Nu at the north end. He'll offer to change your front character's name. Do it if you want,

and, afterwards (regardless of if you got him to change your name), he'll give you a Silver Rock. No go to agic Cave, 600 AD. Enter it, and find the Magic Ring inside a sealed chest. Now go to Heckran Cave, 1000 AD. There are no enemies now. In the sealed chest, you will find two items (in the same chest): Wall Ring and Dash Ring. Now go back to Lucca's house. Put Lucca in your party, and have her speak to Taban to get the Taban Helm and Taban Suit. Go to the Forest Ruins north of Medina Village, 1000 AD. With the pendant, you make the large triangle disappear. You can choose a chest. Get the one on the left that contains a Safe Helm. The one on the right contains Crono's Swallow, but he will get more powerful weapons later. Go back to Guardia Forest, 600 AD, and open the sealed chest (near where the open field that contains the gate is in 1000 AD) to get a Speed Tab. Go back to that same area in 1000 AD to get the Power Ring. Now go to 600 AD. Enter the Elder's House in Porre, and check both sealed chests. Say NO to opening the chests. Now go to Truce Inn, and Guardia Castle, and do the same. Now go to 1000 AD, and enter their respective places (in 1000 AD's Guardia Castle, you must have Marle in your party to enter). You will get a Black Mail, White Mail (Porre), Blue Mail (Truce), and Red Mail (Castle). Now go back to 600 AD and open the treasure chests here to get the vest version of each. Now go to 2300 AD. All characters should know all of their techs by now.

=====  
Location: Death Peak  
Items: Power Tab, Magic Ring, Giga Arm, Brave Sword, Wall Ring,  
Star Scythe, Vedic Blade, Dark Helm, Memory Cap  
Enemies: Krakker, Macabre  
Bosses: Lavos Spawn x 3  
Party: Magus, Lucca, Marle  
Recommended Level: 40  
=====

Make no mistake: this is hard. At the start, go forward and talk to the Poyozo Doll. He'll make some trees appear. You have to go from tree to tree in between wind gusts. Make sure to get the Power Tab. Once you get to the top of the screen, you'll no longer need to worry about the wind. Now equip the Black Rock to Marle. Move left and battle Krakkers, and then collect the Magic Ring. You can destroy most enemies around here quite easily with a Fire/Lightning/Ice2 spell. Climb the ladder and head right. Go down the slope to the southeast, and collect the Wall Ring from the far tree. Go back up the slope, take out the Macabres outside the cave, go down and save, and then enter the cave.

#### LAVOS SPAWN

HP: 4000  
EXP: 747  
Tech: 120  
G: 500  
Weak vs.: None  
Strong vs.: None  
Weak vs.: None  
Charm: Elixir

Use DarkEternal once or twice, and that should take him out real soon.

After he is gone, get Robo's Giga Arm, and exit north. Follow the path south back in to the cave. Get Frog's Brave Sword, and continue south. On the ledge, move north, and examine the shiny thing. A new cave opens in the

lower section. Go back to the save point, and enter this cave. On the way up, collect a Star Scythe. Exit the cave, and battle.

LAVOS SPAWN

HP: 4000  
EXP: 747  
Tech: 120  
G: 500  
Weak vs.: None  
Strong vs.: None  
Weak vs.: None  
Charm: Elixir

Use DarkEternal once or twice, and that should take him out real soon.

Carry on westward. Talk to the Poyozo Doll in this area, and he'll tell you that the ice is slippery. Press up to try and stay on. If you fall off, you'll be dropped at the save point, and have to fight everyone (except the Lavos Spawn) again. Use dash to your advantage. Get the Vedic Blade, and go south. The final Poyozo Doll says, "Push the shell, climb the shell". Remember this. Continue left, and climb down the ladder. Get the Dark Helm, use the save, and fight yet another...

LAVOS SPAWN

HP: 4000  
EXP: 747  
Tech: 120  
G: 500  
Weak vs.: None  
Strong vs.: None  
Weak vs.: None  
Charm: Elixir

Use DarkEternal once or twice, and that should take him out real soon.

Unlike the other spawns, its shell will remain. Push the shell below the ladder, and press A to climb the shell. Now you can climb the ladder. Now you are at the summit. At the top, use the Chrono Trigger. You'll be transported back to 12000 BC, right to when Lavos is preparing to destroy Crono. Talk to Crono to replace him with his clone. Now you are back in 2300. Crono is revived! You are taken back to the End of Time.

-----  
--3.25: The Fated Hour - N/A--  
-----

\*Learn about the side-quests

The old man congratulates you for restoring Crono. During all the side quests and the final battle, the chapter title is The Fated Hour, but I'll give each different chapters. Here are the clues that Gaspar gives you:

In the Middle Ages, a woman's sheer determination brings a forest back to live...

A fugitive in the Middle Ages, Ozzie, maintains an evil hideout...

There's a task to be done in the Future, where machinery originated...

And there's a very special stone that can shine its light on each generation, from the distant past to the far future...

There's the ghost of a lofty knight, slain by Magus in the Middle Ages, who haunts the present...

There's an object in the Middle Ages that sparkles like a rainbow...

One of you is close to someone who needs help...find this person...fast.

Regarding the last clue, I'm not quite sure if it is in reference to Guardia's trial (he is in trouble, and he is close to Marle, as he is her father), or Zeal's Black Omen (Magus' mother...succumbing to Lavos). Anyways...

```
-----  
--=3.26: The Ghost of Cyrus - 600/1000 AD=-  
-----
```

- \*Repair the ruins
- \*Set Cyrus to rest
- \*Collect the items

"There's the ghost of a lofty knight, slain by Magus in the Middle Ages, who haunts the present..."

Make sure to replace Marle with Frog. Go to Choras Village in 600 AD. Talk to the man in the Café drinking. He says that his tools are missing. Go to 1000 AD, and speak to the same guy in the same place. He'll give you his tools, which are at his house. Talk to his wife to get them. Now go back to the 600 AD version of him. Lend him the tools. Follow him to his house. Ask him to repair the Northern Ruins. Now go there.

```
=====  
Location: Northern Ruins  
Items: None  
Enemies: Base, Defunct, Departed, Reaper, Sentry  
Bosses: None  
Party: Frog, Magus, Lucca  
Recommended Level: 42  
=====
```

Regarding the no items thing...examine the sealed chest, and say no to opening them so you can get their upgraded versions in 1000 AD, and then come back and get the originals here. Anyways, the repairman says that he's fixed everything he can. He'll fix more if you take out the ghosts. Go around, taking out all enemies. Use Magus' Fire2 to take them out. Go back to the repair guy, and pay him 2000 G to fix it. Now go back, and go through the lower levels. Soon you come across the grave. Talk to it, and Cyrus will come out. He will say some things, and then leave. Now Masa and Mune have a conversation. They upgrade to become the more powerful Masamune (Frog's best weapon), which, in my tables, is listed as the Masamune 2. Pay the repairman more money to have him complete the repairs. Now go to 1000 AD, and enter the Northern Ruins, which is now known as Hero's Grave. Explore downstairs for a HyperEther and a Magic Tab near the grave. Now move to the upper portion of the tomb and search the lower left corner of the first room to find a power tab. The left chest contains an elixir, and the sealed chests contain a Shiva Edge and a Valkerye (Marle's best weapon). The other chest

contains a Moon armor. Now go back to 600 AD. Get the same stuff. The black boxes now contain the Nova Armor, the Kali Blade, and the Siren. Now go to Denadoro Mountains. Go to the last area, where the Free Lancer is throwing rocks, and Frog will catch one. It'll turn out to be a Gold Rock.

-----  
--3.27: Ozzie's Fort - 600 AD--  
-----

\*Meet up with old foes

"A fugitive in the Middle Ages, Ozzie, maintains an evil hideout..."

Place Magus in the lead.

=====  
Location: Ozzie's Fort  
Items: Full Ether, Gloom Cape, Gloom Helm, Doom Sickle, Magic Tab,  
Dash Ring, Sight Cap  
Enemies: None  
Bosses: Flea Plus, Super Slash, Great Ozzie, Super Slash, Flea  
Plus, Great Ozzie  
Party: Magus, Frog, Ayla  
Recommended Level: 44  
=====

This is located in 600 AD, right where Medina Village is in 1000 AD. Enter the fort to see that the Great Green Blob is still alive. At the beginning, he'll (gasp) run. Follow him, and he'll summon Flea Plus

FLEA PLUS

HP: 2500  
EXP: 2000  
Tech: 20  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Charm: None

Believe it or not, this battle is easier than before. Have Frog and Ayla use regular attacks, and Magus use Dark Bomb. He/she/it will be gone before you can say, "Gender challenged".

Open the chest, and continue through to witness the funniest scene in the game. You'll be on a platform surrounded by conveyor belts. Ozzie will draw up monsters using a crane. Your party will prepare for battle, and the music starts. The monsters are on the conveyor, and fall in to the hole. The battle music fades out all funny-like. Carry on to face...

SUPER SLASH

HP: 2500  
EXP: 2000  
Tech: 20  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Charm: None

Again, quite easy. Have Frog and Ayla use Drop Kick, and Magus use Dark Mist. He'll be gone quickly.

In the next room is a treasure chest guarded by a blade. Ignore it, and start to head in to the next room. A green imp comes in, and is killed by it. Ozzie runs, leaving you to take the Full Ether from the chest. Go to the door, but, before entering, go straight down. You'll enter a secret chamber containing a Magic Tab, Gloom Helm, Gloom Cape, and Doom Sickle. EQUIP THESE, leave the dungeon, save, and go back in. Proceed all the way to where you were. Now prepare for a fight.

GREAT OZZIE, SUPER SLASH, FLEA PLUS

Ozzie HP: 6000  
Slash HP: 4000  
Flea HP: 4000  
EXP: 7500  
Tech: 80  
G: 4000  
Weak vs.: None  
Strong vs.: None  
Ozzie Charm: OzziePants  
Slash Charm: Slasher 2  
Flea Charm: Flea Vest

Charm everyone, and start attacking Super Slash. Make sure to keep your HP fairly high. Soon he'll be destroyed, really hurting their delta attack. Now take out Flea. Now lay the hurt down on Ozzie. He's run so much before that he is about to be smacked hard. Make him say, "Ouchies"

Now the Blob runs. You fight him again

GREAT OZZIE

HP: ????  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: OzziePants

You can once again charm OzziePants from him. Again, aim for the switch behind him. You hit the wrong switch, and you fall. Go back to Ozzie's room. Before you can do battle again, a cat comes up, and presses a switch that drops Ozzie to his doom.

Leave.

-----  
--3.28: The Sun Stone - All--  
-----

\*Take out the Son of Sun  
\*Place the Moon Stone in the Sun Keep  
\*Teach the Mayor of Porre a lesson  
\*Get the Sun Stone

"And there's a very special stone that can shine its light on each

generation, from the distant past to the far future..."

Fly to 2300 AD. Enter the Sun Palace, and make sure everyone is equipped with some sort of fire resistant armor.

SON OF SON

HP: 2100

EXP: 3800

Tech: 40

G: 2000

Center weak vs.: IT Flame

Flame orbs weak vs.: none

Center Strong vs.: None

Flame orbs strong vs.: All

Center charm: Black Mail

Orb charm: Elixir

One of the trickier bosses in the game deceives you in to thinking that the middle creature is the boss. The real target is one of the flaming orbs surrounding it. Only this orb can be damaged sufficiently, and the whole is immune to spells. To determine which orb is the one to hit, have each character attack an orb physically. Wait until that attack is executed. If no damage is done, the boss counterattacks, and you should try again. Once you've hit the right orb, keep hitting it. Each time they are shuffled, you have to determine the correct one again. Soon he'll be gone.

Now follow him to get the Moon Stone. Fly back to 65,000,000 BC. Put the Moon Stone in the Sun Keep. Now fly to 2300 AD. You'll find that the Moon Stone is gone. Someone has stolen it! Go to 1000 AD, and go to the Mayor's Manor. The Mayor will know nothing about it. Go to the Snail Stop in 600 AD, and buy a Jerky. Take it to the Mayor's Manor of 600 AD, and give it (DO NOT SELL IT) to the woman. Now go back to 1000 AD, and the mayor will give you the partially charged Moon Stone. Take it back to the Sun Keep. Now go back to 2300 AD. Have Lucca in your party, and take your Sun Stone. Lucca will examine it, and you'll be back at 1000 AD in her house. You'll get the Wondershot (Lucca's best weapon), and the Sun Shades.

-----  
--=3.29: The Origin of Machines - 2300 AD=--  
-----

- \*Enter Geno Dome
- \*Fight Atropos
- \*Disable Mother Brain

"There's a task to be done in the Future, where machinery originated..."

In 2300 AD, put Robo in the front of your party. Go from Choras Village (1000 AD) to 2300 AD. Land to be in the Geno Dome.

=====  
Location: Geno Dome  
Items: Full Tonic x 2, Lapis x 2, Elixir, 50,000 G, Poyozo Doll x  
2, Hyper Ether, Full Ether x 2, Vigil Hat, MegaElixir,  
Magic Tab, Power Tab, 15,000 G, Terra Arm, Crisis Arm  
Enemies: Debuggest, Laser Guard, Proto 4  
Bosses: Atropos XR, Mother Brain  
Party: Robo, Magus, Ayla  
Recommended Level: 47

=====  
Step on to the conveyor belt, and fight the groups of enemies. Proceed north, and examine the charge pod next to the door. Press the switch to open it, and then leave it like that for a moment. Head all the way left, and defeat the two Debuggests. As you go to the top, a Proto 4 keeps knocking you away. You cannot reach the chest or the Poyozo Doll. Head north to the Information Panel. Avoid fighting the Proto 4s. Watch as one of them moves in to the charge pod, and comes out with electricity all around it. Follow it in to the room, and take it down, and then get a Full tonic and 50,000 G. Return to the Information Panel, and take out the remaining Proto 4s. Now something clicks. Get the full Tonic from the chest, and move Robo to the right panel. Slide over to the charging pod and enter. Now electricity is around Robo. Head to the door west of the charging pod. Take out the Laser Guards, and proceed to the top three switch panels. Press the left and right panels. This opens the pod. Charge Robo, and dash over to the pod. Enter this room, and get the Poyozo Doll. Examine the green pad again to get a Speed Tab. Go back down the southern corridor, and head right. The glittering dot indicates where the dust chute is. Don't use it. The door across from here is an elevator. Use the save, and then enter the door beside the elevator. To the right, search for a Power Tab. Continue north, and take the top elevator down. Move to the bottom of the corridor, and deactivate the red laser. There will be an alarm sounding. Move across the conveyor belt and open the charge pod on the other side. Return to where you left the elevator, and go left in to the room bisected by piped in the floor. Move to the bottom switch, and press it to change the direction of the conveyor belt. Now you must return to the charging pod, dash all the way around the bottom floor to the conveyor belt, and then dash north and left in to the charge pod. You should clear all enemies in your path so they don't get in the way. Once you've opened the door, collect the Full Ether and Hyper Ether. Examine the robot to get it to follow you. Take it down the belt, and back toward the entrance. Lead it to the far left, and it will make the other robot stand still. Now get the Poyozo Doll and Vigil Hat. Return to the southeast elevator and go up. Use the save point and defeat the Laser Guards below. You may need to go back, save a gain, and use a shelter if Robo isn't doing well. Get the Lapis, and go left to meet Atropos.

#### ATROPOS XR

HP: 6000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: N/A

This is a one on one battle. Have Robo use Robo Tackle, and use Cure Beam when needed. Atropos does the same thing. She'll use Final Bomb at the end.

Now you'll get a Ribbon. Return to the save point and heal. Return to where you fought Atropos and move toward the laser beams. Robo hits the switch beside the doorway, deactivating the lasers. Get the MegaElixir and the Magic Tab. On the lower catwalk, get 15000 G, get a Full Ether, go back to the ladder, continue west, fighting laser guards, and place the two Poyozo Dolls on the green pads. Now you will encounter Mother Brain

#### MOTHER BRAIN

Brain HP: 5000



Display HP: 1  
EXP: 3000  
Tech: 40  
G: 3000  
Weak vs.: None  
Strong vs.: None  
Brain charm: Blue Mail  
Display charm: Elixir

First destroy all of the Displays in the room except one. The displays heal the Mother Brain by 1000 HP each, making it impossible to do damage. Destroy the Display on the left and the one on the right. If you take all three out, she'll launch a massive counterattack, and her attack and defense will rise each round. Now attack the Mother Brain with single-target techs. Don't use Dual or Triple Techs, since you can do more damage in one round if everyone performs their strongest single tech. Charm a Blue Mail from her, then you'll beat her.

After the battle, Robo gets the Terra and Crisis arms (his most powerful weapons), and disables Geno Dome.

-----  
--=3.30: The Rainbow Shell==  
-----

- \*Find Giant's Claw
- \*Get Guardia to help you get the Rainbow Shell back to the castle
- \*Find out that Guardia is on trial
- \*Find the Rainbow shell
- \*Prove Guardia's innocence
- \*Finish off a 400 year long grudge

"There's an object in the Middle Ages that sparkles like a rainbow..."

Go to Choras Village Café in 600 AD. Talk with Toma. He'll give you Toma's Pop. Now go to 1000 AD's Choras. Go to the west cape (it has a grave on it). Use Toma's Pop on it. Toma will pop up, and tell you about the location of Giant's Claw. Behind his tombstone is a Speed Tab. Go back to 600 AD, and go northwest to...

=====  
Location: Giant's Claw  
Items: Sight Cap, Power Tab x 3, Full Ether, Blue Rock, Zodiac  
Cape, Lapis, Frenzy Band  
Enemies: Fossil Ape, Gigasaur, Leaper, Lizardactyl, Rubble  
Bosses: Rust Tyrano  
Party: Ayla, Magus, Frog  
Recommended Level: 49  
=====

Read Toma's note near the entrance. Go south to find...Azala's throne room?! Yes this is the Tyrano Lair. Your lead character can sit in the chair for a laugh. Go south and examine the left chest. Use Lightning attacks to defeat the enemies, and then get the Sight Cap. Go down the ladder to the right. Avoid using Lightning on the Lizardactyls. It will heal them. Continue through the right cave until you find a familiar room with three floor switches and a Dino Skull. The top switch reveals a save point. Don't press the bottom right switch. Stand on the bottom left, and follow the Kitty. Press the left switch to open the skull. Enter the skull and find the Power Tab, and then head south to the exit. Move left and climb down the ladder.

Grab the Full Ether on the left, move all the way right, and search the floor for another Power Tab. Climb back up the ladder. Go left and south, where Fossil Apes and Leapers attack you. Cross the ravine and get the Blue Rock from the chest on the far right, and then exit south. The far top right ladder in the next room leads all the way back to the entrance. Go down the south ladder, and move all the way left. Search in the corner for a chest containing the Zodiac Cape. Run down the slope and open the right chest, and then go down the ladder and exit through the left cave. You are now at the Tyrano Lair's entrance of 65,000,000 BC. Fight the Leapers and Gigasaur, and enter the left skull. Notice the shiny tab on the floor to the right, and go up. Press the left floor switch to dump the Fossil Ape, and then enter the left door. Collect the Frenzy Band and return. This time you have to fight, but you can then move right and dump the other fossil ape. Exit through the right door. Now are some Rubble enemies that will provide valuable EXP. In case you don't remember, these guys give you 1000 EXP and 100 tech. Continue in to the small chamber and open the right pod. This switch drops you in to the chamber below. Exit the cell, and go west, going up the stairs. Get the Power Tab, and go out of the cell. Use the save on the lower floor, and go back in to the cell. In the back is a new opening that wasn't there 65,006,000 years ago. Enter it to find the boss...

#### RUST TYRANO

HP: 25000  
EXP: 3800  
Tech: 40  
G: 2000  
Weak vs.: none  
Strong vs.: None  
Charm: Red Mail

This battle is like the one against the black Tyrano, only he is now tougher, and, upon reaching 0 in the countdown, he'll launch a double fire attack. Hopefully you have Ruby Armors for everyone. If you do, the only attack you should worry about is when he chews up a character. The cool thing is that you don't have to wait for it to drop its defense, so start using your best Dual techs. Make sure to heal, and use charm.

Go north afterwards and check out the Rainbow Shell. Go south, and you are transported to Guardia Castle, where the King will help you get it back. Now it is kept as a national treasure.

Replace Frog with Marle, and go to 1000 AD Guardia Castle. Inside you will notice that most of the rooms are locked up. Go up the right passage and enter the left stairway. Get the HyperEther on your way up, and notice another locked chest. Speak with the guards, and you will be allowed (after some "convincing" Marle style) in. You will see the trial. You will be kicked out in a moment. Now you have to get the Rainbow Shell. Go back downstairs, and take the right stairway down. Take out the Gnashers, and go north. Take out all the enemies, and, at the top, you will find the Rainbow Shell. Read the note that is wedged under it (from Leene), and grab the Prism Shard. Go back to the courtroom, and the guards won't let you in. She takes the party around back, and they crash through the window. You prove the King's innocence. The chancellor reveals himself as Yakra XIII - descendant of the boss of the Cathedral in 600 AD!

#### YAKRA XIII

HP: 18000  
EXP: 3500

Tech: 40  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Charm: White Mail

Everyone should be equipped with an item that prevents Chaos. If you're well prepared, all you have to do is hit Yakra XIII with your strongest techs. Don't forget to use Charm and heal occasionally.

Now you see a touching moment between Marle and her father, and you go back to the throne room. You see Melchoir, and go down to the Rainbow Shell. He'll give you a choice between a Prism Dress and three Prism Helms. Choose the helms. He'll also make the Sun Specs and the Rainbow (Crono's best weapon). Now go through the castle collecting items. Go back to the courtroom and get the shiny thing--Yakra Key. Now go to the next tower and unlock the chest that I told you to remember. Now you get the real Chancellor back. Leave.

-----  
--=3.31: Saving a Forest - 600 AD--  
-----

- \*Exterminate the monsters from the Sunken Desert
- \*Give Robo to Fiona
- \*Come back for Robo

"In the Middle Ages, a woman's sheer determination brings a forest back to life..."

Go to Fiona's Villa (south of Dorino) in 600 AD. She'll tell you about a mystic sapling. Go west from her house and enter the Sunken Desert.

=====  
Location: Sunken Desert  
Items: Lapis, Full Ether x 3, Aeon Suit, Elixir, Full Tonic,  
5,000 G, HyperEther, Muscle Ring, Aeon Helm, Memory Cap,  
Power Tab  
Enemies: Hexapod, Mohavor  
Bosses: Retinite  
Party: Magus, Marle, Frog  
Recommended level: 52  
=====

This is the hardest side-quest. Go around this room, taking out enemies, and collecting items. Now go to the bottom room. Here you see a skeleton come up every 15 seconds. When the skeleton surfaces, attack it.

#### RETINITE

Core HP: 1000  
Upper HP: 5000  
Lower HP: 4800  
EXP: 2600  
Tech: 100  
G: 2000  
Core Weak vs.: None  
Upper/Lower weak vs.: Water  
Core strong vs.: Absorbs all magic but water  
Upper/Lower strong vs.: None

Core Charm: Speed Tab

He looks like Zombor. Make sure to heal throughout this battle. Cast an ice spell to lower the DEF, and then target the top with powerful PHYSICAL techs like Confuse, Leap Slash, X-Strike, etc. DEF will rise again with each attack; so cast Ice and/or Water at the beginning of each round. Continue this pattern until it is destroyed, and then take out the bottom half.

Now that he is gone, get the chests, go north, and exit through the north door. Place Robo in the lead of your party, and enter Fiona's Villa. Robo will volunteer to help replant the forest. Go to 1000 AD to see the forest. SAVE, and then enter the shrine in the middle. Go to the front, and examine Robo. Now the group has a campout while Lucca repairs Robo. After a talk, everyone will be asleep (except I'm not sure whether or not Magus is). Lucca will awaken. Go right past Magus, and in to the time gate. You are in Lucca's room. Read the note to find out that you are in Lucca's room 8 years ago. Go downstairs, and south. Now you will see Lucca's mother cleaning one of Taban's machines. Her skirt will be caught. Go up to the machine, and press A. Press L. Wait for the chime. Repeat this process using the letters: L A R A (NOTE: that first L is the same as the other L). You have saved Lucca's mother from being crippled. When you come back, Robo will give you the Green Dream.

Now it is time for the final side-quest.

-----  
--=3.32: The Black Omen=--  
-----

- \*Enter the massive fortress
- \*Beat the mutants
- \*Beat Zeal
- \*Re-enter in 600 AD
- \*Re-enter in 12,000 BC

In 1,000 AD, fly to Melchor's Hut. Above it is the Black Omen.

=====  
Location: Black Omen  
Items: MegaElixir x 6, 30,000 G, Magic Seal, Elixir x 2, Magic Seal, Vigil Hat, Nove Armor, Haste Helm, Zodiac Cape, Power Seal, Speed Tab x 4, White Rock  
Enemies: Alien, Blob, Boss Orb, Cybot, Flyclops, Goon, Incognito, Laser Guard, Martello, Metal Mute, Panel, Peeping Doom, Ruminator, Side Kick, Synchrite, Thrasher, Tubster  
Bosses: Mega Mutant, Giga Mutant, Terra Mutant, Lavos Spawn, Queen Zeal, Mammon Machine, Zeal  
Party: Magus, Frog, Ayla  
Recommended level: 54  
=====

You jump out of the Epoch on to a small landing pad. Go north, and fight the Laser Guards. Just use Magus' Lightning2 spell. When you enter, you will find Queen Zeal. She laughs at you, and then summons the Mega Mutant.

MEGA MUTANT

Upper HP: 4600  
Lower HP: 3850  
EXP: 900

Tech: 50  
G: 1500  
Weak vs.: None  
Strong vs.: None  
Upper Charm: Elixir  
Lower Charm: Vigil Hat

Use your strongest Dual Techs on the upper half first, and then take the bottom half out.

Go north, through the black omen, defeating enemies, and collecting items. Make sure that you bring shelters. Above the Mega Mutant are two Incognitos. Again, you have to wait for them to appear from behind the shield. Soon you'll come across an enemy known as the Goon. These are very hard. Don't use Lightning or Shadow magic, as they absorb them. After saving, go north. Soon you'll fight a Boss Orb/Side Kick group. They are tricky, but the reward is great. Attack the Boss Orb, and then take out the Side Kicks. Continue fighting your way north until you reach a transport pad. Now you must use the elevator, which is just like the one found in the Ocean Palace. Take out the enemies. Go from left to right in large areas and collect the items. In the large room with a save point are chests that contain an Elixir, a Vigil Hat, two MegaElixirs, Nova Armor, and a Haste Helm. Talk to the left Nu to buy stuff, and then search the north wall for a hidden door. Go left in this area, and in to the cone of light. Enter it to face a Tubster. Charm the Tubster to get a power tab. Now you see a stream of Ruminators. Take them out, and get the Zodiac Cape. Carry on. Soon you'll be moving south. After fighting a Cybot and a Martello, look for a hidden chest containing a speed tab in the next room, and then another teleport pad. In the chambers afterwards, you'll be going north again. Use the save point.

#### GIGA MUTANT

Upper HP: 5800  
Lower HP: 4950  
EXP: 1500  
Tech: 80  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Upper Charm: Wall Ring  
Lower Charm: Hit Ring

Refrain from using regular attacks, because they only do minimal damage. The whole mutant seems invincible. Use Magus' Dark Matter, Frog's Water2, and Ayla's Charm. Also use Drop Kick. Use Elixirs. If you have to choose, take out the upper half first.

Go back and save, and then go forward. Ride the elevator down, and move upward. Release a save point by destroying the four panels. Another boss is waiting.

#### TERRA MUTANT

Upper HP: 7800  
Lower HP: 20,000  
EXP: 2000  
Tech: 100  
G: 3800  
Weak vs.: None  
Upper Strong vs.: None

Lower Strong vs.: Attack, absorbs magic  
Upper Charm: Muscle Ring  
Lower Charm: Power Seal

Use Dark Matter, and Drop Kick on the top half. The bottom half just heals. In essence, it is one creature with 27,800 HP. Once the top half is gone, the bottom half will be too.

Continue on.

#### LAVOS SPAWN

HP: 10,000  
EXP: 2450  
Tech: 120  
G: 2500  
Weak vs.: None  
Strong vs.: None  
Head Charm: Haste Helmet  
Shell Charm: Safe Helm

Have Ayla use Triple Kick on the head, Frog use Leap Slash on the head, and Magus attack. Just like Death Peak!

Continue north past the two battles. Take out the enemies, and SAVE.  
Continue on.

#### QUEEN ZEAL

HP: 12,000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir

At the beginning, Zeal will use Hallation. This will drop everyone's HP to 1. Have Frog use Frog Squash, and Ayla use Tail Spin. This should hurt her really bad. Magus should do Dark Matter. This, and maybe one more attack, will take her out quickly.

You are now tossed in to the Mammon Machine.

#### MAMMON MACHINE

HP: 18,000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir

Physical attacks will raise his DEF and magic attacks increase ATK. It retaliates with a massive counterattack after several spells are cast on it. Spend the first few rounds healing. USE ONLY MAGIC TECHS, NOT PHYSICAL ONES. Of course, you can do whatever you like when it says Mammon M. Stands Still. Charm it now.

ZEAL

Face HP: 20,000

Right Arm HP: 28000

Left Arm HP: 28000

EXP: 0

Tech: 0

G: 0

Weak vs.: None

Strong vs.: None

Right Hand Charm: Prism Helm

Left Hand Charm: Prism Dress

Head Charm: MegaElixir

NOTE: DO NOT TRY THE TAILSPIN/FROG SQUASH STRATEGY. Attacking either hand causes her to reduce that character's HP to 1 or MP to 0. Use a MegaElixir after each major reduction. Focus all attacks on the head to avoid the retribution of the hands. Even if you don't attack the hands, she will perform a Delta Attack that damages by percentage, and it could end the game if you aren't careful. Use MegaElixirs, NOT HEALING SPELLS. Meanwhile use your strongest dual techs on the head.

Now you'll smash the omen. Now it is time for the Lavos Shell.

#### LAVOS SHELL

Now you'll face certain bosses again. Use their respective strategies to beat them. The bosses are:

Dragon Tank

Guardian, Bits

Heckran

Zombor

Masamune

Nizbel

Magus

Black Tyrano, Azala

Giga Gaia

Soon, he'll attack in his own form. He has about 10,000 HP. Use your most powerful techs, and heal when needed. He'll be gone in no time. Now you enter the shell. Use the Time Gate to return to the end of time.

Go to right above Magus' Castle, 600 AD. Enter the Black Omen now.

=====  
Location: Black Omen

Items: None

Enemies: Alien, Blob, Boss Orb, Cybot, Flyclops, Goon, Incognito  
Laser Guard, Martello, Metal Mute, Panel, Peeping Doom,  
Ruminator, Side Kick, Synchrite, Thrasher, Tubster

Bosses: Queen Zeal, Mammon Machine, Zeal

Party: Magus, Frog, Ayla

Recommended level: 58  
=====

You'll notice that all the bosses are gone except the last three, and that all the items are gone. It exists out of time, so those are gone. However, the enemies are still here. Why are we doing this again? We gain more levels. I'll use the same walkthrough, but...edited. You jump out of the

Epoch on to a small landing pad. Go north. Enter, and go north, through the black omen, defeating enemies, and collecting items. Make sure that you bring shelters. Soon you'll come across an enemy known as the Goon. These are very hard. Don't use Lightning or Shadow magic, as they absorb them. After saving, go north. Soon you'll fight a Boss Orb/Side Kick group. They are tricky, but the reward is great. Attack the Boss Orb, and then take out the Side Kicks. Continue fighting your way north until you reach a transport pad. Now you must use the elevator, which is just like the one found in the Ocean Palace. Take out the enemies. Go from left to right in large areas and collect the items. In the large room with a save point are chests that contain an Elixir, a Vigil Hat, two MegaElixirs, Nova Armor, and a Haste Helm. Talk to the left Nu to buy stuff, and then search the north wall for a hidden door. Go left in this area, and in to the cone of light. Enter it to face a Tubster. Charm the Tubster to get a power tab. Now you see a stream of Ruminators. Take them out, and get the Zodiac Cape. Carry on. Soon you'll be moving south. After fighting a Cybot and a Martello, look for a hidden chest containing a speed tab in the next room, and then another teleport pad. In the chambers afterwards, you'll be going north again. Use the save point.

Go back and save, and then go forward. Ride the elevator down, and move upward. Release a save point by destroying the four panels. Continue on. Continue north. Take out the enemies, and SAVE. Continue on.

#### QUEEN ZEAL

HP: 12,000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir

At the beginning, Zeal will use Hallation. This will drop everyone's HP to 1. Have Frog use Frog Squash, and Ayla use Tail Spin. This should hurt her really bad. Magus should do Dark Matter. This, and maybe one more attack, will take her out quickly.

You are now tossed in to the Mammon Machine.

#### MAMMON MACHINE

HP: 18,000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir

Physical attacks will raise his DEF and magic attacks increase ATK. It retaliates with a massive counterattack after several spells are cast on it. Spend the first few rounds healing. USE ONLY MAGIC TECHS, NOT PHYSICAL ONES. Of course, you can do whatever you like when it says Mammon M. Stands Still. Charm it now.

#### ZEAL



Face HP: 20,000  
Right Arm HP: 28000  
Left Arm HP: 28000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Right Hand Charm: Prism Helm  
Left Hand Charm: Prism Dress  
Head Charm: MegaElixir

NOTE: DO NOT TRY THE TAILSPIN/FROG SQUASH STRATEGY. Attacking either hand causes her to reduce that character's HP to 1 or MP to 0. Use a MegaElixir after each major reduction. Focus all attacks on the head to avoid the retribution of the hands. Even if you don't attack the hands, she will perform a Delta Attack that damages by percentage, and it could end the game if you aren't careful. Use MegaElixirs, NOT HEALING SPELLS. Meanwhile use your strongest dual techs on the head. Now you'll smash the omen.

The difference this time is that you've already beaten the shell, so it is open. You don't have to go through it again. Again, use the Gate, and go back to the end of time. Go to 600 AD, and above Magus' Castle. Now go to 12000 BC. Enter THIS omen.

=====  
Location: Black Omen  
Items: None  
Enemies: Alien, Blob, Boss Orb, Cybot, Flyclops, Goon, Incognito  
          Laser Guard, Martello, Metal Mute, Panel, Peeping Doom,  
          Ruminator, Side Kick, Synchrite, Thrasher, Tubster  
Bosses: Queen Zeal, Mammon Machine, Zeal  
Party: Magus, Frog, Ayla  
Recommended level: 62  
=====

You'll notice that all the bosses are gone except the last three, and that all the items are gone. It exists out of time, so those are gone. However, the enemies are still here. Why are we doing this again? We gain more levels. I'll use the same walkthrough, but...edited. You jump out of the Epoch on to a small landing pad. Go north. Enter, and go north, through the black omen, defeating enemies, and collecting items. Make sure that you bring shelters. Soon you'll come across an enemy known as the Goon. These are very hard. Don't use Lightning or Shadow magic, as they absorb them. After saving, go north. Soon you'll fight a Boss Orb/Side Kick group. They are tricky, but the reward is great. Attack the Boss Orb, and then take out the Side Kicks. Continue fighting your way north until you reach a transport pad. Now you must use the elevator, which is just like the one found in the Ocean Palace. Take out the enemies. Go from left to right in large areas and collect the items. In the large room with a save point are chests that contain an Elixir, a Vigil Hat, two MegaElixirs, Nova Armor, and a Haste Helm. Talk to the left Nu to buy stuff, and then search the north wall for a hidden door. Go left in this area, and in to the cone of light. Enter it to face a Tubster. Charm the Tubster to get a power tab. Now you see a stream of Ruminators. Take them out, and get the Zodiac Cape. Carry on. Soon you'll be moving south. After fighting a Cybot and a Martello, look for a hidden chest containing a speed tab in the next room, and then another teleport pad. In the chambers afterwards, you'll be going north again. Use the save point.

Go back and save, and then go forward. Ride the elevator down, and move upward. Release a save point by destroying the four panels. Continue on. Continue north. Take out the enemies, and SAVE. Continue on.

#### QUEEN ZEAL

HP: 12,000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir

At the beginning, Zeal will use Hallation. This will drop everyone's HP to 1. Have Frog use Frog Squash, and Ayla use Tail Spin. This should hurt her really bad. Magus should do Dark Matter. This, and maybe one more attack, will take her out quickly.

You are now tossed in to the Mammon Machine.

#### MAMMON MACHINE

HP: 18,000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir

Physical attacks will raise his DEF and magic attacks increase ATK. It retaliates with a massive counterattack after several spells are cast on it. Spend the first few rounds healing. USE ONLY MAGIC TECHS, NOT PHYSICAL ONES. Of course, you can do whatever you like when it says Mammon M. Stands Still. Charm it now.

#### ZEAL

Face HP: 20,000  
Right Arm HP: 28000  
Left Arm HP: 28000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Right Hand Charm: Prism Helm  
Left Hand Charm: Prism Dress  
Head Charm: MegaElixir

NOTE: DO NOT TRY THE TAILSPIN/FROG SQUASH STRATEGY. Attacking either hand causes her to reduce that character's HP to 1 or MP to 0. Use a MegaElixir after each major reduction. Focus all attacks on the head to avoid the retribution of the hands. Even if you don't attack the hands, she will perform a Delta Attack that damages by percentage, and it could end the game if you aren't careful. Use MegaElixirs, NOT HEALING SPELLS. Meanwhile use your strongest dual techs on the head. Now you'll smash the omen.

Again, the shell is open. If you are over level 65, then continue on.  
Otherwise, take the Time Gate out, train, and come back. Now it is time...

-----  
--=3.33: THE FINAL BATTLE - 1999 AD==  
-----

- \*Beat the outer core
- \*Beat the inner core and save the world

Go straight to fight the second to last battle. Your party should be Crono, Magus, and Ayla.

#### OUTER CORE

At the beginning, use Falcon Hit and Dark Matter until both of the hands are gone. Then use your strongest techs on the body.

#### INNER CORE

At the start, focus your attacks on either the central or left bit until one is destroyed. Unless the left bit's defense disabling becomes a problem, it is better to take out the central bit first. A message indicates when the right bit's defense is down. Use your strongest, single target techs on the right bit. When it restores the central bit, use techs like Falcon Hit, Luminaire, and Dark Matter. Soon the defense is restored. Use the same strategy as before. He also changes time periods, and varies his attacks accordingly. When you beat the Right Bit, the battle is won. Sit back and enjoy the ending! You've just beaten the greatest RPG of all time!!

-----  
/ / / / /-----  
/ / / / / Chapter Four:  
/ / / / / Appendices  
\ / / / /-----

-----  
--=4.01: Tech List==  
-----

#### SINGLE TECHS

##### Crono (Lightning)

Tech Name	Description	Target	MP
Cyclone	Spin-Cut nearby enemies	Circle	2
Slash	Slash attack	Line	2
*Lightning	Attack using lightning	1 enemy	2
Spincut	2x Damage	1 enemy	4
*Lightning2	Strikes all enemies	All enemies	8
*Life	Bring ally back to life	1 Ally	10
Confuse	Attack enemy w/ confuse 4 times	1 enemy	12
*Luminaire	Ultimate damage on all enemies	All enemies	20

##### Marle (Water)

Tech Name	Description	Target	MP
Aura	Restore Ally's HP (some)	1 Ally	1
Provoke	Confuse Enemy	1 Enemy	1
*Ice	Attack enemy w/ Ice	1 Enemy	2
*Cure	Heal ally (more)	1 ally	2
*Haste	Cut ally's wait time by 1/2	1 ally	6
*Ice2	Damage all enemies w/ Ice	All enemies	8
*Cure2	Heal ally (full)	1 ally	5
*Life2	Revive and restore all HP	1 ally	15

#### Lucca (Fire)

Tech Name	Description	Target	MP
Flame Toss	Hit all enemies on a line	Line	1
Hypno Wave	Put enemies to sleep	1 Enemy	1
*Fire	Fire Damage / one enemy	1 Enemy	2
Napalm	Damage enemies in bomb area	Circle	3
*Protect	Ups ally's physical defense	1 ally	6
*Fire2	Fire Damage / All enemies	All enemies	8
Mega Bomb	Damage enemies in bomb area	Circle	15
*Flare	Strongest Fire Magic Attack	All enemies	20

#### Frog (Water)

Tech Name	Description	Target	MP
Slurp	Restore ally's HP (some)	1 ally	1
Slurp Cut	Snag and slash an enemy	1 enemy	2
*Water	Damage enemy w/ Water	1 enemy	2
*Heal	Restore allies' HP (more)	All Allies	2
Leap Slash	Leap Slash an enemy	1 enemy	4
*Water2	Damage all enemies w/ Water	All enemies	8
*Cure2	Restore ally's HP (full)	1 ally	5
Frog Squash	Low HP = greater damage	All enemies	15

#### Robo

Tech Name	Description	Target	MP
Rocket Punch	Punch enemy	1 enemy	1
Cure Beam	Restore ally's HP (some)	1 ally	2
Laser Spin	Laser Spin / All enemies	All enemies	3
Robo Tackle	Tackle enemy	1 enemy	4
Heal Beam	Restore all allies HP (Some)	All allies	3
Uzzi Punch	Hit enemy w/ Multi-Punch	1 enemy	12
Area Bomb	Damage enemy w/ Melt beam	1 enemy	14
Shock	Damage all enemies w/Max Shock	All enemies	17

#### Ayla

Tech Name	Description	Target	MP
Kiss	HP (some) & Status restored	1 ally	1
Rollo Kick	Rollokick an enemy	1 enemy	2
Cat Attack	A savage cat attack	1 Enemy	3
Rock Throw	Stone an enemy	1 enemy	4
Charm	Steal from enemy	1 enemy	4
Tailspin	Damage enemies w/Tailspin	Circle	10
Dino Tail	Low HP = greater damage	All enemies	15
Triple Kick	Damage enemy w/ Triple Kick	1 enemy	20

#### Magus (Shadow)

Tech Name	Description	Target	MP
*Lightning2	Damage enemies w/ Lightning	All enemies	8
*Ice2	Damage enemies w/ Ice	All enemies	8
*Fire2	Damage enemies w/ Fire	All enemies	8
*Dark Bomb	Damage enemies w/ Dark Bomb	Circle	8
*Magic Wall	Ups ally's Mag. Def.	1 Ally	8
*Dark Mist	Damage enemies w/ Dark Mist	All enemies	10
*Black Hole	Power of Life/Death	All enemies	15
*Dark Matter	Black Magic damage	All enemies	20

#### DOUBLE TECHS

Double Tech	User 1	Tech	MP	User 2	Tech	MP
Aura Whirl	Crono	Cyclone	2	Marle	Aura	1
Ice Sword	Crono	Spincut	4	Marle	Ice	2
Ice Sword 2	Crono	Confuse	12	Marle	Ice2	8
Fire Whirl	Crono	Cyclone	2	Lucca	Flame Toss	1
Fire Sword	Crono	Spincut	4	Lucca	Fire	2
Fire Sword 2	Crono	Confuse	12	Lucca	Fire2	8
X Strike	Crono	Slash	2	Frog	Slurp Cut	2
Sword Stream	Crono	Spincut	4	Frog	Water	2
Spire	Crono	Lightning2	8	Frog	Leap Slash	4
Rocket Roll	Crono	Cyclone	2	Robo	Laser Spin	3
Max Cyclone	Crono	Spincut	4	Robo	Laser Spin	3
Super Volt	Crono	Lightning2	8	Robo	Shock	17
Drill Kick	Crono	Cyclone	2	Ayla	Rollo Kick	2
Volt Bite	Crono	Lightning	2	Ayla	Cat Attack	3
Falcon Hit	Crono	Spincut	4	Ayla	Rock Throw	4
Antipode	Marle	Ice	2	Lucca	Fire	2
Antipode 2	Marle	Ice2	8	Lucca	Fire2	8
Antipode 3	Marle	Ice2	8	Lucca	Flare	20
Ice Water	Marle	Ice	2	Frog	Water	2
Glacier	Marle	Ice2	8	Frog	Water2	8
Double Cure	Marle	Cure2	15	Frog	Cure2	15
Aura Beam	Marle	Aura	1	Robo	Cure Beam	2
Ice Tackle	Marle	Ice	2	Robo	Robo Tackle	4
Cure Touch	Marle	Cure2	15	Robo	Heal Beam	3
Twin Charm	Marle	Provoke	1	Ayla	Charm	4
Ice Toss	Marle	Ice	2	Ayla	Rock Throw	4
Cube Toss	Marle	Ice2	8	Ayla	Rock Throw	4
Red Pin	Lucca	Fire	2	Frog	Leap Slash	4
Line Bomb	Lucca	Mega Bomb	15	Frog	Leap Slash	4

Frog Flare	Lucca	Flare	20	Frog	Frog Squash	15	
Fire Punch	Lucca	Fire	2	Robo	Rocket Punch	1	
Fire Tackle	Lucca	Fire2	8	Robo	Robo Tackle	4	
Double Bomb	Lucca	Mega Bomb	15	Robo	Area Bomb	15	
Flame Kick	Lucca	Fire	2	Ayla	Rollo Kick	2	
Fire Whirl	Lucca	Fire2	8	Ayla	Tail Spin	10	
Blaze Kick	Lucca	Fire2	8	Ayla	Triple Kick	20	
Blade Toss	Frog	Slurp Cut	2	Robo	Laser Spin	3	
Bubble Snap	Frog	Water	2	Robo	Robo Tackle	4	
Cure Wave	Frog	Cure2	5	Robo	Heal Beam	3	
Slurp Kiss	Frog	Slurp	1	Ayla	Kiss	1	
Bubble Hit	Frog	Water	2	Ayla	Rollo Kick	2	
Drop Kick	Frog	Leap Slash	4	Ayla	Triple Kick	20	
Spin Kick	Robo	Robo Tackle	4	Ayla	Rollo Kick	2	
Boogie	Robo	Robo Tackle	4	Ayla	Charm	4	
Beast Toss	Robo	Uzzi Punch	12	Ayla	Rock Throw	4	

TRIPLE TECHS

Triple Tech.	1 Requires (MP)	2 Requires (MP)	3 Requires (MP)	Type
Delta Force	C Lightning 2(8)	M Ice 2 (8)	L Fire 2 (8)	Shadow
Arc Impulse	C Spincut (4)	M Ice 2 (8)	F Leap Slash (4)	Ice
Life Line	C Cyclone (2)	M Life 2 (15)	R Laser Spin (3)	White
Final Kick	C Lightning 2(8)	M Ice 2 (8)	A Triple Kick(20)	Shadow
Delta Storm	C Lightning 2(8)	L Fire 2 (8)	F Water 2 (8)	Shadow
Fire Zone	C Spincut (4)	L Fire 2 (8)	R Laser Spin (3)	Fire
Gatling Kick	C Lightning 2(8)	L Fire 2 (8)	A Triple Kick(20)	Shadow
Triple Raid	C Cyclone (2)	F Slurp Cut (2)	R Robo Tackle (4)	Phys.
3D Attack	C Cyclone (2)	F Slurp Cut (2)	A Triple Kick(20)	Phys.
Twister	C Cyclone (2)	R Laser Spin (3)	A Tail Spin (10)	Shadow
Dark Eternal	M Ice 2 (8)	L Fire 2 (8)	Mg Dark Matter(20)	Shadow
Grand Dream	M Life 2 (15)	F Frog Squash(15)	R Cure Beam (2)	???
Omega Flare	L Flare (20)	R Laser Spin (3)	Mg Dark Bomb (8)	Shadow
Poyozo Dance	M Provoke (1)	L Hypno Wave (1)	A Tail Spin (10)	???
Spin Strike	F Leap Slash(4)	R Robo Tackle(4)	A Tail Spin (10)	Phys.

C = Crono  
M = Marle  
L = Lucca  
F = Frog  
R = Robo  
A = Ayla  
Mg= Magus

Thanks to PFritz21 for this chart.

=====  
--4.02: Shop Lists--  
=====

=====  
Prehistoric Shop list  
=====

-----  
1. Ioka Village shop

Tonic	10
Mid tonic	100
Heal	10

---

---

#### 2a. Ioka Trading Hut

Ruby Gun	3 petals and 3 fangs
Sage Bow	3 petals and 3 horns
Stone Arm	3 petals and 3 feathers
Flint Edge	3 fangs and 3 horns
Ruby Vest	3 fangs and 3 feathers
Rock Helm	3 horns and 3 feathers

---

---

#### 2b. Ioka Trading Hut after Magus

Dream Gun	3 petals and 3 fangs
Dream Bow	3 petals and 3 horns
Magma Hand	3 petals and 3 feathers
Aeon Blade	3 fangs and 3 horns
Ruby Vest	3 fangs and 3 feathers
Ruby Helm	3 horns and 3 feathers

---

---

Dark Age shop list

---

---

#### 1. Terra Cave

Demon Edge	17000
Comet Arrow	7800
Megablast	9800
Megaton Arm	15000
Flash Blade	18000
Lumin Robe	6500
Flash Mail	8500
Glow Helm	2300
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

---

---

#### 2. Enhasa

Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

---

---

-----  
3. Kajar

Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

-----

-----  
4, Last Village: Shop I

Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

-----

-----  
5. Last Village: Shop II

Star Sword	25000
Sonic Arrow	10000
Shock Wave	11000
Kaiser Arm	21000
Rune Blade	24000
Hurricane	35000
Aeon Suit	9000
Aeon Helm	7800
Tonic	10
Mid Tonic	100
Full Tonic	700
Heal	10
Revive	200
Shelter	150
Ether	800

-----

-----  
Middle Ages Shop List  
-----

-----  
1. Truce

Iron Blade	350
Dart Gun	800
Karate Gi	300
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

-----



-----  
2. Dorino

Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

-----

-----  
3. Porre

Gold Suit	1300
Beret	700
Tonic	10
Mid Tonic	100
Heal	10
Revive	200
Shelter	150

-----

-----  
4. Choras

Tonic	10
Mid Tonic	100
Full Tonic	700
Ether	800
Mid Ether	2000
Heal	10
Revive	200
Shelter	150

-----

-----  
-----  
Present Shop List  
-----  
-----

1. Leene Square (all merchants combined)

Iron Blade	350
Lode Sword	4000
Karate Gi	300
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

-----

-----  
2. Truce

Red Katana	4500
Robin Bow	2850
Plasma Gun	3200
Hammer Arm	1200
Titan Vest	1200
Tonic	10

Mid Tonic	100
Heal	10
Shelter	150

---

---

### 3. Porre

Steel Saber	800
Iron Bow	850
Dart Gun	800
Karate Gi	300
Bronze Mail	520
Bronze Helm	200
Tonic	10
Heal	10
Revive	200
Shelter	150

---

---

### 4a. Medina Village AKA the shop of discounts

Iron Blade	65000
Steel Saber	65000
Demon Edge	65000
Lumin Robe	65000
Flash Mail	65000
Glow Helm	65000
Tonic	2020
Mid Tonic	20200
Full Tonic	65000
Heal	2020
Revive	40400
Shelter	30300
Ether	65000

---

---

### 4b. Medina Village after Magus

Iron Blade	262
Steel Saber	597
Demon Edge	12684
Lumin Robe	4850
Flash Mail	6342
Glow Helm	1717
Tonic	8
Mid Tonic	75
Full Tonic	523
Heal	8
Revive	150
Shelter	112
Ether	597

---

---

### 5. Fiona's Shrine

Sight Cap	20000
-----------	-------

Memory Cap 20000  
Time Hat 30000  
Vigil Hat 50000

-----  
-----  
6. Choras

Tonic 10  
Mid Tonic 100  
Full Tonic 700  
Ether 800  
Mid Ether 2000  
Heal 10  
Revive 200  
Shelter 150

-----  
-----  
-----  
Future Shop Lists  
-----  
-----

1. Arris Dome

Auto Gun 1200  
Iron Suit 800  
Iron Helm 500  
Tonic 10  
Heal 10  
Revive 200  
Shelter 150

-----  
-----  
2. Trann Dome

Auto Gun 1200  
Iron Suit 800  
Iron Helm 500  
Tonic 10  
Heal 10  
Revive 200  
Shelter 150

-----  
-----  
Black Omen Shop Lists  
-----  
-----

-----  
The reason I gave this its own category is because it "transcends time and space" and can be accessed in the Dark Ages, the Middle Ages, and the Present, and can be seen (not entered) in the Future.  
-----  
-----

1. Nu shop

Mid Tonic 100

Full Tonic 700  
Mid Ether 2000  
Full Ether 6000  
Hyper Ether 10000

---

-----  
--4.02: Weapon List--  
-----

Thanks to Haunter120 for these sections.

+-----+  
|Name Buy Sell Attack|  
+-----+

CRONO

Wood Sword N/A 50 3

---

Iron Blade 350 175 7

---

Steel Saber 800 400 15

---

Lode Sword 4000 2000 20

---

Red Katana 4500 2250 30

---

Flint Edge Trade 3250 40

---

Aeon Blade Trade 6250 70

---

Demon Edge 17000 8500 90

---

Alloy Blade 21000 10500 110

---

Star Sword 25000 12500 125

---

Vedic Blade N/A 15000 135

---

-----  
Kali Blade    N/A            17500            150  
-----

-----  
Shiva Edge    N/A            20000            170  
-----

-----  
Bolt Sword    N/A            2500             25  
-----

-----  
Slasher        N/A            N/A              43  
-----

-----  
Slasher 2     N/A            N/A              155  
-----

-----  
Swallow       N/A            19000            145  
-----

-----  
RainbowSword N/A            30000            220  
-----

MARLE

-----  
Bronze Bow    N/A            40                3  
-----

-----  
Iron Bow       850            425              15  
-----

-----  
Lode Bow       N/A            850              20  
-----

-----  
Robin Bow     2850           1425              25  
-----

-----  
Sage Bow       Trade           2100              40  
-----

-----  
Dream Bow     Trade           2900              60  
-----

-----  
Comet Bow     7800           3900              80  
-----  
-----

Sonic Arrow	10000	5000	100
-------------	-------	------	-----

Valkyrie	N/A	19000	180
----------	-----	-------	-----

Siren	N/A	14000	140
-------	-----	-------	-----

LUCCA

Air Gun	N/A	150	5
---------	-----	-----	---

Dart Gun	800	400	7
----------	-----	-----	---

Auto Gun	1200	600	15
----------	------	-----	----

Plasma Gun	3200	1600	25
------------	------	------	----

Ruby Gun	Trade	2900	40
----------	-------	------	----

Dream Gun	Trade	3700	60
-----------	-------	------	----

Megablast	9800	4900	80
-----------	------	------	----

Shock Wave	11000	5500	110
------------	-------	------	-----

Wonder Shot	N/A	16000	250
-------------	-----	-------	-----

ROBO

Tin Arm	N/A	500	20
---------	-----	-----	----

Hammer Arm	3500	1750	25
------------	------	------	----

Mirage Hand	N/A	2750	30
-------------	-----	------	----

-----  
Stone Arm      Trade      3750      40  
-----

-----  
Doom Finger    N/A      4900      50  
-----

-----  
Magma Hand     Trade      5600      70  
-----

-----  
Megaton Arm    15000     7500      90  
-----

-----  
Big Hand       18000     9000      105  
-----

-----  
Kaiser Arm     21000     10500     120  
-----

-----  
Giga Arm       N/A      12000     135  
-----

-----  
Terra Arm      N/A      14000     150  
-----

-----  
Crisis Arm\*    N/A      1          1  
-----

\*There is a formula for calculating the damage. It is the last digit of Robo's HP divided by two, times his current attack power, equals the crisis arm attack power. Or, in short:

$$H / 2 * A = CAAP$$

AYLA

Fist            N/A      N/A      Varies  
-----

-----  
Iron Fist      Lv. 72    N/A      Varies  
-----

-----  
Bronze Fist    LV. 99    N/A      Varies  
-----

FROG

Bronze Edge   N/A      175      6  
-----

-----  
Iron Sword    N/A            550            10  
-----

-----  
Masamune      N/A            N/A            75  
-----

-----  
Flash Blade   18000          9000           90  
-----

-----  
Pearl Edge    22000          11000           105  
-----

-----  
Rune Blade    24000          12000           120  
-----

-----  
Masamune 2    N/A            N/A            200  
-----

MAGUS

-----  
Dark Scythe   N/A            10000           120  
-----

-----  
Hurricane     35000          17500           135  
-----

-----  
Star Scythe   N/A            21000           150  
-----

-----  
Doom Sickle   N/A            1               160  
-----

-----  
--4.04: Armor List--  
-----

+-----+  
|Name            Buy            Sell            Def |  
+-----+  
Hide Tunic      N/A            40              5  
-----

-----  
Karate Gi      300            150            10  
-----

-----  
Bronze Mail    520            260            16  
-----



-----  
-----  
Maiden Suit N/A 280 18  
-----  
-----

-----  
-----  
Iron Suit 800 400 25  
-----  
-----

-----  
-----  
Titan Vest 1200 600 32  
-----  
-----

-----  
-----  
Gold Suit 1300 650 39  
-----  
-----

-----  
-----  
Ruby Vest N/A 1800 45  
-----  
-----

-----  
-----  
Dark Mail N/A 1900 45  
-----  
-----

-----  
-----  
Mist Robe N/A 3400 54  
-----  
-----

-----  
-----  
Meso Mail N/A 3000 52  
-----  
-----

-----  
-----  
Lumin Robe 6500 3250 63  
-----  
-----

-----  
-----  
Flash Mail 8500 4250 64  
-----  
-----

-----  
-----  
Lode Vest 8500 4250 71  
-----  
-----

-----  
-----  
Aeon Suit 9000 4500 75  
-----  
-----

-----  
-----  
Zodiac Cape N/A 5000 80  
-----  
-----

-----  
-----  
Taban Vest N/A N/A 33  
-----  
-----

-----  
-----  
Taban Suit N/A N/A 79  
-----  
-----

-----  
-----  
Ruby Armor N/A 7000 78  
-----

-----  
-----  
Nova Armor N/A 5500 82  
-----

-----  
-----  
Moon Armor N/A 6500 85  
-----

-----  
-----  
Prism Dress N/A 4400 99  
-----

-----  
-----  
Gloom Cape N/A 8200 84  
-----

-----  
-----  
Raven Armor N/A 7900 76  
-----

-----  
-----  
Red Vest N/A 2900 45  
-----

-----  
-----  
White Vest N/A 2900 45  
-----

-----  
-----  
Black Vest N/A 2900 45  
-----

-----  
-----  
Blue Vest N/A 2900 45  
-----

-----  
-----  
Red Mail N/A 4100 70  
-----

-----  
-----  
White Mail N/A 4100 70  
-----

-----  
-----  
Black Vest N/A 4100 70  
-----

-----  
-----  
Blue Vest N/A 4100 70  
-----

-----  
--4.05: Accessories List--

=====

Helms

Name	Buy	Sell	Def
Hide Cap	N/A	25	3
Bronze Helm	200	100	8
Iron Helm	500	250	14
Beret	700	350	17
Gold Helm	N/A	600	18
Rock Helm	Trade	1000	20
Cera Topper	N/A	1250	23
Glow Helm	2300	1150	25
Lode Helm	6500	3250	29
Aeon Helm	7800	3900	33
Prism Helm	N/A	400	40
Doom Helm	N/A	4750	29
Dark Helm	N/A	6000	35
Gloom Helm	N/A	6500	42

-----  
-----  
Taban Helm    N/A            N/A            24  
-----  
-----

-----  
-----  
Sight Cap     N/A            10000        30  
-----  
-----

-----  
-----  
Memory Cap    N/A            10000        30  
-----  
-----

-----  
-----  
Time Hat      N/A            15000        36  
-----  
-----

-----  
-----  
Vigil Hat     N/A            25000        45  
-----  
-----

-----  
-----  
Ozzie Pants   N/A            N/A            35  
-----  
-----

-----  
-----  
Haste Helm    N/A            6000         35  
-----  
-----

-----  
-----  
Rainbow Helm N/A            8000         35  
-----  
-----

-----  
-----  
Mermaid Cap   N/A            8000         35  
-----  
-----

Other

Amulet            | Protects a character's status during battle  
Bandana            | Adds 1 speed point to a character  
Berserker         | Prevents a character from being controlled  
Black Rock         | Invokes the Dark Eternal Triple Tech  
Blue Rock         | Invokes the Omega Flare Triple Tech  
Charm Top         | Increases Ayla's ability of a Charm Spell success  
Dash Ring         | Adds 3 speed points to a character  
Defender          | Adds 2 vigor points to a character  
Flea Vest         | Adds 12 magic defense points  
Frenzy Band        | Gives 80% chance of a counter-attack  
Gold Earring      | Increases HP max by 50%  
Gold Rock         | Invokes Grand Dream Triple Tech  
Gold Stud         | Reduces MP usage by 75%  
Green Dream       | Gives a one time chance to revive when defeated  
Hero's Medal      | Combine with the Masamune increase critical hits  
Hit Ring          | Adds 10 strike points to a character  
Magic Scarf       | Adds 2 magic defense points to a character  
Magic Ring        | Adds 6 magic defense points to a character  
Magic Seal        | Adds 5 points to magic defense and max MP  
Muscle Ring       | Adds 6 vigor points to a character

Power Glove | Adds 2 power points to a character  
 Power Ring | Adds 6 power points to a character  
 Power Scarf | Adds 4 power points to a character  
 Power Seal | Adds 10 defense, power, and stamina points  
 Prism Specs | Maxes the attack power of a character  
 Rage Band | Gives 50% chance of a counter-attack  
 Ribbon | Adds 2 strike points to a character  
 Sight Scope | Tells how much HP an enemy has  
 Silver Earring | Increases HP max by 25%  
 Silver Rock | Invokes Spin Strike Triple Tech  
 Silver Stud | Reduces MP use by 50%  
 Speed Belt | Adds 2 speed points to a character  
 Sun Shades | Enhances a character's attack power  
 Third Eye | Doubles a character's evade ability  
 Wallet | Changes experience points into gold  
 Wall Ring | Adds 10 magic defense points  
 White Rock | Invokes the Poyozo Dance Triple Tech

-----  
 ==4.06: Item List==  
 -----

Thanks to Dangerous K. for this.

ITEM	SELL	BUY	EFFECT
Tonic	5	10	Restores 50 HP
Mid Tonic	50	100	Restores 200 HP
Full Tonic	350	700	Restores 500 HP
Ether	400	800	Restores 10 MP
Mid Ether	1,000	2,000	Restores 30 MP
Full Ether	3,000	6,000	Restores 60 MP
Hyper Ether	5,000	10,000	Restores all MP, only works on 1 person
Elixir	10,000	----	Restores all MP & HP for 1 person
Mega Elixir	25,000	----	Restores all MP & HP for everyone
Heal	5	10	Restores person's status to normal
Revive	100	200	Revives one person, gives them 50 HP
Shelter	75	150	Restores party's HP & MP at any save
Power Meal	1	----	Removes "?" or "Lock" status
Lapis	250	----	Restores 200 HP to every person
Barrier	2,500	----	Reduces magic attacks on you by 1/3
Shield	2,500	----	Reduces physical attacks on you by 1/3
Power Tab	5	----	Adds one point to person's Power rating
Magic Tab	5	----	Adds one point to person's Magic rating
Speed Tab	5	----	Adds one point to person's Speed rating
Jerky	10,000	9,900	Allows access across Zenan Bridge and Moon Stone
Petal	----	----	Trade for items at Ioka Hut
Fang	----	----	Trade for items at Ioka Hut
Horn	----	----	Trade for items at Ioka Hut
Feather	----	----	Trade for items at Ioka Hut
Seed	----	----	Give to Doan at Info Center, 2300 AD
Bike Key	----	----	Lets you ride Speeder Bike, 2300 AD
Race Log	----	----	Records your times in Speeder Bike races
Gate Key	----	----	Lets you access all time portals
Pendant	----	----	Lets you open up all sealed chests
Prism Shard	----	----	Proves the King innocent at trial 1000 AD
C. Trigger	----	----	Use with Clone at Death Peak to get Crono
Tools	----	----	Use to fix Northern Ruins, 600 AD

Dream Stone	----	----	Use with Broken Hilt and Broken Sword to	
			repair the Masamune	
Moon Stone	----	----	Leave in the Sun Keep so it changes to	
Sun Stone	----	----	Combined with Rainbow Shell forms Rainbow	
			Sword, Wondershot	
Ruby Knife	----	----	Stops the Mammon Machine in 12000 BC	
Yakra Key	----	----	Frees Chancellor, Guardia Castle 1000 AD	
Toma's Pop	----	----	Pour on Toma's grave	

-----  
 ==4.07: Bosses==  
 -----

Name: YAKRA  
 Location: Cathedral, 600 AD  
 HP: 920  
 EXP: 50  
 Tech: 5  
 G: 600  
 Weak vs.: None  
 Strong vs.: None  
 Charm: N/A

This battle is quite simple. Have Frog and Crono perform X-Strike on Yakra, while Lucca heals. Also, if everyone is in fair health, she should attack using her weapon. He'll be gone in no time.

Name: DRAGON TANK  
 Location: Guardia Castle, 1000 AD  
 Head HP: 266  
 Body HP: 600  
 Wheel HP: 208  
 EXP: 40  
 Tech: 5  
 G: 500  
 Weak vs.: None  
 Strong vs.: None  
 Charm: N/A

Have both characters use PHYSICAL attacks on the head until it is gone. Once the head is gone, use Fire Whirl on the Grinder (wheel). Once that is gone, focus your attacks on the body. Soon, Crono will jump on top of it, thrust his sword in it, and destroy it.

Name: GUARDIAN  
 Location: Arris Dome, 2300 AD  
 Guardian HP: 1200  
 Bits HP: 200  
 EXP: 300  
 Tech: 5  
 G: 1000  
 Weak Vs.: None  
 Strong Vs.: Fire  
 Charm: N/A

This is your first hard boss fight. At the beginning, use Fire Whirl on a Bit. After about two Fire Whirls, the bit should be gone. Do the same on the other Bit. Now focus all attacks on the Guardian. Soon it will count

down from 5 to 0, and then launch two more bits. Continue the process.

Name: R-SERIES  
Location: Factory, 2300 AD  
HP: 180 (each)  
EXP: 480  
Tech: 6  
G: 600  
Weak vs.: N/A  
Strong vs.: None  
Charm: N/A

They take Robo out of commission, so it is only Crono and Lucca. Use Fire Whirl on the middle robot of each line, and, if someone needs healing, have Crono use Cyclone, while Lucca heals. Easy!

Name: HECKRAN  
Location: Heckran Cave, 1000 AD  
HP: 2100  
EXP: 250  
Tech: 10  
G: 1500  
Weak vs.: Magic  
Strong vs.: Attack  
Charm: N/A

The Heckran can only be damaged by magic. Use Lightning and Fire. Have Marle heal. If no one needs healing, have Marle and Lucca use Antipode. When Heckran is in a curled up defensive position, DO NOT ATTACK IT. He says Go ahead! Try and attack...! When he does this, heal. Continue this until he dies.

Name: ZOMBOR  
Location: Zenan Bridge, 600 AD  
Top HP: 960  
Bottom HP: 800  
EXP: 150  
G: 1500  
Top weak vs.: Shadow/Water  
Bottom weak vs.: Lightning/Fire  
Top Strong vs.: Absorbs Lightning/Fire  
Bottom Strong vs.: Absorbs Shadow/Water  
Charm: N/A

Attack the top half with Ice and regular attacks. Avoid using techs that strike more than one target. Eliminate the top half first. As the upper half is destroyed, he'll take one character's MP down to 0. Once the upper part is gone, use fire or lightning on the head. Soon he'll be gone.

Name: MASA AND MUNE  
Location: Denadoro Mountains, 600 AD  
HP: 1000 each  
EXP: 400  
Tech: 4  
G: 600  
Weak vs.: None  
Strong vs.: None  
Charm: N/A

Focus all of your attacks on the left brother (Mune). Use Antipode and

Spincut (if you have it. Otherwise, use lightning). When Mune is defeated (it won't take long), the battle will be over. They'll attack with X-Strike if you attack Masa. That was easy! Too easy...

Name: MASAMUNE

Location: Denadoro Mountains, 600 AD

HP: 3600

EXP: 500

Tech: 10

G: 1500

Weak vs.: none

Strong vs.: none

Charm: N/A

This battle music is great! Hit it with your most powerful techs. When it says, "Storing Tornado energy," use Slash on it. That is all that can be said for this battle.

Name: NIZBEL

Location: Reptite Lair, 65,000,000 BC

HP: 4200

EXP: 500

Tech: 10

G: 0

Weak vs.: Lightning

Strong vs.: None

Charm: Third Eye

At first, cast Lightning on him. Now use your most powerful dual techs (Drill Kick and Volt Bite work wonders). Two or three rounds after your lightning, he'll release all lightning, hurting you. Have Crono and Marle use Aura Whirl, and continue on. Repeat this process, and you'll have victory in no time.

Name: FLEA

Location: Magus' Castle, 600 AD

HP: 4120

EXP: 500

Tech: 10

G: 1000

Weak vs.: Attack

Strong vs.: Magic

Charm: N/A

Have Crono and Frog use X-Strike while Marle heals. When she uses Waltz of Wind, it puts a character in chaos. If it is Marle in chaos, continue attacking. If it is Frog, use Spincut (if you have it, otherwise regular attacks). If it is Crono, use Slurp Cut. Don't waste items. Soon he/she/it (whatever it is, it certainly has gender problems) will be toast.

Name: SLASH

Location: Magus' Castle, 600 AD

HP: 5200

EXP: 500

Tech: 10

G: 1500

Weak vs.: None

Strong Vs.: Magic

Charm: N/A



At first, just use regular attacks. Quite simple. Then he'll grab his Slasher sword. Down to business. Use Spire, Sword Stream and Ice Sword, and MAKE SURE MARLE HEALS WHEN NECESSARY.

Name: OZZIE

HP: ????

EXP: none

Tech: 0

G: 0

Weak vs.: ????

Strong vs.: ????

Charm: N/A

Some don't even consider this a boss battle. Anyways, don't aim for Ozzie. Instead, press left, and aim for a switch. When you hit it, the battle will restart, but you'll have to hit a different one. When you hit all of them, he...uh...falls.

Name: MAGUS

Location: Magus' Castle, 600 AD

HP: 6666

EXP: 1500

Tech: 15

G: 3000

Weak vs.: The Masamune

Strong vs.: Varies

Charm: N/A

Coollest. Music. Ever. He has a shifting magic barrier that changes his weakness. Have everyone charge up, and have Frog attack. Wait until his barrier changes to Water. Now it is time to put a serious hurt on him. Use Arc Impulse. This will take up to 3000 HP away from him (!!!!)! A couple more spells, and you'll see a message saying, "Magus risks casting a spell". He will now cast either Magic Wall (raises his Mag. Defense) or Dark Matter. If he casts Dark Matter, HEAL!!! Use another Arc Impulse, and maybe some other attacks, and he'll be finished in no time.

Name: NIZBEL II

Location: Tyrano Lair, 65,000,000 BC

HP: 4200

EXP: 880

Tech: 15

G: 0

Weak vs.: Lightning

Strong vs.: None

Charm: Third Eye

Your previous strategy won't work here. Have Crono and Ayla use Volt Bite while Frog heals. He'll still use the electricity discharge, so be careful!

Name: AZALA, BLACK TYRANO

Location: Tyrano Lair, 65,000,000 BC

Azala HP: 2700

Black T. HP: 10,500

EXP: 1800

Tech: 25

G: 0

Weak vs.: None

Strong vs.: none

Azala Charm: Magic Tab  
Black T. HP: Power Tab

Take out Azala first by using magic spells to take out his defense, and then dual techs to hurt him more. You cannot hurt the Black Tyrano until he is gone. After you beat Azala, he uses HP Break that makes your characters lose some HP. Use regular attacks for now. When it says that its defense has lowered to power up its attack, use all your strongest techs. When it reaches zero in its countdown, it does a strong fire attack on all of your characters. Heal, and then repeat. Hopefully you'll be able to take it out before it uses the attack again.

Name: GOLEM  
Location: Zeal Palace, 12,000 BC  
HP: 7000  
EXP: 1000  
Tech: 35  
G: 2000  
Weak vs.: All  
Strong vs.: None  
Charm: Magic Tab

If this is your first game, just let it beat you, using regular attacks. If this is New Game +, concentrate your strongest double techs on him.

Name: KRAWLIE  
Location: Sewer Access  
HP: 500  
EXP: 100  
Tech: 5  
G: 500  
Weak vs.: Shadow  
Strong vs.: None

Just use regular attacks, and the occasional volt bite. He'll bite the dust in no time.

Name: BLUE BEAST, RED BEAST, MUD IMP  
Location: Beasts Nest, 12,000 BC  
Blue HP: 5000  
Red HP: 5000  
Mud HP: 1200  
EXP: 954  
Tech: 22  
G: 2600  
Blue weak vs.: Fire  
Red weak vs.: Water  
Mud weak vs.: none  
Blue strong vs.: absorbs water  
Red strong vs.: Absorbs Fire  
Mud strong vs.: None  
Blue charm: Mermaid Cap  
Red Charm: Elixir  
Mud charm: Speed Tab

This is actually a hard boss. At the beginning, have Ayla use Charm on all three, while Crono does Lightning2. Once you've stolen from all three, have Crono and Frog do Spire on the Red Beast. Once he is gone, Frog should heal, while Crono and Ayla do Volt bite on the blue beast. Now use whatever you want on the Mud Imp.

Name: GIGA GAIA  
Location: Mt. Woe, 12,000 BC  
HP: 9500  
EXP: 3000  
Tech: 30  
G: 3000  
Weak vs.: None  
Strong vs.: None  
Charm: Speed Tab

Before you even get a chance to attack, he'll blast you with two VERY POWERFUL attacks. Have Frog heal, and Crono and Ayla use Volt bite on the left arm. Now use Frog's Leap Slash. Soon the left arm (VERY SOON) will be gone. Now use Spire and Volt Bite on the head. Soon the left arm will be reconstructed. Use Volt Bite on it to destroy it, then attack the head. Soon enough, Giga Gaia will have had enough.

Name: DALTON  
Location: Zeal Palace, 12,000 BC  
HP: 3800  
EXP: 1000  
Tech: 30  
G: 2500  
Weak vs.: None  
Strong vs.: None  
Charm: Power Meal

Easy enough. Use 3D attack, and your other strong techs to try to knock him out before he does any serious damage. At the end, he will do a little bit more damage, and then die off.

Name: GOLEM TWINS  
Location: Ocean Palace, 12,000 BC  
HP: 7000  
EXP: 2000  
Tech: 70  
G: 5000  
Weak vs.: All  
Strong vs.: None  
Charm: magic tab

Crono should attack them with Luminaire (yes, you should have it by now. If not, use Lightning2), and then have Lucca cast Hypno Wave. Have Frog heal, and continue this strategy. Soon, they'll both be gone.

Name: GOLEM BOSS  
Location: Blackbird, 12,000 BC  
HP: 15,000  
EXP: 2500  
Tech: 40  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Charm: None

This guy won't attack at all. If you want that EXP and the tech points, then use your strongest techs before he runs away.

Name: DALTON PLUS

Location: Blackbird, 12,000 BC  
HP: 3500  
EXP: 2500  
Tech: 40  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Charm: Power Meal

Have Frog heal. He'll use Iron Orb that drops your HP by half. Use Frog Flare, or another attack. He'll be down soon. Then he tries to summon the Golem Boss. Instead, he gets sucked in to the warp.

Name: MAGUS  
Location: North Cape, 12,000 BC  
HP: 6666  
EXP: 3000  
Tech: 50  
G: 4000  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir

THIS BATTLE IS OPTIONAL. He has no barrier now. If Frog is in your party, this will be a one on one battle. Since you should have Frog in your party, I will describe the one on one battle. Just use Leap Slash to knock his HP down by 800 every time, and use Cure2 if necessary. But, if you DON'T have Frog in your party... Have Marle and Lucca use Antipode3 while Ayla uses Charm, Triple Kick, and heals.

Name: LAVOS SPAWN  
Location: Death Peak, 2300 AD  
HP: 4000  
EXP: 747  
Tech: 120  
G: 500  
Weak vs.: None  
Strong vs.: None  
Weak vs.: None  
Charm: Elixir

There are three of these around Death Peak. Use DarkEternal once or twice, and that should take him out real soon.

Name: FLEA PLUS  
Location: Ozzie's Fort, 600 AD  
HP: 2500  
EXP: 2000  
Tech: 20  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Charm: None

Believe it or not, this battle is easier than before. Have Frog and Ayla use regular attacks, and Magus use Dark Bomb. He/she/it will be gone before you can say, "Gender challenged".

Name: SUPER SLASH  
Location: Ozzie's Fort, 600 AD

HP: 2500  
EXP: 2000  
Tech: 20  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Charm: None

Again, quite easy. Have Frog and Ayla use Drop Kick, and Magus use Dark Mist. He'll be gone quickly.

Name: GREAT OZZIE, SUPER SLASH, FLEA PLUS  
Location: Ozzie's Fort, 600 AD  
Ozzie HP: 6000  
Slash HP: 4000  
Flea HP: 4000  
EXP: 7500  
Tech: 80  
G: 4000  
Weak vs.: None  
Strong vs.: None  
Ozzie Charm: OzziePants  
Slash Charm: Slasher 2  
Flea Charm: Flea Vest

Charm everyone, and start attacking Super Slash. Make sure to keep your HP fairly high. Soon he'll be destroyed, really hurting their delta attack. Now take out Flea. Now lay the hurt down on Ozzie. He's run so much before that he is about to be smacked hard. Make him say, "Ouchies"

Name: GREAT OZZIE  
Location: Ozzie's Fort, 600 AD  
HP: ????  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: OzziePants

You can once again charm OzziePants from him. Again, aim for the switch behind him. You hit the wrong switch, and you fall. Go back to Ozzie's room. Before you can do battle again, a cat comes up, and presses a switch that drops Ozzie to his doom.

Name: SON OF SON  
Location: Sun Palace, 2300 AD  
HP: 2100  
EXP: 3800  
Tech: 40  
G: 2000  
Center weak vs.: IT Flame  
Flame orbs weak vs.: none  
Center Strong vs.: None  
Flame orbs strong vs.: All  
Center charm: Black Mail  
Orb charm: Elixir

One of the trickier bosses in the game deceives you in to thinking that the middle creature is the boss. The real target is one of the flaming orbs

surrounding it. Only this orb can be damaged sufficiently, and the whole is immune to spells. To determine which orb is the one to hit, have each character attack an orb physically. Wait until that attack is executed. If no damage is done, the boss counterattacks, and you should try again. Once you've hit the right orb, keep hitting it. Each time they are shuffled, you have to determine the correct one again. Soon he'll be gone.

Name: ATROPOS XR  
Location: Geno Dome, 2300 AD  
HP: 6000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: N/A

This is a one on one battle. Have Robo use Robo Tackle, and use Cure Beam when needed. Atropos does the same thing. She'll use Final Bomb at the end.

Name: MOTHER BRAIN

Brain HP: 5000  
Display HP: 1  
EXP: 3000  
Tech: 40  
G: 3000  
Weak vs.: None  
Strong vs.: None  
Brain charm: Blue Mail  
Display charm: Elixir

First destroy all of the Displays in the room except one. The displays heal the Mother Brain by 1000 HP each, making it impossible to do damage. Destroy the Display on the left and the one on the right. If you take all three out, she'll launch a massive counterattack, and her attack and defense will rise each round. Now attack the Mother Brain with single-target techs. Don't use Dual or Triple Techs, since you can do more damage in one round if everyone performs their strongest single tech. Charm a Blue Mail from her, then you'll beat her.

Name: RUST TYRANO  
Location:  
HP: 25000  
EXP: 3800  
Tech: 40  
G: 2000  
Weak vs.: none  
Strong vs.: None  
Charm: Red Mail

This battle is like the one against the black Tyrano, only he is now tougher, and, upon reaching 0 in the countdown, he'll launch a double fire attack. Hopefully you have Ruby Armors for everyone. If you do, the only attack you should worry about is when he chews up a character. The cool thing is that you don't have to wait for it to drop its defense, so start using your best Dual techs. Make sure to heal, and use charm.

Name: YAKRA XIII  
Location: Guardia Castle, 1000 AD

HP: 18000  
EXP: 3500  
Tech: 40  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Charm: White Mail

Everyone should be equipped with an item that prevents Chaos. If you're well prepared, all you have to do is hit Yakra XIII with your strongest techs. Don't forget to use Charm and heal occasionally.

Name: RETINITE  
Location: Sunken Desert, 600 AD  
Core HP: 1000  
Upper HP: 5000  
Lower HP: 4800  
EXP: 2600  
Tech: 100  
G: 2000  
Core Weak vs.: None  
Upper/Lower weak vs.: Water  
Core strong vs.: Absorbs all magic but water  
Upper/Lower strong vs.: None  
Core Charm: Speed Tab

He looks like Zombor. Make sure to heal throughout this battle. Cast an ice spell to lower the DEF, and then target the top with powerful PHYSICAL techs like Confuse, Leap Slash, X-Strike, etc. DEF will rise again with each attack; so cast Ice and/or Water at the beginning of each round. Continue this pattern until it is destroyed, and then take out the bottom half.

Name: MEGA MUTANT  
Location: Black Omen  
Upper HP: 4600  
Lower HP: 3850  
EXP: 900  
Tech: 50  
G: 1500  
Weak vs.: None  
Strong vs.: None  
Upper Charm: Elixir  
Lower Charm: Vigil Hat

Use your strongest Dual Techs on the upper half first, and then take the bottom half out.

Name: GIGA MUTANT  
Location: Black Omen  
Upper HP: 5800  
Lower HP: 4950  
EXP: 1500  
Tech: 80  
G: 2000  
Weak vs.: None  
Strong vs.: None  
Upper Charm: Wall Ring  
Lower Charm: Hit Ring

Refrain from using regular attacks, because they only do minimal damage. The

whole mutant seems invincible. Use Magus' Dark Matter, Frog's Water2, and Ayla's Charm. Also use Drop Kick. Use Elixirs. If you have to choose, take out the upper half first.

Name: TERRA MUTANT  
Location: Black Omen  
Upper HP: 7800  
Lower HP: 20,000  
EXP: 2000  
Tech: 100  
G: 3800  
Weak vs.: None  
Upper Strong vs.: None  
Lower Strong vs.: Attack, absorbs magic  
Upper Charm: Muscle Ring  
Lower Charm: Power Seal

Use Dark Matter, and Drop Kick on the top half. The bottom half just heals. In essence, it is one creature with 27,800 HP. Once the top half is gone, the bottom half will be too.

Name: LAVOS SPAWN  
Location: Black Omen  
HP: 10,000  
EXP: 2450  
Tech: 120  
G: 2500  
Weak vs.: None  
Strong vs.: None  
Head Charm: Haste Helmet  
Shell Charm: Safe Helm

Have Ayla use Triple Kick on the head, Frog use Leap Slash on the head, and Magus attack. Just like Death Peak!

Name: QUEEN ZEAL  
Location: Black Omen  
HP: 12,000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir

At the beginning, Zeal will use Hallation. This will drop everyone's HP to 1. Have Frog use Frog Squash, and Ayla use Tail Spin. This should hurt her really bad. Magus should do Dark Matter. This, and maybe one more attack, will take her out quickly.

Name: MAMMON MACHINE  
Location: Black Omen  
HP: 18,000  
EXP: 0  
Tech: 0  
G: 0  
Weak vs.: None  
Strong vs.: None  
Charm: MegaElixir



Physical attacks will raise his DEF and magic attacks increase ATK. It retaliates with a massive counterattack after several spells are cast on it. Spend the first few rounds healing. USE ONLY MAGIC TECHS, NOT PHYSICAL ONES. Of course, you can do whatever you like when it says Mammon M. Stands Still. Charm it now.

Name: ZEAL

Location: Black Omen

Face HP: 20,000

Right Arm HP: 28000

Left Arm HP: 28000

EXP: 0

Tech: 0

G: 0

Weak vs.: None

Strong vs.: None

Right Hand Charm: Prism Helm

Left Hand Charm: Prism Dress

Head Charm: MegaElixir

NOTE: DO NOT TRY THE TAILSPIN/FROG SQUASH STRATEGY. Attacking either hand causes her to reduce that character's HP to 1 or MP to 0. Use a MegaElixir after each major reduction. Focus all attacks on the head to avoid the retribution of the hands. Even if you don't attack the hands, she will perform a Delta Attack that damages by percentage, and it could end the game if you aren't careful. Use MegaElixirs, NOT HEALING SPELLS. Meanwhile use your strongest dual techs on the head.

Name: LAVOS SHELL

Location: 1999

Now you'll face certain bosses again. Use their respective strategies to beat them. The bosses are:

Dragon Tank

Guardian, Bits

Heckran

Zombor

Masamune

Nizbel

Magus

Black Tyrano, Azala

Giga Gaia

Soon, he'll attack in his own form. He has about 10,000 HP. Use your most powerful techs, and heal when needed. He'll be gone in no time. Now you enter the shell. Use the Time Gate to return to the end of time.

Name: OUTER CORE

Location: 1999

At the beginning, use Falcon Hit and Dark Matter until both of the hands are gone. Then use your strongest techs on the body.

Name: INNER CORE

Location: 1999

At the start, focus your attacks on either the central or left bit until one is destroyed. Unless the left bit's defense disabling becomes a problem, it is better to take out the central bit first. A message indicates when the right bit's defense is down. Use your strongest, single target techs on the right bit. When it restores the central bit, use techs like Falcon Hit,

Luminaire, and Dark Matter. Soon the defense is restored. Use the same strategy as before. He also changes time periods, and varies his attacks accordingly. When you beat the Right Bit, the battle is won. Sit back and enjoy the ending! You've just beaten the greatest RPG of all time!!

-----  
 ==4.08: Bestiary==  
 -----

Thanks to DC for this.

Name	Location	HP	TP	EXP	G	Weak	Othr
Acid	Factory (2300 A.D)	10	1	33	20	Lightning	Nothing
Alien	Black Omen	1050	8	804	1100	Nothing	Nothing
Alkaline	Factory (2300 A.D)	9	1	45	40	Lightning	Nothing
Amphibite	Hunting Grounds	100	0	66	0	Nothing	Nothing
Anion	Hunting Grounds	152	1	72	0	Nothing	Nothing
Atropos XR	Geno Dome	6000	0	0	0	Nothing	Nothing
Avian Chaos	Guardia Forest	45	1	4	18	Nothing	Nothing
Avian Rex	Dactyl's Nest	327	3	129	0	Lightning	Nothing
Bantam Imp	Mountain of Woe	250	6	222	550	Nothing	Nothing
Barghest	Ocean Palace	450	8	376	400	Nothing	Nothing
Base	Northern Ruins	88	8	333	650	Nothing	INV PHY
Basher	Blackbird	150	8	377	0	Nothing	Nothing
Beast	Terra Cave	830	5	204	450	Nothing	Nothing
Beetle	Guardia Forest	12	1	3	15	Nothing	Nothing
Bellbird	Denadoro Mountains	94	2	27	100	Nothing	Nothing
Bit	Arris Dome	200	0	0	0	Nothing	Nothing
Black Tyrano w/Azala	Tyrano Lair	10500	25	1000	0	Nothing	Nothing
		2700	10	800	0	Nothing	Nothing
Blob	Black Omen	1050	0	717	1250	Ice	INV SHA
Blue Beast	Terra Cave	5000	8	300	800	Fire	INV WAT
Blue Eaglet	Guardia Forest	16	1	3	32	Nothing	Nothing
Blue Imp	Truce Canyon	13	1	2	12	Nothing	Nothing
Blue Scout	Ocean Palace	300	8	234	250	Water	ABS F/L/S

Blue Shield	Guardia Castle Prison	24	1	11	45	Nothing	Nothing
Boss Orb	Black Omen	850	0	0	750	Nothing	Nothing
Bug	Arris Dome	89	1	26	0	Nothing	Nothing
Bugger	Arris Dome	100	1	81	45	Lightning	INV FIR
Byte	Blackbird	192	8	378	0	Nothing	Nothing
Cave Ape	Dactyl's Nest	436	3	123	0	Nothing	Nothing
Cave Bat	Heckran Cave	108	1	28	40	Nothing	Nothing
Crater	Lab 16	80	1	15	35	Nothing	INV FIR
Croaker	Hunting Grounds	100	0	0	0	Nothing	Nothing
Cybot	Black Omen	1800	16	728	750	Nothing	Nothing
Cyrus	Northern Ruins	?	0	0	0	Nothing	UNDFTL
Dalton	Zeal Palace	4000	30	1000	2500	Nothing	Nothing
Dalton Plus	Epoch	3000	40	2500	2000	Nothing	Nothing
Debugger	Factory	120	1	24	450	Lightning	INV FIR
Debuggest	Geno Dome	1024	8	452	450	Lightning	Nothing
Deceased	Zenan Bridge	110	2	38	20	Nothing	ABS SHA
Decedent	Magus' Lair	67	1	12	90	Lght,Fire	ABS SHA
Defunct	Northern Ruins	1450	18	518	700	Fire	ABS SHA
Departed	Northern Ruins	1650	0	932	1150	Fire	ABS SHA
Diablos	Cathedral	50	1	10	70	Nothing	Nothing
Display	Geno Dome	1	0	0	0	Nothing	Nothing
DragonTank w/Head w/Grinder	Guardia Castle Prison	300 700 700	0	40	500	Nothing	Nothing
Edger	Sewer Access	160	1	18	0	Shadow	Nothing
Evil Weevil	Reptite Lair	158	2	81	0	Nothing	Nothing
Flea	Magus' Lair	4120	10	500	1000	Fire	Nothing
Flea?	Magus' Lair	__ 20	0	0	0	Nothing	Drains
		__					MP from character who hit her last
Flea Plus	Ozzie's Fort	2500	20	2000	2000	Nothing	Nothing

Flea Plus2	Ozzie's Fort	4000	30	2500	1000	Nothing	Nothing
Flunky	Magus' Lair	390	2	239	210	Magic	ABS SHA
Flyclops	Black Omen	900	10	575	0	Nothing	Nothing
Fly Trap	Reptite Lair	316	2	86	0	Nothing	Nothing
Fossil Ape	Black Omen	1800	15	533	450	Nothing	Nothing
FreeLancer	Denadoro Mountains	110	2	39	125	Nothing	Nothing
Gargoyle	Mountain of Woe	260	6	216	0	Nothing	Nothing
Gato	Leene Square	76	1	10	0	Nothing	Nothing
Giga Gaia	Mountain Of Woe	9500	30	3000	3000	Nothing	Nothing
Giga Gaia	Mountain of Woe	2000	0	0	0	Nothing	Nothing
Right Hand							
Giga Gaia	Mountain of Woe	2000	0	0	0	Nothing	Nothing
Left Hand							
GigaMutant	Black Omen	4950	0	0	0	Nothing	INV PHY
Bottom							
GigaMutant	Black Omen	5800	0	1500	2000	Nothing	INV PHY
Top							
Gigasaur	Giant's Claw	2250	15	784	450	Lightning	Nothing
Gnasher	Cathedral	90	1	8	40	Fire,Sdow	Nothing
Gnawer	Cursed Woods	210	2	26	300	Nothing	Nothing
Goblin	Denadoro Mountains	146	2	32	80	Nothing	Nothing
GoldEaglet	Forest Maze	400	2	32	80	Nothing	Nothing
Golem	Zeal Palace	7000	35	1000	2000	Nothing	Nothing
Golem Boss	Blackbird	15000	40	2500	2000	Nothing	Won't atk
Goon	Black Omen	2800	15	850	800	Nothing	ABS L/S
GreatOzzie	Ozzie's Fort	6000	20	2500	1000	Nothing	Nothing
Green Imp	Guardia Forest	16	1	4	24	Nothing	Nothing
Gremlin	Magic Cave	110	2	51	70	Nothing	Nothing
Grimalkin	Magus' Lair	120	3	114	180	Nothing	Nothing
Groupie	Magus' Lair	390	2	128	170	Magic	ABS SHA
Guard	Guardia Castle	60	1	10	70	Nothing	Nothing
	Prison						

Guardian	Arris Dome	1200	5	300	1000	Nothing	INV FIR
Heckran	Heckran's Lair	2100	10	250	1500	Nothing	Nothing
Hench	Heckran Cave	49	1	11	135	Magic	Nothing
Hench (Purple)	Magus' Lair	180	2	93	200	Fire	Nothing
Hetake	Guardia Forest	14	1	3	16	Nothing	Nothing
Hexapod	Sunken Desert	1000	15	408	600	Nothing	INV F/L
Imp Ace	Truce Canyon	54	1	11	45	Nothing	Nothing
Incognito	Black Omen	110	10	378	1000	Nothing	Nothing
Ion	Hunting Grounds	152	1	72	0	Nothing	Nothing
Jinn	Ocean Palace	450	8	303	400	Nothing	Nothing
Jinn Bottle	Heckran Cave	97	2	34	50	Nothing	Nothing
Juggler	Magus' Lair	452	3	128	220	Fire	Nothing
Kilwala	Mystic Mountain	160	2	42	0	Nothing	Nothing
Krakker	Death Peak	500	0	378	300	Nothing	Nothing
Krawlie	Sewer Access	500	5	100	500	Shadow	Nothing
Laser Guards	Geno Dome/BlackOmen	400	8	346	120	Nothing	Nothing
Lasher	Ocean Palace	666	8	365	850	Nothing	Nothing
Lavos	Ocean Palace	30000	0	0	0	Nothing	Nothing
LavosSpawn (Head)	Death Peak, Black Omen	4000	120	747	500	Nothing	Nothing
LavosSpawn (Shell)	Death Peak, Black Omen	10000	0	0	0	Nothing	INV MAG
Leaper	Giant's Claw	800	10	312	360	Magic	Nothing
Lzardactyl	Giant's Claw	950	8	444	0	Nothing	ABS LGT
Macabre	Death Peak	582	0	427	500	Lightning	Nothing
Mad Bat	Cathedral	18	1	6	75	Nothing	Nothing
Mage	Ocean Palace	480	8	322	550	Nothing	Nothing
Magus	Magus' Lair	6666	15	1500	3000	Nothing	Nothing
Magus	North Cape	6666	50	3000	4000	Nothing	Nothing
Mammon Machine	Black Omen	18000	0	0	0	Nothing	Nothing

Man Eater	Mountain of Woe	260	6	253	750	Nothing	Nothing
Martello	Black Omen	1245	10	554	400	Nothing	Nothing
Masa	Denadoro Mountains	1000	2	200	200	Nothing	Nothing
Masa&Mune	Denadoro Mountains	3600	10	500	1500	Nothing	INV LGT
Meat Eater	Lab 16	75	1	19	60	Fire	Nothing
MegaMutant Bottom	Black Omen	3850	0	0	0	Nothing	Nothing
MegaMutant Top	Black Omen	4600	50	900	1500	Nothing	Nothing
Megasaur	Reptite Lair	830	2	147	0	Lightning	Nothing
Metal Mute	Black Omen	1980	16	685	1100	Nothing	Nothing
Mohavor	Sunken Desert	400	15	348	550	WAT & SHA	INV F/L
MtherBrain	Geno Dome	5000	40	3000	3000	Nothing	Nothing
Mud Imp	Terra Cave	1200	10	354	1000	Nothing	Nothing
Mune	Denadoro Mountains	1000	2	200	200	Nothing	Nothing
Mutant	Lab 16	300	1	22	30	Shadow	Nothing
Naga-Ette	Cathedral	60	1	8	80	Fire	Nothing
Nereid	Sewer Access	138	1	22	200	LGT & SHA	Nothing
Nizbel	Reptite Lair	4200	10	500	0	Lightning	Nothing
Nizbel II	Tyrano Lair	6500	15	880	0	Lightning	Nothing
Nu	HuntngGrounds/Kajar	1234	30	248	0	Nothing	Nothing
Octo Blush	Heckran Cave	80	1	28	35	Magic	Nothing
Octo Pod	Lab 16	130	1	12	10	Lightning	Nothing
Ogan	Denadoro Mountains	146	2	32	80	Fire	Nothing
Omicrone	Magus' Lair	218	1	22	55	Nothing	INV MAG
Outlaw	Magus' Lair	182	3	104	90	Nothing	INV F/L
Ozzie	Zenan Bridge	762	2	30	100	Nothing	INV MAG
Ozzie 2	Magus' Lair	1000	0	0	0	Nothing	Nothing
Ozzie 3	Ozzie's Fort	1000	0	0	0	Nothing	Nothing
Pahoehoe	Dactyl's Nest	250	3	94	0	Nothing	INV MAG
Panel	Black Omen	1875	12	800	550	Nothing	Nothing

PeepngDoom	Black Omen	1	10	378	450	Nothing	Nothing
Poly	Truce Canyon	99	2	7	50	Nothing	Nothing
Proto 2	Arris Dome	128	1	22	50	LGT, SHA	Nothing
Proto 3	Factory	256	1	33	60	Shadow	Nothing
Proto 4	Geno Dome	1024	8	477	800	Lightning	Nothing
R Series	Factory	150	1	80	100	Nothing	INV FIR
Rain Frog	2 Feathers	100	0	64	0	Nothing	Nothing
Rat	Arris Dome	45	1	18	0	Shadow	Nothing
Reaper	Northern Ruins	1450	18	518	700	Fire	ABS SHA
Red Beast	Terra Cave	5000	8	300	800	Water	INV FIR
Red Eaglet	Forest Maze	400	2	69	0	Nothing	INV FIR
Red Scout	Ocean Palace	300	8	234	250	Fire	ABS L/W
Reptite	Mystic Mountain	92	2	72	0	Magic	Nothing
Reptite (Purple)	Tyrano Lair	336	4	123	0	Nothing	STR LGT
Retinite (Top)	Sunken Desert	5000	20	500	0	Nothing	INV MAG
Retinite (Core)	Sunken Desert	1000	60	1600	2000	Nothing	ABS F/L/S INV ICE
Retinite (Bottom)	Sunken Desert	4800	20	500	0	Nothing	INV MAG
Roly	Truce Canyon	24	1	3	25	Nothing	Nothing
RolyBomber	Magus' Lair	99	3	72	25	Magic	Nothing
Roly Poly	Heckran Cave	50	1	31	50	Nothing	Nothing
Roly Rider	Guardia Forest	30	2	5	40	Nothing	Nothing
Rubble	Mountain of Woe	515	100	1000	0	Nothing	Uses Lock
Ruminator	Black Omen	1500	18	422	400	Nothing	INV L/S
Runner	Mystic Mountains	196	2	42	0	Nothing	Nothing
RustTyrano	Giant's Claw	25000	40	3800	200	Nothing	Nothing
Save Point	Magus' Lair	10	2	114	100	Nothing	Nothing
Scouter	Ocean Palace	300	8	234	250	Lgtning	ABS F/W/S
Sentry	Northern Ruins	1280	8	467	400	Fire	INV PHY

Shadow	Lab 16	1	1	14	50	Nothing	INV PHY
Shist	Dactyl's Nest	250	3	94	0	Nothing	Nothing
Shitake	Reptite Lair	158	2	111	0	Nothing	Nothing
Side Kick	Black Omen	1250	100	500	0	Nothing	Nothing
Slash	Magus' Lair	3200	0	0	0	Nothing	Nothing
Slash 2	Magus' Lair	5200	10	500	1500	Nothing	INV WAT
Son of Sun (Core)	Sun Palace	2000	40	3800	2000	Nothing	--INV--
Son of Sun Real Flame	Sun Palace	30000	0	0	0	Nothing	ABS MAG Each hit damages Core
Son of Sun DecoyFlame	Sun Palace	30000	0	0	0	Nothing	ABS MAG
Sorcerer	Magus' Lair	220	3	110	220	Fire	ABS L/S
Stone Imp	Mountain of Woe	300	12	348	850	Nothing	Nothing
SuperSlash	Ozzie's Fort	2500	20	2000	2000	Nothing	Nothing
SuprSlash2	Ozzie's Fort	4000	30	2500	2000	Nothing	Nothing
Synchrite	Black Omen	2250	12	755	900	Nothing	Nothing
T'pole	Cursed Woods	150	1	26	30	Nothing	Nothing
Tempurite	Heckran Cave	88	2	32	45	Nothing	Nothing
TeraMutant (Bottom)	Black Omen	20000	0	0	0	Nothing	INV PHY ABS MAG
TeraMutant (Top)	Black Omen	7800	2K	0	3800	Nothing	INV PHY
Terrasaur	Tyrano Lair	1090	4	259	0	Lightning	Nothing
Thrasher	Ocean Palace	666	8	318	250	Nothing	Nothing
Tubster	Black Omen	2000	20	850	800	Fire	ABS SHA
Turret	Blackbird	700	50	750	0	Nothing	Nothing
Vamp	Magic Cave	120	2	58	70	Nothing	Nothing
Volcano	Tyrano Lair	257	7	222	0	Water	ABS F/L INV SHA
Winged Ape	Forest Maze	450	2	123	0	Nothing	Nothing
Yakra	Cathedral	920	5	50	600	Nothing	Nothing
Yakra XIII	Guardia Castle	18000	40	3500	2000	Nothing	Nothing



Yodu De	Guardia Castle Prison	24	0	11	90	Nothing	Nothing
Zeal	Black Omen	12000	0	0	0	Nothing	Nothing
Zeal (Head)	Black Omen	20000	0	0	0	Nothing	Nothing
Zeal (Lft Hand)	Black Omen	28000	0	0	0	Nothing	Nothing
Zeal (Rgt Hand)	Black Omen	28000	0	0	0	Nothing	Nothing
Zombor (Top)	Zenan Bridge	960	0	0	0	Nothing	ABS F/L
Zombor (Bottom)	Zenan Bridge	800	40	350	1500	Nothing	ABS I/S

-----

--4.09: Charm List--

-----

Charm is Ayla's tech that steals from an enemy. She has a dual tech, Twin Charm, which she does with Marle, that'll normally yield a different item.

Thanks to DC for this also. I'm going to write my own one of these days.

Name	Location	Charm	TwinCharm	Item Won
Acid	Factory (2300 A.D)	Barrier	Nothing	Nothing
Alien	Black Omen	Magic Tab	Shield	Shield
Alkaline	Factory (2300 A.D)	Nothing	Nothing	Nothing
Amphibite	Hunting Grounds	2 Horns	2 Horns	2 Horns
Anion	Hunting Grounds	2 Petals	2 Petals	2 Petals
Atropos XR	Geno Dome	Nothing	Nothing	Ribbon
Avian Chaos	Guardia Forest	Nothing	Nothing	Nothing
Avian Rex	Dactyl's Nest	Feather	Nothing	Feather
Bantam Imp	Mountain of Woe	Alloy Blade	Nothing	Nothing
Barghest	Ocean Palace	Shield	Nothing	Nothing
Base	Northern Ruins	Nothing	Nothing	Nothing
Basher	Blackbird	Nothing	Nothing	Nothing
Beast	Terra Cave	RainbowHelm	Nothing	Nothing
Beetle	Guardia Forest	Nothing	Nothing	Nothing

Bellbird	Denadoro Mountains	Heal	Nothing	Heal
Bit	Arris Dome	Nothing	Nothing	Nothing
Black Tyrano w/Azala	Tyrano Lair	Power Tab Magic Tab	Nothing	Nothing
Blob	Black Omen	Barrier	Magic Ring	Barrier
Blue Beast	Terra Cave	Mermaid Cap	Nothing	Nothing
Blue Eaglet	Guardia Forest	Nothing	Nothing	Heal
Blue Imp	Truce Canyon	Nothing	Nothing	Nothing
Blue Scout	Ocean Palace	Shield	Nothing	Nothing
Blue Shield	Guardia Castle Prison	Tonic	Nothing	Nothing
Boss Orb	Black Omen	Nothing	Nothing	Nothing
Bug	Arris Dome	Heal	Nothing	Heal
Bugger	Arris Dome	Nothing	Nothing	Nothing
Byte	Blackbird	Nothing	Nothing	Nothing
Cave Ape	Dactyl's Nest	Fang	Nothing	Fang
Cave Bat	Heckran Cave	Revive	Nothing	Nothing
Crater	Lab 16	Nothing	Nothing	Nothing
Croaker	Hunting Grounds	2 Fangs	2 Fangs	2 Fangs
Cybot	Black Omen	Hyper Ether	Power Meal	HyperEther
Cyrus	Northern Ruins	Nothing	Nothing	Nothing
Dalton	Zeal Palace	Power Meal	Nothing	Nothing
Dalton Plus	Epoch	Power Meal	Nothing	Nothing
Debugger	Factory	Nothing	Nothing	Nothing
Debuggest	Geno Dome	Elixir	Shield	Shield
Deceased	Zenan Bridge	Nothing	Nothing	Nothing
Decedent	Magus' Lair	Nothing	Nothing	Nothing
Defunct	Northern Ruins	Elixir	Lapis	Lapis
Departed	Northern Ruins	Nothing	Nothing	Nothing
Diablos	Cathedral	Nothing	Nothing	Nothing
Display	Geno Dome	Elixir	Nothing	Nothing

Dragon Tank w/Head w/Grinder	Guardia Castle Prison	Nothing	Nothing	Nothing
Edger	Sewer Access	Nothing	Nothing	Nothing
Evil Weevil	Reptite Lair	Dream Gun	Feather	Feather
Flea	Magus' Lair	Nothing	Nothing	Nothing
Flea?	Magus' Lair	Nothing	Nothing	Nothing
Flea Plus	Ozzie's Fort	Nothing	Nothing	Nothing
Flea Plus 2	Ozzie's Fort	Flea Vest	Nothing	Nothing
Flunky	Magus' Lair	Nothing	Nothing	Nothing
Flyclops	Black Omen	Gold Stud	Nothing	Nothing
Fly Trap	Reptite Lair	Dream Bow	Petal	Petal
Fossil Ape	Black Omen	Lapis	Megaelixir	Lapis
Free Lancer	Denadoro Mountains	Barrier	Nothing	Nothing
Gargoyle	Mountain of Woe	Big Hand	Nothing	Nothing
Gato	Leene Square	Power Meal	Nothing	15 SP
Giga Gaia	Mountain Of Woe	Speed Tab	Nothing	Nothing
Giga Gaia Right Hand	Mountain of Woe	Nothing	Nothing	Nothing
Giga Gaia Left Hand	Mountain of Woe	Nothing	Nothing	Nothing
Giga Mutant Bottom	Black Omen	Hit Ring	Nothing	Nothing
Giga Mutant Top	Black Omen	Wall Ring	Nothing	Nothing
Gigasaur	Giant's Claw	Barrier	Ruby Armor	Barrier
Gnasher	Cathedral	Revive	Nothing	Revive
Gnawer	Cursed Woods	Nothing	Nothing	Nothing
Goblin	Denadoro Mountains	Nothing	Nothing	Nothing
Gold Eaglet	Forest Maze	Ether	Feather	Nothing
Golem	Zeal Palace	Magic Tab	Nothing	Nothing
Golem Boss	Blackbird	Nothing	Nothing	Nothing
Goon	Black Omen	Elixir	Nova Armor	Elixir

Great Ozzie	Ozzie's Fort	Ozzie Pants	Nothing	Nothing
Green Imp	Guardia Forest	Tonic	Nothing	Tonic
Gremlin	Magic Cave	Nothing	Nothing	Nothing
Grimalkin	Magus' Lair	Nothing	Nothing	Nothing
Groupie	Magus' Lair	Nothing	Nothing	Nothing
Guard	Guardia Castle Prison	Nothing	Nothing	Tonic
Guardian	Arris Dome	Nothing	Nothing	Nothing
Heckran	Heckran's Lair	Nothing	Nothing	Nothing
Hench	Heckran Cave	Nothing	Nothing	Nothing
Hench Purple	Magus' Lair	Nothing	Nothing	Nothing
Hetake	Guardia Forest	Tonic	Nothing	Tonic
Hexapod	Sunken Desert	Barrier	Lapis	Lapis
Imp Ace	Truce Canyon	Nothing	Nothing	Nothing
Incognito	Black Omen	Muscle Ring	Nothing	Nothing
Ion	Hunting Grounds	2 Feathers	2 Feathers	2 Feathers
Jinn	Ocean Palace	Lapis	Nothing	Lapis
Jinn Bottle	Heckran Cave	Shield	Nothing	Nothing
Juggler	Magus' Lair	Nothing	Nothing	Nothing
Kilwala	Mystic Mountain	Petal	Nothing	Petal
Kracker	Death Peak	Nothing	Nothing	Nothing
Krawlie	Sewer Access	Mid Ether	Nothing	Mid Ether
Laser Guards	Geno Dome, Black Omen	Full Tonic	Nothing	Nothing
Lasher	Ocean Palace	Nothing	Nothing	Nothing
Lavos Spawn (Head)	Death Peak, Black Omen	Elixir	Nothing	Elixir
Lavos Spawn (Shell)	Death Peak	Nothing	Nothing	Nothing
Leaper	Giant's Claw	Elixir	Shield	Shield
Lizardactyl	Giant's Claw	Hyper Ether	Nothing	Nothing
Macabre	Death Peak	Full Ether	Ether	Ether

Mad Bat	Cathedral	Nothing	Nothing	Nothing
Mage	Ocean Palace	Barrier	Lapis	Lapis
Magus	Magus' Lair	Nothing	Nothing	Nothing
Magus	North Cape	Megaelixir	Nothing	Nothing
Mammon Machine	Black Omen	Megaelixir	Nothing	Nothing
Man Eater	Mountain of Woe	Pearl Edge	Nothing	Nothing
Martello	Black Omen	Hyper Ether	Nothing	Nothing
Masa	Denadoro Mountains	Nothing	Nothing	Nothing
Masa & Mune	Denadoro Mountains	Nothing	Nothing	Nothing
Meat Eater	Lab 16	Ether	Nothing	Ether
Mega Mutant Bottom	Black Omen	Vigil Hat	Nothing	Nothing
Mega Mutant Top	Black Omen	Elixir	Nothing	Nothing
Megasaur	Reptite Lair	Aeon Blade	Fang	Fang
Metal Mute	Black Omen	Hyper Ether	Nothing	Nothing
Mohavor	Sunken Desert	Shield	Nothing	Nothing
Mother Brain	Geno Dome	Blue Mail	Nothing	Nothing
Mud Imp	Terra Cave	Speed Tab	Nothing	Nothing
Mune	Denadoro Mountains	Nothing	Nothing	Nothing
Mutant	Lab 16	Full Tonic	Nothing	Nothing
Naga-Ette	Cathedral	Nothing	Nothing	Nothing
Nereid	Sewer Access	Ether	Nothing	Nothing
Nizbel	Reptite Lair	Third Eye	Nothing	Nothing
Nizbel II	Tyrano Lair	Third Eye	Nothing	Nothing
Nu	Hunting Grounds, Kajar	Mop	Nothing	3 Petals, 3 Fangs, 3 Horns
Octo Blush	Heckran Cave	Nothing	Nothing	Nothing
Octo Pod	Lab 16	Mid Ether	Nothing	Nothing
Ogan	Denadoro Mountains	Shield	Nothing	Nothing

Omnicrone	Magus' Lair	Ether	Nothing	Ether
Outlaw	Magus' Lair	Nothing	Nothing	Nothing
Ozzie	Zenan Bridge	Nothing	Nothing	Nothing
Ozzie 2	Magus' Lair	Nothing	Nothing	Nothing
Ozzie 3	Ozzie's Fort	Ozzie Pants	Nothing	Nothing
Pahoehoe	Dactyl's Nest	Nothing	Nothing	Nothing
Panel	Black Omen	Speed Tab	Nothing	Nothing
Peeping Doom	Black Omen	Nothing	Nothing	Nothing
Poly	Truce Canyon	Ether	Nothing	Ether
Proto 2	Arris Dome	Tonic	Nothing	Nothing
Proto 3	Factory	Full Tonic	Nothing	Nothing
Proto 4	Geno Dome	Barrier	Elixir	Barrier
R Series	Factory	Nothing	Nothing	Nothing
Rain Frog	Hunting Grounds?	2 Feathers	2 Feathers	2 Feathers
Rat	Arris Dome	Nothing	Nothing	Nothing
Reaper	Northern Ruins	Elixir	Nothing	Nothing
Red Beast	Terra Cave	Elixir	Nothing	Nothing
Red Eaglet	Forest Maze	Nothing	Nothing	Nothing
Red Scout	Ocean Palace	Barrier	Nothing	Nothing
Reptite	Mystic Mountain	Magma Hand	Petal	Petal
Reptite Purple	Tyrano Lair	Magma Hand	Petal	Petal
Retinite Top	Sunken Desert	Nothing	Nothing	Nothing
Retinite Core	Sunken Desert	Nothing	Nothing	Nothing
Retinite Bottom	Sunken Desert	Nothing	Nothing	Nothing
Roly	Truce Canyon	Nothing	Nothing	Nothing
Roly Bomber	Magus' Lair	Nothing	Nothing	Nothing
Roly Poly	Heckran Cave	Mid Tonic	Nothing	Mid Tonic
Roly Rider	Guardia Forest	Nothing	Nothing	Nothing

Rubble	Mountain of Woe	Nothing	Nothing	Mid Ether
Ruminator	Black Omen	Megaelixir	Nothing	Nothing
Runner	Mystic Mountains	Horn	Nothing	Horn
Rust Tyrano	Giant's Claw	Red Mail	Nothing	Nothing
Save Point	Magus' Lair	Nothing	Nothing	Nothing
Scouter	Ocean Palace	Lapis	Nothing	Nothing
Sentry	Northern Ruins	Hyper Ether	Full Ether	Full Ether
Shadow	Lab 16	Nothing	Nothing	Nothing
Shist	Dactyl's Nest	Petal	Nothing	Petal
Shitake	Reptite Lair	Petal	Nothing	Petal
Side Kick	Black Omen	Nothing	Nothing	Nothing
Slash	Magus' Lair	Nothing	Nothing	Nothing
Slash 2	Magus' Lair	Nothing	Nothing	Nothing
Son of Sun Core	Sun Palace	Black Mail	Nothing	Nothing
Son of Sun CorrectFlame	Sun Palace	Elixir	Nothing	Nothing
Son of Sun Decoy Flame	Sun Palace	Elixir	Nothing	Nothing
Sorcerer	Magus' Lair	Mid Ether	Nothing	Nothing
Stone Imp	Mountain of Woe	Mid Ether	Nothing	Nothing
Super Slash	Ozzie's Fort	Nothing	Nothing	Nothing
Super Slash2	Ozzie's Fort	Slasher 2	Nothing	Nothing
Synchrute	Black Omen	Gold Erng	Hyper Ether	HyperEther
T'pole	Cursed Woods	Mid Tonic	Nothing	Nothing
Tempurite	Heckran Cave	Nothing	Nothing	Nothing
Terra Mutant (Bottom)	Black Omen	Power Seal	Nothing	Nothing
Terra Mutant (Top)	Black Omen	Muscle Ring	Nothing	Nothing
Terrasaur	Tyrano Lair	Lapis	Nothing	Nothing
Thrasher	Ocean Palace	Nothing	Nothing	Nothing
Tubster	Black Omen	Elixir	Power Tab	Elixir

Turret	Blackbird	Nothing	Nothing	Mid Ether
Vamp	Magic Cave	Nothing	Nothing	Nothing
Volcano	Tyrano Lair	Lapis	Nothing	Nothing
Winged Ape	Forest Maze	Ruby Vest	Fang	Fang
Yakra	Cathedral	Nothing	Nothing	Nothing
Yakra XIII	Guardia Castle	Megaelixir	White Mail	Megaelixir
Yodu De	Guardia Castle	Nothing	Nothing	Nothing
	Prison			
Zeal	Black Omen	Megaelixir	Megaelixir	Megaelixir
Zeal (Head)	Black Omen	Megaelixir	Nothing	Nothing
Zeal (LftHnd)	Black Omen	Prism Helm	Nothing	Nothing
Zeal (RgtHnd)	Black Omen	Prism Dress	Nothing	Nothing
Zombor (Top)	Zenan Bridge	Nothing	Nothing	Nothing
Zombor (Btm)	Zenan Bridge	Nothing	Nothing	Nothing

-----

--4.10: New Game +--

-----

When you beat Lavos the first time, you will unlock New Game +. This allows you to:

Start with your characters at the level they were at  
Have all equipment you had in the other game  
Face Lavos at anytime

To face Lavos, simply go to the Telepod display, and examine the shiny thing to be transported to 1999 AD. So now you can unlock all of the endings. It is much easier, and this is the way to get your characters to level 99 (\*\*). If you want to beat Lavos at the beginning, equip Crono and Marle with a Gold Stud. Have Marle heal, and Crono attack.

-----

--4.11: PSX Differences--

-----

There are anime cut-scenes

Terrible load times (You know how Marle jumps in to the air when she wins a battle? You get to see her float)

Omake Mode

Quite good. It comes with FF IV in Final Fantasy Chronicles, which I recommend highly.



-----  
--4.12: Beta Version Info--  
-----

This was created by StarNeptune, and she let me use it. All rights reserved to her.

Contents:

1. Thank Yous
2. Beta Info
3. Pre-Release Info
  - 3.1. Prehistoric
  - 3.2. Dark Ages
  - 3.3. Middle Ages
  - 3.4. Present
  - 3.5. Apocalypse
  - 3.6. Future
  - 3.7. End Of Time
  - 3.8. Other Notes
  - 3.9. Music Differences
4. My Comments and impressions
5. The Schala and Chrono Cross Theory
6. Theories from other people
7. Copyright Stuff

1. Thank Yous:

-----  
Everyone from the thread "Chrono Trigger-Beta and Rare Info", where I learned about this version of the game.

The Sage of Time, for Beta info.

Nemesis300, for his original commentary. I just added notes.

Hyena 20, for letting me use her stuff.

ArchAngelTrebor, for going even further, and finding stuff I missed.

2. Beta info:

-----  
-Schala was originally playable, just after you lost Crono. However, due to time constraints and the lack of interest to create a story for her, she was deleted as a playable character. The other player was rumoured to be Flea, Toma (The most possible choice) or Gaspar, or someone along their lines. Sage's comments on the second character: "It's to my belief it was actually several different people until they couldn't make up their minds and just decided not to even bother...I believe it was someone like Flea (some scenes and parts of CT lean toward this if you watch carefully) and my friend Luxamar believes Toma was at one point. Both characters have more Sprites than they really need. (Running, Walking and multi purpose poses)"

Some other people say the second deleted character was the Epoch...go figure. Sage's comment on the Epoch thing: "It seems to me they had the extra (left over) data for a character name and picture so they just thought "what the heck!" and allowed you to name the Epoch."

(UPDATE: A person on the game board said that the picture of the Epoch was replacing Dalton. THAT would have been interesting!)

-Schala's original hair design was blond. Quote from Sage: "The whole thing behind that is that Schala's hair when it's blue represents power, blonde means drained." They changed it later in development. Schala was also supposed to share double and triple techs with Magus, although her magical element is unknown and up for debate.

-there was a lot of Magus' history that was not written into the game. Here is a quote from a conversation I had with the Sage of Time:

Sage: Magus' (Janus) back story is kind of already layed out in CT if you think about it. Janus was prince of Zeal and had a powerful Aura, He was gifted with the power to "feel" the Black Wind and when he was sent into the future he spent his life fooling Ozzie and the rest gaining power. Only to gain such power to fight Lavos. Janus isn't evil.. Just a very err.. Serious person! =) If you're wanting to know more about the origin of his power I'd have to go into detail about Zeal and how it started.

Me: If you will, please =)

Sage: Well all the people of Zeal started just like everyone else...Humans. The people of Zeal however had a dream unlike the rest, it was a dream to create a kingdom where they could live and rule over. In the process the original King of Zeal discovered the "Sun Stone" this was in reality the source of all Magic in Zeal. (I'm not totally sure the Origin of the Stone itself though...That would be interesting to discover) Anyway.. The people of Zeal gained a new dream and with their magic they called themselves the "Enlightened Ones." By the time Queen Zeal came along her dream was to be the next goal of the kingdom...That was to gain Immortality... The King of Zeal (her husband) died not long after Janus was born and by now nothing was left to stop her discover her dream..

Interesting, no?

-There was what's being called an Alfador sidequest where Alfador had something to do with the Sun Palace in Zeal...which can't be accessed in the final game! Alfador was supposed to lead you to the Sun Palace, and the quest was supposed to go from there. It sucks that this wasn't kept in, because we all know Alfador is the Man...err,cats!

### 3. Pre-Release Info:

-----

(Courtesy of Nemesis300, "CT: Beta and Rare Info" thread. Notes by me.):

#### 3.1 Prehistoric:

- There is the Singing Mountain dungeon, accessible via game genie. The area is a series of uncoded caves, some with lava flows in them. Mostly it is caves but there was an outside area with some streams and such.

- This is the most changed era. The contineent is much larger that before. There is an extra mountain northeast of Tyrano Lair. It's VERY big and is probably the Singing Mountain place mentioned before. This might have possibly been a place to get the Dreamstone, or maybe a sub quest. Who knows...

- There is also a 3rd village located a bitt to the south-east of Tyrano Lair, on the edge of the continent. There are 3 huts and an odd looking

forest. You can't enter any parts of the "lost" village.

- The map's music is different. It starts the same, but changes a lot about midway through the track. It's still annoying though...
- Ayla is nowhere to be found, she is not in the demo at all (to my knowledge) [Note from Jennie: I found her sprite when I was hacking the Pre-Release, so she WAS coded, just not put into the game]. In fact, there is no one in the whole era; all areas with the exception of the Hunting Grounds are devoid of life.
- Tyrano Lair is apparently not coded yet. If you try to enter, it will play the Unknown Battle music for a moment, then it will show the sequence when you begin the game (with the seagulls), then it will freeze.

### 3.2 Dark Ages:

- On the ground, it plays the Zeal Kingdom's music and not the normal snow sound.
- Earthbound Village is abandoned, and the layout is very different. It is all one large room and you start near where you go toward Mt. of Woe. The path to where you get to Mt. of Woe is a bit longer (I think).
- If you teleport to the Zeal Continent, you just instantly appear with no teleporting.
- Zeal itself has a few changes. First of all the usual inaccessible blue pyramid is replaced with a small futuristic building.
- The bridge across the lake in Zeal is gone. There is a dock of sorts on the left side but it is inaccessible. There is now a cave a bit north of the teleporter. From there you can teleport up to a path to another cave. At this cave if you walk northeast, you will end up at the other side of the lake. If you walk northwest, you end up at Zeal Palace. [Note from Jennie: It's actually the other way around].
- The Black Bird is inaccessible.
- Kajar is empty as well.
- Enhasa is pretty empty, but there are actually are a few people in it. One near the entrance and 2 or 3 a little north (don't know what they say) [Note from Jennie: the man at the entrance mentions the release date of CT, and something about Frog, Lucca, Marle and Crono. I think it's something like "Play as Frog ! Will he help Chrono and Lucca save Marle?" . I'm working on what the rest of the characters say.] Once when I went to leave, there was a strange midget/kid Caveman at the exit. I think it was just a glitch though. There is also a sprite of a NPC that is not used in the final game. [Note from Jennie: the Cavekid glitch is always to Marle or Lucca. I used Marle, Lucca and Robo so far (the only ones the game would let me use), and only Marle and Lucca turned into the Cavekid when I entered Enhasa. That NPC sprite mentions something like "Welcome to Enhasa" The rest I can't translate, but it's something about Zeal.]
- Zeal Palace is pretty empty as well. But there actually are a few people here as well. There is a man right near the entrance and Masa and Mune are right by him. Don't know what they say though. [Note from Jennie: The man says something about Sara (Schala). I'm not fluent enough to know what, though. Masa and Mune don't talk to me...]
- Several statues are different. They are semi-nude looking (I think) and rather odd.
- Walk through walls in Schala's room and go through the bookcase; you will end up in a VERY strange area. The area is grey with several statues and staircases. The place is not coded so you can walk all over. To the north there is a door that leads to Zeal's throne room. Also, a remixed Ocean Palace music is playing in the area. Odd...
- Ocean Palace is inaccessible, at least too my knowledge.
- The Mountain of Woe can be accessed via game genie. The area however is not coded (not very well yet) and is missing any enemies. You can't get to where you fight Giga Gaia.

-[note from Jennie: I tried to enter Zeal's throne room, but the game restarts]

### 3.3 Middle Ages:

- Only Truce, Guardia Castle, and Porre have any people in it. All the other towns are completely abandoned.
  - A few of the NPCs are different or missing. A few are unique or moved.
  - The Lost Woods is inaccessible, if you try to enter, it will reset the game.
  - If you play the organ in the cathedral, it will take you to the "Coming Soon" credits. If you use Walk Through Walls to go through the hidden entrance, the game resets.
  - You can't enter the place where you get the Rainbow Shell.
  - The Northern Ruins are completely different. The layout is very different. You start coming down stairs on the right side of a hall. There are no enemies, but there is treasure. Farther on there is a room with three doors, the ones on opposite side have ladders. One ladder leads to a room with stairs and large torches, leading to two treasure boxes (can't be opened). The other ladder leads to a room with a large throne in it, the same type that is in Guardia Castle. (a bit of a side note is that these two ladders are different from any other in the game, they both look rather crappy and were just fillers I guess, also Cyrus' Grave was nowhere to be found).
  - You are not allowed to leave Magic Cave once you enter. I forget why though...
  - Magus' Castle is accessible, but you are only able to fight Slash and Flea and the battles in-between. Once the teleporter in the center hall appears (looks like a save ring), it takes you to the "coming soon" credits.
  - The Music when you first get to Magus' castle is different. Instead of playing the regular music when it shows Magus' Castle, it plays the music in the background of the actual castle.
  - Ozzie's Fort is deserted; there is none of Magus' equipment in it either. The hidden room is not there.
  - You are able to walk through the forest near Ozzie's fort and get to the Blue Pyramid, but you can't enter.
  - Slash had a different sword when you fought him; he also had a hell of a lotta HP. I cast Luminare on him at least 12 times and he didn't die.
- [Note from Jennie: When I entered the Sandorino Inn, the game restarted.]

### 3.4 Present:

- This area is very similar to the Middle Ages, there are only people in Truce, Porre, Guardia Castle, and Leene Square, the other areas are devoid of humanity.
- A lot of the NPCs seem to have different color or are completely different/missing. Some of them are unique to the pre-release. Some are also moved.
- Zenan Bridge is destroyed in the present. Apparently, destroyed by the Chorus Army. Too bad Chorus is empty though. =(
- I don't think you can get in Guardia Castle, I got kicked out if I tried. [Note from Jennie: ArchAngelTrebor was playing the game, and he found a glitch that let us into the castle. The throne room and the courtroom were locked up tight, and the place where the Rainbow Shell is kept is underneath the barracks in the left hand tower. Too bad it is locked up as well. There are only guards in the castle, and they don't talk to you. I went to the bridge connecting to the jail, and when I re-entered the castle, I got the "Coming Soon" credits.]
- There is a barricade of Blue Imps in front of the exit of Guardia Forest.

You're not supposed to go to the castle or exit it. [Note from Jennie: HAHA!!! Fooled them!]

- The cave peninsula by the cave where you fight the Heckran is different, more like the 600 version of it. The entire area where Melchior's Hut once stood is now underwater.
- Melchior's house is in Medina village, not by Heckran's cave.
- Not much else that I can think of, I was able to get Poyozo Dolls and Clones, as well as cats through some hacking. Only for Crono, Marle, Lucca, and Robo, since Cursed Forest can't be entered, Magus and Ayla are not in the demo [Note from Jennie: They are in the game; they were coded, but just not inserted], so they can't get one either.
- The forest ruins (the blue pyramid) can be entered. If you walk into the center of it you enter a hidden dungeon with a LOT of treasure chests filled with 200G. Remember in the Dark Ages the pyramid sprite was a different structure. I guess originally it was gonna be a dungeon. There was even a place for a boss at the end. Note: There were no enemies here either.

### 3.5 Apocalypse:

- You can teleport there with the Epoch, but Lavos is nowhere to be found. You can land and walk around, but only the first quadrant of the map is coded, the rest is just open space (you can still walk on it though). Not much to see, but pretty cool.
- With a Game Genie code my friend was able to fight Lavos. He said it was rather easy and when you beat it you got a lot of experience and then the game froze.

### 3.6 Future:

- Quite a few differences here, first of all there is a freaky growling sound every so often on the world map instead of the lightning sound. It might be a glitch, but it sounds VERY weird. Odds are it's just the rom though. Also the flash of lightning is a different color.
- None of the Domes have any inhabitants. Guess all the humans are dead or something.
- Only both of the Labs/Ruin has any enemies, the sewers and domes have no one (except the one where you get Robo has the same enemies.)
- There is a barricade of robots barricading the western exit of Lab 32 (where you race Johnny). There in the way 'cuz you're not supposed to pass that point in the game. (Doesn't mean I can't fly by with the Epoch).
- The doors that are "sealed with a mysterious energy" have a completely different design and color. There is also a different tune when you click it.
- The Keeper's Dome has completely different music. I'm a bit partial to the final version music, but the pre-release one is real nice too.
- Robo's brothers, the R-Series, are pinkish-purple rather than blue. Someone told me it was the same in the Japanese version, but I skipped that area when I played Japanese CT, so I don't know.
- Death Peak can be entered, but you're not going anywhere. The trees that you're supposed to hide behind to stay out of the wind are there, but you still get blown away.
- You can't enter the place where you battle Son of Sun.
- Genocide Dome can be entered, but you can't go any farther than the first room. The door is locked and WTW code won't work. Even if you bring Robo, he won't open the way. Actually, I have been able to get into the conveyor room with a game genie code, but the place is not coded yet.
- This is one of the more mysterious things I have found. In the southwestern part of the map, there is an island with a coliseum on it. The coliseum cannot be entered, but it looks rather cool. I have no idea what it could have been used for, but it does bear a slight resemblance to

Chronopolis in Chrono Cross, not really...but it could be =)  
- Robo has Frog's Theme; I guess his wasn't programmed yet...

### 3.7 End of Time:

-End of Time is empty. No Spekkio, old man, or portals. [Note from Jennie: ArchAngelTrebor found 3 portals when he was there.]  
-The End of Time also has slightly altered music.

### 3.8 Other Notes:

- I once got a status, not sure what, but it turned my characters' skin bright blue, like a smurf. I'm not sure but I think it might be slow or stop.  
- Frog's Frog Squash tech. doesn't bounce all over; it just lands on the enemies and falls away.  
- Some of the enemies have different pallets than normal.  
- In the intro, the music is a bit off. It ends at right before the Epoch goes through time, around 4-5 seconds till the end of the intro.  
- I once got to a VERY large open field. Nothing was in it and there was nowhere to go. Once however, the game glitched and I went to Genocide Dome conveyor belt. The game apparently thought it was Death Peak and blew me out. I ended up stranded in front of Death Peak.

### 3.9 Music Differences:

Yasunori Mitsuda - Battle 1 Remix: This is a jungle like remix of the main battle them. I'm assuming this would have been used in battles during 650000000 B.C. I don't believe this was used in the demo, but I'm not sure.  
Yasunori Mitsuda - Keeper's Dome: Like the name says, this is the music that was used in the Keeper's Dome in the demo. This track was replaced with "Sealed Door" in the final version.

Yasunori Mitsuda - Unknown Battle: This was replaced by Boss Battle 2 I believe. It is a heavy remix of Boss Battle 2. I personally like the final version music better. On a bit of a side note, this music apparently plays at Tyrano Lair. The game let me play a few parts of the place, and this music was playing.

Yasunori Mitsuda - Untitled: This is sort of the type of music that would be played at a church, or a very emotional scene. It might be the originally planned music for the Cathedral place, but I doubt it since the original "Manoria Cathedral" music is played in the demo. I dunno where it could have been used...

Yasunori Mitsuda - Battle 1: This is the battle music in the demo. It is slightly altered and has a different beat to it.

Nobuo Uematsu - Mystery of the Past: This is the sound that plays when you try to open a sealed door. It is pretty much the same, except it has an extra note at the end.

Yasunori Mitsuda - Rhythm of Wind, Sky and Earth: Prehistoric maps music, but rather different. It is pretty much the same until about 25 seconds in where it changes quite a bit. The whole thing also has a different beat to it.

Yasunori Mitsuda - Zeal Palace: This music is almost exactly the same, until about 1 minute into it. At that point it changes quite a bit from the final version. This music is played in the mysterious part of Zeal Palace if you use the WTWs code through Schala's Room's bookcase.

Yasunori Mitsuda - Lose: Dum Dum Dah Dah Dah Dah Bum Bum. This is probably the music that would be used if you lose a minigame early in development. Wonder what kinda game it would have been...

Yasunori Mitsuda - Singing Mountain: This is a nice track that is in the OSV, but never used in the final game. It is however used in a dungeon in 650000000

BC. The dungeon can be viewed, it is a hellla big, brown mountain, that bares resemblance to a turd =)

Yasunori Mitsuda - The Brink of Time: The End of Time's music, it had a slightly different beat to it.

#### 4. My Comments and Impressions

-----

After playing the Pre-Release, I was amazed by all the stuff that was taken out or modified. If only the SNES had more memory...oops, I'm getting off subject here.

Here's a partial list of what I noticed when I was playing:

1. When you go to the status screen, the buttons are coded differently, and it looks like there's one screen missing.
2. There's no candy lady at the Millennial Fair.
3. Truce and other towns in 1000 AD are coded differently. The fountains in the middle of Truce and Medina look larger.
4. Zenan Bridge was broken.
5. You walk faster on the world map, and the character sprites are larger and more detailed.
6. Both Crono and Marle started out with their element already stated in the status window.
7. When warping through time, there is a special effect sound and an extra graphic when going in and out.
8. There is more bass to the battle music.
9. Marle has Esuna instead of Haste (thanks to Hyena20 for pointing that out)

More to come soon...

#### 5. The Schala and Chrono Cross Theory

-----

Possibly because of time constraints and the lack of a story, they made Schala a NPC, right? Well, because the programmers were stupid enough to not let us know what happened to her after Zeal fell, it is my theory that when they took her out as a PC and realized how popular she was, they made that horrid story known as Chrono Cross to cover their tracks.

Also, some people are saying that The Black Omen quest was supposed to be Schala's, which make sense, because she was close to Queen Zeal...well, closer than Magus was, and Magus' quest was the Fort in 600 AD. Now remember that Gaspar said: "One of you is close to someone who needs help...find this person...fast". Crono had himself, Frog had Cyrus, Lucca had her mother, Marle had her dad, Robo had his girlfriend, and Ayla, well, she had the Sun Stone (Process of elimination. I think hers was taken out, personally...or maybe they didn't have time or the space to code it. Singing Mountain, anyone? =P. The Sun Stone quest may have been supposed to be Toma's. Wasn't he looking for it at one point?).

That leaves the Black Omen. It's possible that it was part of the storyline all along, but it may have been originally intended for Schala as her sidequest. When they took Schala out, it was probably too late to recode the whole Black Omen, so they just incorporated it into the main storyline.

#### 6. Theories from other people.





HOW TO GET:

Beat the game BEFORE resurrecting Crono, and after regaining the Epoch from Dalton.

-----  
--5.03: The Dream Project--  
-----

You are back at the End of Time. Talk to everybody. They are the design team for the game. One guy even resets the game...or makes it black out for a moment. Anyways, this is the neatest ending of them all, IMO

HOW TO GET:

At the beginning of the game (New Game + ONLY), use the gate on the telepod to go fight Lavos. Also, you could beat him in Ocean Palace.

-----  
--5.04: The Successor of Guardia--  
-----

Everyone seems to have changed attitude toward Marle. When she gets back to the castle, her father shows her a photo album showing FROG'S MARRIAGE TO LEENE!

HOW TO GET:

Beat Lavos after returning from 600 AD the first time.

-----  
--5.05: Good Night--  
-----

You see a Nu chasing a T'Pole.

HOW TO GET:

Beat Lavos after getting to the End of Time.

-----  
--5.06: "Legendary Hero"--  
-----

Tata will enter Magus' castle, hoping to slay Magus. When he arrives in the throne room, he finds Crono, Marle, and Lucca

HOW TO GET:

After beating Zombor, fight Lavos

-----  
--5.07: The Unknown Past--  
-----

This shows what happened in the two time periods that you have NOT gone to yet.

HOW TO GET:



//\_\_ // /  
 \\_\_ / /\_ /-----

-----  
 ==6.01: Copyright Notice==  
 -----

Chrono Trigger, and all characters, stages, items, and other related things are copyright Square 1996-2001. This guide/FAQ/walkthrough is copyrighted (c) 2002 to Trace Jackson, and is the intellectual property of Trace Jackson. This guide/FAQ/walkthrough is protected under International Copyright Laws, and it is prohibited to take any piece of this document and reproduce it in anyway without the written consent of the author. Any website or other medium found to have this document without permission will be dealt with to the fullest extent of the law. Feel free to print it, or any part of it FOR PERSONAL USE ONLY. Please contact the author (Meowthnum1@hotmail.com) if you find this on ANY SITE but GameFAQs (<http://www.gamefaqs.com>), contact the author ASAP.

-----  
 ==6.02: Revision history==  
 -----

- Version FINAL : First and only release of the guide. Hope it gets posted. Everything is completely complete.
  
- Version 6.0 : I FINALLY found my common sense (which has been missing for two years now), and he/she/it (my common sense's gender is as confusing as Flea's!) told me to stop marking guides final until I am SURE ABOUT IT. So I took it down. Anyways, I added some suggested equipment charts, and the definition of a bromide...though I'm still unsure of that man's reaction to the bromide ;). \*cough\*
  
- Version 6.1 : Small update. I added a better definition of a bromide, and I took my email address out, which has been replaced by my EZBoard address. Also gave the Revision history a swanky new look ^\_^.
  
- Version 6.3 : Thanks to StarNeptune, I added the Beta Version stuff.
  
- Version 6.5 (1/6/03) : I was reformatting this guide and I noticed some people I failed to credit, so I stopped reformatting (it shows) and credited those people. The reformatted guide -- as well as the stuff that is actually typed out by me -- will be up in version 8.0. Completed suggested equipment will be too. I feel pathetic that I had to use those, but that shows how much I've improved as a writer. Revised lists by me will be up soon.

-----  
 ==6.03: Credits==  
 -----

-CJayC for being a great guy and putting so much time in to GameFAQs  
 -StarNeptune for allowing me to use her Beta Version FAQ in it...so it gets published.

-Me for typing this guide

-shoecream for hsi centerer tool.

-Anyone I credited during my FAQ.

-G\*Paladin, for beggin- I mean, for letting me use his Mechanics guide.

-Dangerous K for the item list.

-Haunter120 for the equipment section.

0~~~~~0  
| 6.04: I'm running out of exit phrases |  
0~~~~~0

I truly had a wonderful time writing for this game, and I hope you enjoyed reading this. Also, there is something I want to touch up on regarding Magus.

<http://www.icybrian.com/fanfic/zealpropht.html>  
<http://www.fanfiction.net/read.php?storyid=620490>

The top link is a story called, "The Story of Magus" (you have to scroll down a bit). It shows what happened to Janus, his story, how he became known as the Magus. It was written by ZealPropht. The second shows Magus' transition to the shoes of Guile in Chrono Cross by Demon Fighter Ash. Both are very good stories, and I recommend you read them.