

look longer, this guides goal is help people get through the game in a practical manner and to not waste your time (and space on your computer) covering such things as every single item in the game, or covering things people will never use such as a list of the stats of every monster you may encounter in this game.

If you need any of these things there are some great websights for these such as other faqs and walkthroughs at gamefaqs.com but I do not cover that here because I don't see any use for those kinds of things. You say "But you have a lists here on this guide." I do, I have all the lists that I figured would help people actually get through the game not the lists that make my walkthrough twice as long as joe blows walkthrough.

Second, this guide does not cover cheats, codes, glitches, roomers, etc. for the same reason as the first. This guide was desgined to help people get through the game in a practical manner and not to waste your time with non-working cheats, and fake roomers. Also, if you wanna cheat there are plenty of places where you can get the codes for this game, but if you wanna play and beat the game, and you just want some help along the way.. that's what this guide is for!

That said.. welcome to my guide on Crono Trigger. Hope you find it useful, or at least halfway interesting lol. Anyhow lets get started. And what better place to start than at the

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Opening

Legal Disclaimer (LglDisc)

Ok, welcome to the section where I'm supposed to spout off legal jargon that no one cares about and know one listens to so instead let me just say this. Pretty much I don't care what you do with this walkthrough but I do have to say this: give credit where credit is do, and don't claim its yours or sumthin like that; and also please don't change it around or whatever, just leave it the way it is. Oh and if you do decide to use this on your site or whatever id really appreciate you sending me an email. :)

Added note: You are welcome to use my format from any of my sections of the walkthrough, but do not steal information from it without giving proper credit. All the information contained in this walkthrough is entirely original except from some list formats and info from the Mynock. Do not use this information without giving credit where credit is due and if you do use portions of my weapons or armor lists be sure not only to credit me but the Mynock but do not under any circumstances claim it to be your own.

Introduction (Intrd)

Welcome to the world of Crono Trigger! My personal opinion is that this is the best game ever created, the only problem with the game is that it's not long enough. =(This game includes all the aspects of a good story line, with plot, animation (for its time period) and battle style. This superb style of RPG has been attempted to be mimicked many times to no avail. When I first got word that a sequel was available to Crono Trigger I was very much anxious to try the game out for myself. It was one of the biggest disappointments ever. Other than the superior graphics, it has nothing on the old Crono Trigger. Anyway I'm sure you will enjoy Crono Trigger.

Configuration (Config)

The button configuration of Crono Trigger is simple, and being that this is an RPG, there is no timed jumps or fast running required so (with the exception of the Death Peak) there is very little skill involved in the actual pressing of the buttons (Unlike Zelda for example).

Note: Being that my old copy of Crono Trigger is lost, and I played it of the Znew emulator this time, this configuration may be off due to problems with my emulator, however i think it is correct.

Here is the Configuration:

A: This is pretty much the main button, it is used for everything from picking an item to buy to opening a door, to slashing some baddie with your sword.

B: This is the opposite of A. It is used to back out, or cancel in order you've given that you have changed your mind about. It is also used to dash.

Y: This takes you to your menu screen were you can alter your party's status, save, and look at their moves.

X: Used on rare occasions throughout the game in which its use will be described to you. (For Mini Games) etc. And to change time periods in "Epoch", but I will talk about this more later. And of course to switch your party at the end of time.

L and R: Same as Y. Hold down them both to escape from battle.

Start: Sometimes functions in the place of A. Pauses the game.

----- Characters (Charct)

Through out the game you will encounter characters (hopefully =). This is the list of some of the main people through out the game.

Crono- this is you! You are the main character. The entire story revolves around you. More people will join you as your quest progresses.

Main Weapon: Sword

Magic Type: Lightning

Marle- Your newest best friend and devoted partner. She is the character that is first to join your party and subsequently is one of the weakest.

Main Weapon: Crossbow

Magic Type: Water/Ice

Lucca- Best friend since childhood. The game could not take place without here because she is the person to open the first time portal.

Main Weapon: Gun

Magic Type: Fire

Frog- A human turned into a frog. This mysterious figure's story does not fully come into focus till the latter half of the game.

Main Weapon: Blade

Magic Type: Water

Robo- This robot is found in pieces in 2300 A.D. where Lucca repairs him.

Main Weapon: Mechanical Hand

Magic Type: None

Ayla- This pre-historic super lady is dressed in a loin cloth and a tail. With super human strength she has no need for magic.

Main Weapon: Fist

Magic Type: None

Janus- I do not use his more known name so that people who have not got this far do not have it spoiled for them. One of the strongest characters in the game as far as magic is concerned but not much to right home about concerning physical abilities.

Main Weapon: Sickle

Magic Type: Shadow

----- Story (Stry)

An average boy named Crono living at the turn of the Millennium (1000 AD) is caught up in a series of events sprung into action by his best friend Lucca who happens to be a genius. In the small kingdom of Gaurdia, the king declares there to be a millennial fair to celebrate a millennium of the Gaurdia kingdom. At the millennial fair, Lucca and her father introduce their newest invention, a telepod. The telepod is designed to teleport one item or being from one location to another almost instantaneously, everything seems to be going well until a girl by the name of Marle volunteers for the demonstration and instead of being transported from one location to the next is actually transported to a different time period because of a reaction with the pendant that she is wearing. Crono volunteers to follow her into the time portal to attempt to save her, and from there the story begins.

----- Time Periods (TP Descrpt)

Throughout the game you will find yourself in multiple time periods, here is a list of all the major ones that you visit.

1,000 AD- This is your home time period, it is in this time period that the story begins, it is where you were born and raised. Only scattered parts of the game will take place here.

600 AD- This is the medieval time period. This time period is visited 2 main times and takes up a good part of the game.

2,300 AD- This is the farthest into the future you will ever go. This time period is very vital to the game because it is while visiting this time period that your true mission becomes clear. You visit this post-apocalypse world 2 for large increments of the game.

1999 AD- This is where the main boss battle takes place. You can visit this time period at almost any point in the game.

65,000,000,000 BC- This is the farthest back in time you ever go. This time period is visited 2 major times.

12,000 BC- This is the hardest time period to get to and is in my opinion the coolest. You only visit this time period 3x in the game toward the end for a very long stretch.

The End of Time- I don't really count this as a time period for obvious reasons, but some people do so it's listed here anyway. Pretty much what you do here is hang out.

Body

This section features my two versions of a walkthrough for this game, endings, bosses, and other important stuff needed to beat this game.

Bare Bones Speed Walkthru (spdWlkthru)

This is the "quick guide" section for all the Chrono Trigger players that arnt actually "stuck", they just don't know where to proceed to and what to do next. This section provides a quick layout of the order of events in the RPG Chrono Trigger.

- Divisions:
1. The Millennial Fair - 1000 AD
 - *Head north to the Millenial Fair.
 - *Purchase a clone in the lab tent with silver points.
 - *Bumb into Marle
 - *Go See Luccas invention as soon as it becomes available
 - *Follow Marle into the time warp using the LEFT portal.
 2. The Queen Returns - 600 AD
 - *Leave Truce cannon
 - *Go to Gaurdia Castle and go up the right tower to find Marle.
 3. The Queen is Gone - 600 AD
 - *Leave the castle and rendevou with Lucca
 - *Enter Cathedral and speak w/ nuns before picking up pendant on the floor.
 - *Join w/ Frog and Navigate the cathederal.
 - *Beat Yakra
 - *Return to 1000 AD
 4. We're Back - 1000 AD
 - *Take Marle back to the castle and get arrested.
 5. The Trial - 1000 AD
 - *Stand trial
 - *Break out of jail with Lucca
 - *Pick up note on way out of tower from gaurd.
 - *Defeat the dragon tank and escape the castle.
 6. Beyond the Ruins - 2300 AD
 - *Go to southern dome to rest and purchace supplies.
 - *Navigate Lab 16
 - *In the Arris Dome, go to lower level to enter food storage area.
 - *Defeat Gaurdian and 2 Bits
 - *Aquire seed from man and password from rat.
 - *Enter right side of basement to go to navigation center.
 - *Learn mission concerning Lavos.
 - *Aquire bike key from Elder of the dome on way out.
 - *Race Johnny, and aquire racing log.
 - *Head to south dome on east side of Lab 16, and repair Robo.
 - *Choose party to go to factory.
 7. The Factory Ruins - 2300 AD
 - *Navigate factory for password.
 - *Using password, restore power to the Proto Dome.
 - *Speedily escape
 - *Battle R-Series
 - *Return Robo for repairs, then leave through time warp.
 8. The End of Time - End of Time
 - *Learn logistics of the end of time with man at lamp post.
 - *Visit Speiko to aquire magical abilities.

9. The Village of Magic - 1000 AD
 - *Leave imps house and explore town
 - *Enter Melechoir's hut and speak with him.
 - *Enter and navigate magic cave.
 - *Defeat Heckran.
 - *Return to native continent.
 - *Go to millennial fair and warp to 600 AD.
10. The Hero Appears - 600 AD
 - *Go to Castle in Gaurdia.
 - *Speak with chef to aquire rations.
 - *Take them to the Zenan bridge to gain passageway.
 - *Defeat Zombor.
 - *Explore to two new towns exposed on the southern continent.
 - *Go to cursed woods and enter Frog's secret hideout to speak with

him.

11. Tata and the Frog - 600 AD
 - *Navigate the Denadoro Mountian's.
 - *Defeat Masa and Mune to aquire masamune.
 - *Aquire the hero metal from Tata.
 - *Return sword to Melechoir.
 - *Go to end of time and take new warp to 65mil BC
12. The Rare Red Rock - 65,000,000 BC
 - *Encounter Ayla while fending of Reptites.
 - *Navigate mystic mountians back to Ioka.
 - *Explore town and challenge Ayla to soup contest for rock
13. Footsteps! Follow! - 65,000,000 BC
 - *Go south to forest maze.
 - *Encounter Kino
 - *Navigate Forest maze and Azayla's hideout.
 - *Defeat Nizbel.
 - *Return to 1000 AD
 - *Have Masamune repaired.
14. The Masamune! - 600 AD
 - *Go to 600 AD
 - *Give Masamune to Frog.
 - *Head east and enter Magic cave.
 - *Navigate magic cave to arrive at Magus's castle.
15. Magus's Castle - 600 AD
 - *Enter and navigate Magus's castle defeating all the henchmen.
 - *Decend to basement of castle
 - *Defeat Magus.
16. Forward to the Past - 65,000,000 BC
 - *Become aware of new surroundings.
 - *Head to, and visit the Laruba ruins.
 - *Go to and navigate dactlys nest.
 - *Fly to Tyranno layer.
17. Unnatural Selection? - 65,000,000 BC
 - *Navigate the Tyranno layer and free all the prisoners.
 - *Defeat Nizbel II
 - *Finish navigating Tyranno layer, and then encounter Azayla.
 - *Defeat Azayla, and the black Tyranno.
 - *Enter giant crater.
18. The Magic Realm - 12,000 BC
 - *Explore new surroundings and use portal to enter Zeal.
 - *Visit Enhasa and Kajar, then battle the Nu.
 - *Navigate and Explore Zeal, then head to palace.
 - *Go to upper right of palace to see Schala.
 - *Follow her to see her enter inner chamber.
 - *Use mammon machine to enhance pendant to enter inner chamber.
 - *Either defeat or be defeated by the Golem.
 - *Be forced out of 12,000 BC
19. Break the Seal! - 65,000,000 BC
 - *Return to 3200 AD
 - *Navigate southern sewer access.
 - *Visit the guru's dome and aquire the Epoch
 - *Return to 12000 BC
20. The Guru on Mt. Woe - 12,000 BC
 - *Enter the earthbound village.
 - *Explore cave, then defeat mud imp and the beasts.
 - *Navigate up Mt. Woe.
 - *Defeat Giga Gaia
 - *Rescue Melechoir.
21. What Lies Beyond? - 12,000 BC
 - *Return to Zeal palace.
 - *Enter inner chamber.
 - *Defeat Dalton.
 - *Navigate the Ocean Palace.
 - *Encounter Lavos.
22. Lavos Beckons - 12,000 BC
 - *Navigate the Ocean Palace.
 - *Defeat the Golem twins.
 - *Encounter Lavos.
 - *Watch Zeal be destroyed, then enter commons.

- *Get captured.
- 23. The New King - 12,000 BC
 - *Navigate Blackbird.
 - *Re-aquire weapons.
 - *Defeat Golem Boss.
 - *Defeat Dalton plus.
 - *Re-aquire the Epoch.
 - *Return to the End of Time.
- 24. The Time Egg - 2300 AD
 - *Aquire the Chrono Trigger.
 - *Chat with Nu in the Keeper's Dome in 2300 AD
 - *In 1000 AD aquire your previously gotten clone.
 - *Return to 2300 AD and Navigate death peak.
 - *Defeat the 3 lavos spawns.
 - *Save Crono.
- 25. The Fated Hour - End of Time
 - *Learn about your following possible side quests.
- 26. The Ghost of Cyrus - 600 AD
 - *Go to the ruins on the island in 600 AD
 - *In 1000 AD aquire a carpenters tools.
 - *Return and give them to the carpenter in 600 AD
 - *Have the ruins repaired, as you navigate them.
 - *Bring Frog to R.I.P Cyrus's ghost.
- 27. Ozzie's Fort - 600 AD
 - *Find Ozzie's island fort in 600 AD
 - *Enter with Magus in the lead.
 - *Defeat Ozzie, Flea, and Slash.
- 28. The Sun Stone - Every time period
 - *Go to the north area of 2300 AD and enter the Sun palace.
 - *Defeat the Son of sun.
 - *Aquire the moonstone and place it in the 65mil sun keep (on an island).
 - *Aquire Jerky in Porre cafe to FREELY give to mayors wife in 600 AD
 - *Go to Porre mayor of 1000 AD to reaquire to the sun stone.
 - *Replace it in the sun keep in this time period.
 - *Re-aquire the sun stone in 2300 AD
- 29. The Origin of Machines - 2300 AD
 - *In 2300 AD enter the island Geno Dome.
 - *Navigate Geno dome
 - *Fight Atropos and mother brain.
 - *Aquire the Terra and Crisis arm from mother brain.
- 30. The Rainbow Shell - 600 AD
 - *Locate giant's Claw in the middle ages from dead Toma in present.
 - *Navigate Giant's Claw.
 - *Defeat Rust Tyranno
 - *Take rainbow shell back to castle.
 - *Return to 1000 AD to find king on trial.
 - *Navigate castle to find Rainbow shell.
 - *Defeat Yakra's decendant.
- 31. Saving a Forest - 600 AD
 - *Navigate the sunken desert.
 - *Visit Fiona's villa and lend Robo to her to replant forrest.
 - *Return in 1000 AD to shrine to reaquire robo.
 - *During middle of night save Lucca's mom.
- 32. The Black Omen - Any time period. Except 65mil BC
 - *Enter and Navigate Black Omen
 - *Defeat all mutants
 - *Defeat queen Zeal 2x and mammon machine once.
 - *Battle all stages of Lavos

 Expanded Complete Walkthrough (Wlkthru)

This is the expanded walkthrough for those game players who need a more detailed description of what to do. This has eminsly more detail than the speed version.

This Walkthrough is divided into time periods for easy reference until the end of the game where it is divided into sidequests to make things more clear.

 1000AD |

Before you can even see anything you will wake up to the sound of some bells and hear your mom requesting that you wake up. You will, and a small cinema will follow in which your mom will open the curtains and tell you to behave at the fair today. Then she will go down stairs and you will get out of bed, this is the first point at which you have control of your character. Go down stairs and before you can even make it out the door your mom should stop you and tell you that your friend asked you to go see her invention at the fair today. (I smell trouble =). Then your mom will begin to walk to the kitchen to do her daily household chores. Stop her and talk to her and she will give you your allowance!

All right! Now exit the house and you will find yourself on the world map. Go south in the town to you find a building called the mayors manner. If your new to RPG's you may want to stop here to get some basic things described to you such as how to use save points and the basics of going into battle and battle animation, if not, you may still want to stop here in order to get some goodies in the treasure chests. Next, go on up to the top of the town to the location of the fair and enter there.

This is the millennial fair!

There are tons of things to do here but I'm only going to name the most important of them. Here on this first level there are 2 shops where you can buy Tonics, (healing agents) Shelters (complete restorers that only work at save points) and other items. In the other shop you can buy armor and helmets, this is a must. Also on this level is a most important tent called "The Spine Tingling Show" Here you can pay your hard-earned silver points to see a horror show. It is very important later in the game that you have a clone of Crono and you can get one here if you win at the 40 point mini game in this tent. In order to get points you have to play some of the fair games including soda guzzling and race betting. You may also want to buy a better sword from Melechoir the sword smith on this level.

Anyway, after you have finished here, go up the stairs to the second level where you will see a girl running back and forth in front of Leene's bell. As you walk up and attempt to talk to here she will run into you and her pendant will be thrown to the floor. Go pick up the pendant and give it to here she will tell you her name and ask if she can pal around with you for a while, tell her yes. Now later on in the game you will be put on trial for kidnapping this sweet girl and what you do at the fair from now on affects the outcome of the trial. If you see a kitty, give it to the girl that is missing it. If you see a pink lunch bag, stay away from it. And when Marle asks for you to wait for her while she goes to get some candy, do it, don't move. Anyway, if you go north from the location of the man and his pink lunch box you will find a robot that you can kill for 15 silver points. This is very useful because you need the points for the Crono clone and you need to at least be at level 5 by the time you go to the next time period.

After a little time is spent wandering around the fair you will here an announcement that Lucca's Device is set up in the north square of the fair. Got to the north end of the fair and you will be stopped because Marle wants some candy. Of course wait for her to get it and then go on to the north end. When you enter this square you will see that Lucca is setting up an invention to transport on person from one telepod to another. Volunteer to be part of the demonstration but whatever you do stay away from the right telepod. It transports you to "The Day of Lavos" 1999AD. After you complete the demonstration, talk to Marle. After a cool cinema she will be gone and all that is left is her pendant. Go pick up the pendant, and after another cool cinema, you will have completed your first time warp.

600AD. |

As soon as you exit the time warp you will find yourself in a grassy canyon surrounded by blue imps. These are not hard to kill unless you're weak from battling Gato. (You know, that metal robot at the fair) After they have been officially mangled, you can make your way to the left of the screen to go out into the main portion of the canyon. Here simply climb up the rope ladder and proceed across the wooden bridge to the other side. Grab both treasure chests to find a tonic and a power glove! Woot! Continue south and you will end up in battle with some imps and a roly. Take them out and then exit south out of the canyon.

Welcome to the past! This is four hundred years ago where (if you heard the little boy and the lady say at the fair) The human race is at war with a race of magical wizards called Mystics lead by a certain Magus. If you go around the town, specifically to the inn, you will be able to deduce that the war is not going the human's way. The queen even was captured, but it seems now that they have found her. Heal at the Inn if you need to, then continue on to the castle forest. In the castle forest when you first enter take a left. When you come to the clearing you will be greeted by some blue eaglets. These also are very easy to kill. At the next fork go left and fight the Roly Riders. Then at the next fork go up and you will be through with that forest.

Proceed into the castle. From there some rather irritable guards will immediately stop you. Just as they are about to have you cast out, you are saved by what looks to be the Queen herself! Continue on straight to the throne room where the king will tell you you can rest in the knight's quarters. If you need to, do so, otherwise continue on to the right up the long tower to the Queens bedroom. There it will be revealed to you that the Queen is actually Marle from the fair! She will get mushy on you and tell you that even though you barely knew each other she knew you would come for her, and then she will proceed to evaporate into thin air! Go back down the long tower/corridor and continue to leave the castle. Just as your about to enter the throne room

Lucca! should show up! She will explain that Marle is actually princess Nadia in their normal time and that here Queen Leene has been captured. Someone was supposed to save her, but when Marle showed up she looked so much like Queen Leene that they called of the search. If someone does not find the Queen she will be killed and Marle will never be born. Then she will join your party. Go up the right tower to get some valuable items like Bronze Mail and talk to the maid in the King's chamber to find out that the chancellor has been acting odd but he goes to the Cathedral every day. If you took the hint, you will already be on the way to the Cathedral by the time you are reading this, if not, GET MOVING MAN!

The Cathedral is left of the castle in the middle of the ring of trees. As soon as you enter you should notice something is wrong (apart from the really bad yodeling) Walk up to the nun playing the organ and she will tell you that you need rest. Now look closely at the foot of the altar. Do you notice that sparkling pin there? Go and begin to pick it up and Lucca will point out that it must be Queen Leene's hairpin because it Gaurdia's royal crest on it. Now if you put two and two together you should realize by now that the Queen has been kidnapped by the Chancellor and taken here. Knowing that you have been let in on their secrets, the sweet old ladies will now turn into some wicked Nagetts. These guys shouldn't be too hard. Have you have finished them off, Lucca will drop her guard and mumble something about that being close. Just then an additional Nagett should show up and nearly take off her head, but just in time a frog, (that's right, I said frog) should show up and save her. After a rather girlish cinema, (if you're playing the game you know what I mean) Lucca will agree to let Frog into your party. This is a very good character to have. Frog is a good balance of magic and power, comes and a good level, and already has some good equipment. Now Frog has probably already said something about (notice his old English =) a hidden door around here. If you play the organ you will understand what he is talking about.

Go through this newfound door and you will enter the full of the Cathedral! Go through the door and up the stairs finishing of the gnashers without any trouble. Once up the stairs, go through the door right in front of you. This is an interesting room. Here you find some Mystics relaxing between shifts and they think your one of them. If you talk to them, you will find out that a mystic named Yakara is the one who kidnapped the Queen. Talk to the Diablo to find out he's going to look in on Magus's statue before his shift. As soon as he exits, follow him to the next room above you where you will find The King and Queen? /! Anyway, grab everything from the treasure chests then go through the door on the right where you can find a few more treasure chests. As you try to leave the room with the royal family in it you will find that they are actually gnashers disguised as humans. Leave this room and go to the far right side of this larger room you are now in. Climb the stairs there and enter the first room you see. You will find 3 chests and the secret Naga-ette bromide. When you begin to pick it up, some henchmen will come in and you will have to duke it out with them. Now exit this room and continue up along the balcony to the far north point. You will notice to the left that the door is blocked by spikes, but there is a chest we can get to, so do drop by that before you go back down the stairs at the south end of the balcony.

Continue on through the center of the room till you reach the door at the north end. Before you go tearing up that staircase full force, you might want to save using that save point to the left of the staircase. This would be a good time to use a shelter if you brought one. You may now continue up the staircase. In the middle room is another organ, and if you have half a brain you know what to do with it, the only problem is that spikes block it. To solve this problem, go down the left staircase and through the next room and push the skull on the wall. Now continue on to the next room that happens to be a long corridor. About halfway along the hall you will notice a raised platform seemingly serving no purpose, remember this spot. Now continue on till you find another door at the south end. Enter hear and press yet another skull on the wall. Now exit back to the room, which used to have the spike blocking the organ. Notice now that they are gone. After finishing of those henchmen, play it. Remember that raised platform I said not to forget? Well now on that platform is a door so go through it! At the end of this hall is, Woot! Another save point. Use it and prepare yourself for the next room, your first boss fight! Check out the boss section for details on how to utterly mutilate...er...I mean defeat this first boss.

After you are finished with that, Leene will thank you for saving her and ask you to come back to the castle with her. Before you get in an all fire hurry, you may want to open the right chest and you definitely want to open the left one. Now return to the castle with Leene.

Everyone will thank you, and then Frog will tell all that he failed to protect the Queen and leave the castle. (Taking some very sad music with him) Now go up to the Queens chamber to see find that you completed your mission and that Marle is back! Yeah! Er..Cough...ok, back to business. As you attempt to leave the castle, you will have another cinema with Frog and how he's leaving because he failed (don't you think this has gone on long enough?) After that's over, leave the castle and go back to Truce canyon. If you don't know where that is, its where the Millennial fair is in 1000AD if that helps. Go all the

way back to the section where you first warped into this time period. Here you have an involved cinema describing the principals behind gates and gate keys. Simply put for some reason in different places, gates appear, gates are unstable, but using a gate key you can harness them to go to a different time period. Then the group will use the gate and go back to your own time.

1000AD. |

Yeah, we're back! Anyway now another cinema will commence. In this one Marle explains that she would like to have Crono over for dinner and that this is the most fun she's had in months. Now exit the fair and go to the Gaurdia castle in this time. If you haven't noticed it by now...THE LAYOUT IS EXACTLY THE SAME! So I don't think I really need to direct you to the castle. Upon entering, the Chancellor will charge you with kidnapping the princess for ransom. The Chancellor and Marle will duke it out, and then you will be put on trial. Now if you did what I told you and rescued the kitten at the fair, didn't steal the man's lunch etc., then you will be tried not guilty, if you did, you will be tried guilty. (Some say the next main boss is easier if you receive a not guilty sentence but I can't tell you for sure whether that is true or not.) Either way you will be put in prison and the Chancellor plans to execute you in three days. Then the guards will slash you with their sword and knock you out.

After you come to, you should take advantage of the small cup in the corner of the cell that heals your hp/mp. (Just like a shelter) then save so you will be ready for the main boss battle coming up. On your bead you will notice there is a pink lunch sac. It is O.K to pick this one up; it's yours.

You will notice that every 30 seconds it shows up with a new day (i.e. 2 days till the execution) if you wait till the day of your execution you will be carried to a guillotine and you are about to loose your head when Lucca comes in and saves you. If you really just can't wait, you can tap on the bars in front of your cell 3 times and you will annoy the guards to the point that you will have to battle them. Then you can escape. This is not the preferred method because it means you have a longer route to get where you are going, but a lot of people do it this way. Go figure. Either way at some point you will wind up near the guillotine where you're about to be executed as I said. After escaping, on your way out save the guy who wants your help and you will find out that he is actually the son of the owner of the Truce market/shop. Anyway, leave this cell and you will find yourself at the far right side of a split corridor. As you go left, take the top section of the corridor and you will have to battle a guard right before the stairwell. Go up the stairwell to find yourself at a four-way intersection with two blue shields blocking the middle. To kill these shields the trick is to hit the one that is not using his shield to block your attacks at the moment. By this I mean that the one where you can see more than the eyeballs peaking through the shield is the one to attack. After you finish them off, take the top right stairwell to find yourself in the supervisors room.

If you escaped on your own without Lucca's help, this is about the time she will come bursting in to save you, if not the supervisor is already knocked out on the floor. Look on the floor to see a piece of paper lying by the supervisor. Read this to find out how to beat the next main boss. See details in the boss guide section of this Walkthrough. Also it would be very wise to save and to talk to the passed out supervisor who will give you FIVE MID-TONICS! Woot! These will be very useful when battling the boss in the next walkway. Now Proceed out this door and check the boss section for details on this fight. After Crono puts his sword through the dragon tank the Chancellor will come out and demand some guards to fix it. Immediately afterward, the tank will explode blowing away a piece of the bridge. The guards and the Chancellor will be thrown into the air and will grab both sides of the remaining bridge to keep themselves from falling. Oh the irony.

Now take advantage of the human bridge they have just created and proceed through the next door. Go down the long tower and out into the main room where some guards will begin to chase you. Lucca will say you have no choice but to break through. Do as she says and begin to run toward the throne room. There you will be stopped by Marle who commands the guards to stop. After another cinema, Marle says she's leaving and coming with you. Now you have both Lucca and Marle in your party for good. Continue to leave the castle through the south door where you will skip the main map and end up straight in the forest. Go figure. Then the guards will block you off from your normal path to the left and you will be forced to go right. Keep running till you come to a dead end. Just our luck, a GATE! Obviously the only way to escape is to go through the gate, right? So don't waste time, jump in!

2,3000AD. |

Welcome to the future! You are currently located in Bangor dome. As you can see there is not much to this place so go ahead and exit through the south door. Who dude! This is definitely not what you where hoping for your future right? Wiiiieerrrrddd.. Uh anyway a word of warning: Staying outside to long

reduces your hp. O.K. that said go south to the Trann dome where you can talk to some people to find out they are in a pretty dire need of food, and that there is some, but that it is west of Lab 16 and that getting through there is no piece of cake. Buy the new weapons from the salesman and rest in the hp/mp restoring Enertron before continuing on your way.

Exit Trann dome and head north up to that jumbled ruin of buildings known as Lab 16 and enter into the lab to battle some of your first future baddies! This area looks hard but it really isn't. The main thing you need to look out for is the rats. They look like potential battles but really all that happens when you run into them is they steal a Tonic or something similar. Proceed north from the main entrance, avoiding the rat, till you get to a battle with a meat eater. The trick to these guys is they heal each other so kill off the meat eater first then the rest is a cinch. Go right and attempt to get the chest, but before you can open it, some more baddies will show up and you will have to take them out before you can get the chest. Now continue north. This hall is thick with rats so watch out. When you reach the end of the hall, grab the chest before continuing down into the battle with the meat eaters. Now go north and you will have to do another fight. Go right and in the next area you will have to do battle with some shadows. These guys are tricky. The only way to get rid of them is with Lucca's fire. You will do well to remember that, it will save you a lot of trouble. Now go south to the next broken down car to find another chest. Then go east battling two more sets of shadows and then north to do battle with a lone mutant. Good job, after exiting through the north you have made in through lab 16.

Go south till you reach the Arris Dome then enter it. After you enter, you will be introduced to the descendant of the director for this information center. He will explain to you that there is food in this dome but it is being guarded down in the basement by some robots that have gone haywire and that one man did go down there but he hasn't been seen in a long time. Rest in the Enertron, heal, save, and buy new supplies before heading down to the basement. Once down there you will see two paths on to the left and one to the right. Since the one to the right is not assessable, the sensible thing to do would be to go left. As soon as you enter the room, you will be thrown down by the robot guardian. Check the boss section for details on this fight. After he is destroyed, continue through the door to the north. Now we are walking on some rafters above the inaccessible area that could not be reached through the right door. On the far right side of this room you will find a statue of sorts that seems to be in the shape of a rat. Continue on and into the next room. Once inside Lucca will say that it looks like the refrigerator has failed and that all that is left is the seed that the dead man is clutching. After the cinema is over, go over to the dead man and read the note that he has. It says that the rat is more than just a statue and that it holds the secret to this dome. Catch it! Well do what it says. As soon as you leave the refrigerator room and go back onto the rafters, Lucca will spot the rat. Simply dash to it and the when you are close enough, use the catch button.

If the rat runs of the screen, simply exit the room and try again. Once you catch the rat, he will explain to you that the way you get into the inaccessible right passage back at the entrance to the basement is to walk up to the flashing dot on one of the keypads and hold L & R and then to press A. Exit the walkway to the south and back through the room with the Guardian to get to the keypad room. Once you are there, approach the keypad on the right that has the flashing dot and do the sequence that the rat taught you. BOOM! A bridge appears and you should use it to get to the door to the next room. As soon as you enter, you will see that you can go up some stairs to a balcony of sorts. Do that, then go north till you are forced of the balcony. Now after battling those annoying bugs, go south till you reach a staircase that will allow you to get onto the right balcony. Now take it as far north as you can and go through the next door. After you enter here, in order to save yourself a lot of trouble, go up on the first balcony you see and use it till you are forced off, then go north till you see another accessible balcony. Get on it as well and take it till you can get off and go through the door. Now a long cinema will begin including Lucca using the info center to locate another gate you can use to get home. Then nosey Marle will say, "What does this button do?" and press a button that reveals a visual record of the day of Lavos. After it is over, it becomes pretty clear why the future looks so messed up. Marle will then ask the both of you to join her on a quest to change history to stop Lavos, just like what you did when you saved her. You will agree and then the hero music will commence. Retrace your steps all the way back to Doan (the information center director descendent) and give him the seed. He will give you his jet bike key in return. Woot! There is one significant down side to this jet bike though, it only works in Lab 32. Anyway, before exiting this dome, you will want to save and rest in the Enertron.

After leaving the dome, go north till you reach some more ruins labeled Lab 32. Lab 32 is a cinch compared to Lab 16. Upon entering the whole scene should look very familiar. Go north till you reach the jet bike, and then press A next to it as though you want to ride it. As soon as you do so you will be stopped by a bunch of robots who want to battle you. Just as you begin the fight (you know pulling out your weapons and stuff,) a humanoid like robot with an attached bike will come in and stop the fight. The other robots will then

say something like "Gasp..The Man!" He will say "Thanks for the entro" and then will challenge you to a race. Accept. There is a simple way to beat Johnny in this race, all you have to do is keep up with him all the way till you are almost at the finish line, and then blow all three boosts to get ahead. After you beat him you will be on the other side of the Lab. If you want, you can go back into the Lab (without the jet bike) and pick up a bike log in one of the chests to keep track of who one and so forth. After you win the race though, you can leave the Lab south of where you end up after the race.

After exiting south through Lab 32 head east till you see a factory type building. Ignore it and continue south till you reach Proto dome. Once inside make your way north. As you do so you will have to battle to sets of robots. After that, rest in the Enertron and then continue north. When you finally reach the northernmost platform, you will find that the door to the inner chamber with the gate is locked. But you do see some remains of a broken down humanoid robot. Lucca will fix it and then you will get to name it! Woot! After an odd cinema is over you will understand that Robo is going to help you enter the inner chamber by helping you get through the factory up north to turn on the generator. Unfortunately, one member of the party (either Lucca or Marle) will have to stay behind. My personal advice is to leave Lucca behind so you can use Marle to heal but that is just my opinion, you do what you want. After you rest in the Enertron once more leave Proto dome and head north to the Factory ruins. After you enter the factory you will see three main things. One: in the middle you will see a large computer screen of sorts. To the left you will see a conveyer belt working toward you. On the right you will see a conveyer belt working away from you. You will want to use this one but a laser blocks it. The solution: turn on the computer and make it turn off the laser.

After you turn it off, the security system will kick in and drop an acid for you to battle. These guys have very little hp (10 to be exact) the trick is they have a very high defense. After you finish the acid off, go up the right conveyer belt. Here you will be faced by three debuggers. Kill them and then read the sign on the wall behind them. The left takes you to the Laboratory while the right elevator takes you to the factory area. We need to go to the factory area for now. Walk up to the right elevator and pull down on the switch behind it to make it turn green. Now you will be taken to a lower level. This room looks complicated but it's really not. All you half to do is climb down the nearest staircase and then climb down the nest on that you are closest to. Go south and come around west till you come to a small room with no door just an open door way. Enter here and walk north till you are picked up by the large hand/claw. It will drop you on the conveyer belt where you will be carried through three rooms, each with more robots than the next. After you have finished the last room you will need to get off the conveyer belt as soon as you see the staircase. After you are off, exit this room through the south door that is right in front of you.

After you enter this room, the next staircase that you need to go up is blocked off by a bunch of bugs. Take these guys out and then climb the staircase to get to the next room. Notice something familiar. We are now on the rafters above the room with the conveyer belt. Go straight north till you come to a fork and then go right. Before you go through the door, be sure to grab the chest a little ways east. Then enter the room. As soon as you enter grab the gold out of the chests to the right in this room and then turn on the computer. The computer will reveal to access codes to you: Code 00: XA and Code 01: BB. Then the computer will shut of and the two Proto 3s will come barreling out of there little concaves and running haywire all over the room. It is possible to leave this room without having to do battle with them but it is pretty hard. Anyway, after you have left the room this time when you reach the fork, go left and through the door there. Here you can grab the treasures and the go into the next room without battling the Protos if you want, but I don't advise it, it's always good to get extra exp. points. Here walk up to the window and press A to activate the crane control. But in both Code 00 and Code 01 to make the crane move to barrels out of your path then exit this room and the room before it. Now go down the ladder right in front of you. Here we can go either left or right. Go left first and then go north till you reach another door. Go into yet another room. In this room there is one chest (grab it) and a large computer screen. Activate the screen to get it to tell you the password for the factory. Its code name is ZABIE but the translation to your SNES keypad is XABY. After you receive this valuable information, exit this room and go back to the ladder you just recently went down. This time go right.

Now keep going till you see another ladder going up. Take it then pass up one ladder, round a corner, and go up the one you see now. You should be back at the elevator you originally got down here with. Use the lever behind it to make it take you back up to the main floor. Now you will have to battle the debuggers again but after you are through with that this time you will want to take the left elevator. Once you get down you will see you are in a small corridor with a door at the northwest corner. Go through that door and get the chest inside. After this, a couple of acids and alkalines will drop down and begin to blow bubbles at you. Kill them and then activate the hatch by the chest by pressing the computer screen. Then go down the hatch. After you go down. You will see that you are on the far right side of a long hall made up of north/south going conveyer belts. None of them are operational though.

Continue west and you will half to battle two alkalines on the way. Once at the end of the hall, go through the door to the south. Now in this short hall you only half to fight one acid. After he is taken care of proceed south through another door. Now go east and then north into a larger room. In this room you can see multiple defense lasers all over the place. Grab the contents of the chest and then turn on the large computer screen. Robo will work his magic and then Poof! All the defense lasers are off. In response to this, the factory's automatic defense system will shoot down some acids and alkalines. Take care of them, and then go down yet another hatch.

Here in this room you are on the left and the elevator is on the right. There is one long hall in the middle, you need to go up this. Once at the end of this hall you will find that the door is locked, but never fear, there's another one of those trusty computer screens. In this one, all you have to put in is the ZABIE code you learned. After you do this, you can go through the locked door. Welcome to the generator room! This is where you can turn on the generator long enough for Lucca or Marle (depending on who you left behind) to open that door to the inner chamber in the Proto dome. As soon as you pull the lever activating the generator, Robo will inform you that the security system has gone haywire and that you must escape immediately. Hurry as fast as you can back down that long hallway and you will see a very cool cinema where Robo holds back a compactor while you get through, then continue to dash back to the beginning of the Factor Ruins. When you get to the hall with all of the conveyer belts, some other robots similarly designed to Robo will show up and block your path. Robo will explain to you that these are his friends and he will attempt to great him. Then they will tell him that he is defective and tainted and begin to trash him. After they are finished you will be forced to battle them. Check out the boss section for details on this fight. After you finish this fight, there will be a cinema where your current party carries him back to the Proto dome. Then during the long repair, Robo will decide that he wants to go with you on your journey to save the world from Lavos. Oh yah..sweeeet! Uh.. Anyway after that is over, simply go into the next room and use the warp there.

The End of Time |

Wo? Wa? This isn't quite what you expected is it. Here you are trying to get to your own time and you end up on some 1800's bridge walk. Anyway you will notice that you are standing in one of three seemingly functionless pillars of light. Ignore them for now and head south east down the steps and onto the main platform. Here talk to the old man by the lamppost. He will give you some bogus quantum theory about time conservation of matter saying that if more than three people enter a time warp, that they will end up here. Anyway, what this means is that you can only have three people in your party at once. (I know, it stinks but they didn't want to let you become too powerful now did they ;) Whatever you do he says, don't enter the bucket at the far corner of the platform. He says that bucket takes you to 1999 AD "The Day of Lavos" and you know that is not what you want to do right now unless your looking for a simple way to shorten your life span. Heal at the bucket to the left (NOT THE LAVOS BUCKET!) and then save at the nearby save point.

After you do this make sure to visit the door behind the old man, this is a MUST!!! Once in there you should (unless your at a really high level for this point in the game) see a chicken looking thing which talks. Go figure. This guy asks you if he looks strong or weak. You will probably answer weak. He then says that if you think he looks strong, you're strong and if you think he looks weak, you're weak. This is true because as you go up levels he will change shape and begin to look stronger and stronger. Anyway, after you answer him he will explain to you that he is going to grant you magical powers out of one of the four main categories. Then he will tell you to walk around the room starting from the door three times clockwise. You have to do this or he won't grant you magical powers (don't ask) then you will all be granted magical properties. (Note: people not in your party at the time you do this will need to go back and get magical powers from him once they are in your acting party.)

Now Speiko will give you the option of battling him. At this stage in the game you probably aren't strong enough to beat him, but you want to keep with option in mind because when you are strong enough, he will give you Speiko's Grateful Pack which includes some tabs, and ten mega-elixers. This is a very good deal being you will probably only need to use two mega-elixers to beat him. Now you are finished at the end of time for now, go back out and save. Before you leave though, the old man will say that first you should go back to your own time using the pillars of light. Now, miraculously, the pillars of light are operational they now work as time warps annddd... convenience is taking over! When you enter any time warp it will take you to the end of time so you can choose where you want to go.

1000AD |

When you exit out of the time warp you will find yourself coming out of some imps china cabinet! What? !/ Pretty weird huh? You are in your own time believe it or not, your just not on the same continent. Ahhhh now it is

becoming clear you say =). After you come out you if you talk to the imps they will tell you that you have no business in their house and you should scram. (Can't really blame them can you, I wouldn't want Imps bursting out of my china cabinets at odd hours of the night) But before you leave they will stop you and explain to you that you best be on your guard because most of the mystics still hold a grudge against humans for loosing the war to them 400 years ago. They personally don't share the same feelings so feel free to use their cabinet any time you want. They also tell you that you might want to go see Melechoir (you know the swords smith from the fair) that lives a ways south of this village. Now leave these local imps' house and head south to Melechoir's hut. (You can visit some of the local places if you want but believe me it's not worth it. Have of the local Mystics want to do battle with you, and the other half want to extort horrendous prices out of you {like 400g} just for sleeping in the inn.) Once you get to Melechoir's hut, you can buy weapons and supplies from him for a much more reasonable price. You will definitely want to get your hands on some of the new weapons he is selling and check out the newest addition to your defense list, the Titan Vest! Woot! As you begin to leave he will tell you that if you want to get back to your own continent, you can use the shortcut through the mountain behind his hut. You want to do this as soon as you have saved and rested up.

Immediately upon entering the cave, you will be ambushed by two henchmen who have a battle cry of "Death to Mystic's enemies" after you have finished these two losers off, you can continue on north, and then follow the path that goes under the bridge and turns to go west. Once at the edge, climb down the rope ladder to grab the chest, then continue on down the next ladder. After you get down level with the main floor, proceed west until you are forced to battle the Jin bottle. This odd enemy spits out other baddies that you have to fight along with it. It is useless to try to use your regular attacks on Jin bottle, you have to use magic, best to go with Lightning. After he is defeated, continue on south and down two sets of steps to another main area that looks to be above some icy water. Here you will see two turnoffs one two the west, and one two the south. Take the one to the south where you will have to battle two sets of enemies in order to get to a very valuable chest item, a magic scarf. After you have got it, retrace your steps back to the platform above the icy water, but this time go west.

Here immediately after crossing you can grab another, less-valuable, chest and continue on west weaving around some of the rock formations and following the path to another main platform. Now go south down the ladder that lay ahead of you. Here in this room you will have to battle three or more rollypollies before you can go up the small ladder to battle three more cave bats. After you have taken care of the threat, go on into the next room of the cave. Oh boy, now you have to battle another Jin bottle. If you want though, you can avoid it by hanging for right as you go down this hall.

At the very end of the hall, take a left into yet another cave room. Hey! Here it turns out to be only an extension of the original room with all the ice. You are on a small platform with a ladder leading off it into what looks to be water but with a quick observation (consisting of putting your foot down on it and hoping that you don't sink to the bottom and die) will tell you that it is actually solid ice! Yay! Now get off the ladder and continue east then north to get onto another main platform. This one happens to have a save point. Save and use a shelter (and anything else you think you may half to do) before continuing on into the next room which contains Heckran, the main boss of this cave. Check the boss section on this fight for details. After you are through with him, he will curse you and say that he wishes that Magus who created Lavos in the year 600AD had destroyed the human race altogether then. Now this key point is what makes your party realize that in order to stop Lavos, all they have to do is to stop Magus in the year 600AD. After this though, jump into the pool behind you.

Now you will come out in a whirlpool next to your continent and it will throw you onto land right next to Lucca's house. Whadaya know. Well you just accomplished a big thing, give yourself a pat on the back before you continue on. Now if you recall what Marle said, you can use the gate on the fair grounds to get to 600AD, but remember it will actually take you to the end of time. Don't panick, just use one of the newly created light pillars to get to 600AD. This is also a good chance to heal, save, and switch party members if you so desire.

600AD. |

I sure hope this seen looks familiar. IT SHOULD! You are now back in good old Truce Canyon 600AD. If you don't remember how to get out of here on to the main map... Its amazing to me you got this far. Anyway, now you can go to Zenan Bridge. The first time you came to 600AD this bridge was out because some of the Mystics took it out. Now some of the workers have been on the double and rebuilt the bridge. The unfortunate side to this is that Magus's army has taken the bridge. Talk to the night captain at Zenan bridge to find out that their rations have run out and that the desperately need food. You can guess what your role will be in all of this, you get to bring them the food! Yeay! Uh.. ok now go to the Guardia castle weaving in and out of the forest and up to the main

gate. You should have no trouble getting into the castle this time, you are now an honored guest. Proceed north through one more door and into the throne room.

Talk to the Chancellor to find out that a the hero everyone is talking about that wears the hero medal was meeting with the king. Proceed up the left tower to get to the king's bedroom. Talk to the king to find out he's sick in bed and has lost Cyrus (who ever this may be) he says that this means the sole hope of the kingdom rests on the Hero. Now exit the king's chamber and leave down the tower. Exit the throne room to come to the main hall. Now if you go left you will find that all the beds are taken because of the wounded from Zenan bridge. Instead, go right till you get to the kitchen where the chef is at.

Talk to the cook until he begins to say repeatedly, "Hey come on now!" and then talk to the maidens to find out that the chef and the knight captain at Zenan bridge are brothers. Also you will find out that they are not speaking to each other but are really looking for a way to make up. After this, leave the kitchen and begin to exit the castle. Just as your about to leave, the Chef will come running to stop you saying "Here take this" he gives you some beef jerky and a power tab (that one is for you)" he also hints in what he says that he really is concerned about the knight captain's welfare. Now you are finished here. Exit the castle and go back out of the forest back to Zenan Bridge. Give the beef jerky to the captain and he will explain to you how thankful he is. Just then a private will come running in saying that Magus's troops are launching an attack and that men are falling fast. Then the knight captain will implore you to help him. Agree and he will give you a GOLD HELM! Now your are ready to take on some decedent.

Move on in and you will meet the ancestor of the famous Ozzie in Mystic village in your own time. This guy is one of Magus's top generals. He will turn some of your own men against you by raising up some of the dead knights. You will have to battle two sets of these. After you complete these two phases you will have to battle the main boss that Ozzie cooks up. This is Zombor. Check out the boss section for details on this fight. After he is through Ozzie will cowardly retreat and you now have the south continent to explore at your leisure.

First things first. You need an update on the latest news so I have a list here of the people you need to visit to get caught up on the story line before we move on to the next major battle section. First you need to go to Dorino (that is the closest town to the bridge.) Go to the inn, rest if you need to, and talk to the old man in the lower right hand corner at the far end of the table. He will ask you if you want to here his tale. Tell him yes. He will then explain to you that there are some tough goblins up in the mountains but if you burn their weapons they are pussycats. This is a very good piece of advice, of course this means that if you don't have Lucca in your party you should go get her now (or as soon as you have a chance.) After you have spoken to him you are done in Dorino. Now head south past the mountains and Fiona's Villa for now and go on to the town of Porre.

Once there go to the café to find out that the legendary hero is actually a local kid named Tata. Now exit the café and you can go to Tata's house. Of course Tata is not here right now he is off at the mountains attempting to obtain the legendary sword that can defeat Magus. Now exit Tata's house and go north past Porre but then take a left to go into the wooded area. Go to the entrance of the cursed woods and proceed through the area with caution. At the very end of the cursed woods you should run into a lone bush sitting in the middle of the ground. Go behind this bush to find a secret passage into none other than Frog's House! After you enter Frog will drop down to see who it is. When he sees its you he will drop his guard. Talk to him and tell him that the king is sick. Then he will move to block the treasure chest in the left-hand corner of the room and tell you that there isn't anything you can do about it. Now you are ready for your quest in the Denadoro Mountains. Exit the cursed woods (Making sure Lucca is in your party) and go to one of the assessable mountains and enter. (Make sure it is the one that only has a path going up to it no cave looking thing in front of it.) Now enter into the Denadoro Mountains.

These are the Denador Mountains. Ominous and foreboding no? As soon as you enter you will be forced to face two chaos dingalings and a pair of goblins. They shouldn't be too hard. After you finish them off, continue on north and begin to climb the ladder. Just before you can get to it you will be stopped and interrupted by a rather funny cinema. It shows Tata making a mad dash to the exit/entrance of the Denador Mountains and a goblin and an ogre chasing him. He obviously wasn't cut out for this hero business. Now you can continue up the rope ladder. Waiting for you atop it though is a very happy looking goblin. Finish him and then continue across the bridge and up another rope ladder. Here there are another pair of goblins and ogres. After you take them out, grab the treasure chest behind them before continuing right across the bridge and the water fall. After you get across the waterfall, continue heading down south toward the opposite end. Here you will find a mad dashing ogre running to and fro smashing the ground with his hammer. You can avoid him, but you know what I think about that. Now go up the ladder and once again we are going in the absolute opposite direction from which we were going. Now once you get to the

top, go right and you will end up on another, more shady, screen of the Denadoro Mountains excursion. Here, continue east where you will battle your first free-lancers. Go west some more until you get to a fork. One (the right) continues on level with where you are, the other (obviously left) takes you up a hill a little bit. All that is up on the left side is an additional chest. Grab it and then come right back down. Now go right. More battles and then you can climb the rope ladder hanging from the side of the cliff. Get this chest its goood. He he he. Now go up again to the next level. Here you will have yet another ogre. Then go north and then left as far as you can go till you hit another screen.

Now your back out close to the waterfall. Here you need to be very quick getting up the water fall side climbing rope ladders and such, because on the other side of the cliff is a free lancer that is chucking some rocks at you. Getting hit by one these lowers your hp. So continue up onto the top and then exit the screen like I said, as quickly as you can to your right. Here you face some free lancers then you are allowed to go up another rope bridge where you face two more free lancers. After they are dead, grab the chest in the small outlook before exiting to the left. Here you will be overlooking a cliff off the side of the Denadoro Mountains. Also here the computer will put you through four non-stop battles each including an odd assortment of free lancers ogres and their less potent cousins the goblins. After you finish these battles, the computer will have taken you to the opposite edge of the cliff where you can simply exit south with no trouble. Ok, now grab the chest before getting off the main ground and on to the soft soil created by the path of the water. Now head north and then west where you can get back onto the cliff. Ignore the free lancer and climb down the rope ladder exiting to the next screen. Now you will be on another open cliff like where you where two screens ago when you had to battle all those nonstop fights. Here cross the bridge and talk to the Spekio looking character until he finally gives you a tab, then continue west and then leave. Here on this next screen you should take this very valuable chance to save the game.

After you have done that (and it would be wise to use a shelter) you can continue down a series of rope ladders till you get to one that is cut off at the bottom. This simply means you can go down, but don't plan on going back up. Also on this screen you will notice another very annoying rock-throwing free lancer. Go down the cut off ladder and up the ladder where the lancer is and take him out. Now continue north till you reach a cave. This is the location of the legendary sword the Masamune. This is the only weapon you can defeat Magus with. So what are you waiting for? Go on in! After you enter the cave. You will see an innocent little boy running around saying. Woosh I'm the wind. Ignore him for now and continue down the cave to the center where the sword is. When you are only half way up, the little boy will come and ask you if you're here for the sword. Tell him yes and his brother will come out of the sword. (Masa and Mune are two beings who form a sword with a consciousness when they are in the sword form. They cannot be separated from the sword and have to be near it always, so in effect, whoever owns the sword, owns Masa and Mune.) Now they will challenge you to a dual. Check the boss section for details on this fight. Now after you defeat them they will go back to be part of the sword and the sword will come out of the rock and come to you. Then Masa will allow you to ride the wind to the base of the mountain.

Now you have part of the sword you need to defeat Magus but you don't have all of it. The following explains how to get the hilt of the sword. Now go back to Tata's house where you can talk to him. He will explain that he is not really the hero and that it was some frog guy who dropped it in the café. He was going to sell it (speaking of the Hero medal not the frog) but everyone started calling him hero and that he could not bear to get rid of it. Now go back to Frog's house/hut/secret hide away/hole/you get the idea. Once there talk to Frog and show him the hero medal. He will then move away from the treasure chest and you can open it to get nothing other than the hilt of the MasaMune! Woot! After that, you will read on the hilt the inscription Melechoir. You will puzzle over what this means for a minute, then go talk to Frog. He will explain that nobody left alive can mend the sword. Now if you have half a brain you will be able to deduce that 10 to 1 Melechoir can repair. So go pack to Truce canyon and take the warp to the ind of time, then go to Medina village 1000AD.

1000AD |

Come out of the cabinet and leave Medina village and head south till you reach Melechoir's hut. Now talk to Melechoir and he will be very surprised that you have the Masamune. He will explain that he can fix it but he needs a rare red rock known as dream stone, which hasn't been available for a very long time. He says that he will be happy to re-forged it for you if you can get your hands on some of the very rare dream stone, but he doubts you can. (He doesn't know we can time travel! Wink wink!) Anyway now you need to go back to the end of time.

The End of Time |

After you come back to the end of time, you will of course be in the

area with all the pillars of light. Now you need to use the only one we haven't used yet, the one on the left labeled 65,000,000BC.

65,000,000BC. |

Welcome to the past and whoa, I mean the past. According to the theory of evolution, around this time the Homo sapiens were beginning to thrive while the dinosaurs were dying out. Well, the game Crono Trigger has taken its own liberty on this idea (as you will see later) to make it look like the lizards actually have a full blown civilization going on here and that the humans are far more primitive than they are. Anyway back to the game. It turns out that the portal you just used actually leads to thin air! As soon as you exit the portal you will begin to fall to the next level of Mystic Mountain being that you were not standing on anything. Go figure. Now as soon as you land you will be surrounded by a group of Reptites, which it would be in your favor to kill off. (Actually you can't continue with the game until you kill them off, but that is beside the point.) Now after they are gone another group of about the same number will show up about that time. This is the end! Or one or more members of your party say something to this effect. Just then Ayla shows up. Check the character section for details on the newest temporary addition to your party. She will kill a couple of the Reptites and then take one away to do battle with it herself. Now you and your party will need to do battle with the rest of them.

After you do so, Ayla will come back and explain that she is very impressed by Crono's strength. She will say that she wants Crono to come to her village. You will agree to go and then she will tell you to follow her. Begin to do this and go south to follow her. (Although she is up on a higher cliff it makes no difference. It just means she doesn't have to fight the enemies you will have to face on the way. Now make sure to get this very valuable chest as soon as you enter the next screen. (It can be hard to miss because your not used to seeing chests made out of grass, but never the less it is there) This chest has the Beserker on it which is a nice item to have as long as you're not doing battle with a main boss for obvious reasons. (Such as you can't use any special attacks.) Now continue to go south where you will run into some new "bad guys" such as runners and Speiko looking things called kilwala. You will also notice that you will be receiving either fangs, petals, feathers, or horns after every battle. They let you get away with using gold in the future but it's not going to cut it here in the past. What you are picking up is a form of primitive currency (somewhat like bartering) but I will cover this in depth more later. Continue south until you have left Mystic Mountain and are now on the world map.

Go north north east till you come to two huts before a bridge. In the left hut there is nothing of interest, but in the right hut you can recover your hp/mp if you talk to the girl on the far left who will give you some sweet water. Now exit this hut and go across the bridge. Here go to the left hut. This happens to be the chief's hut, which also happens to be Ayla! Talk to her and she will say something to the affect of "It's time to party!" Then she will take you to the meeting place and the party will begin. This is one of the oddest things in the game here you just kind to half to get a feel of what's going on in order to get past here. After the party has started and Ayla has given her introduction of everybody here, talk to her once and she will say Crono eat, sing, dance, party! Then you can talk to you party member a while and depending on who you have in you party you will get different response, let me give you the basic idea of what they will be talking about. Robo will be the most boring of them all and repeatedly say things like this is no time to celebrate. Then Lucca will be obsessed with the soup and want you to try some, and Marle will want to dance and want you to as well.

Then go back and talk to Ayla and she will give you a brief overview of what the current situation is regarding her and the reptites. She will explain that Azala is the leader of the reptites and wants to kill all the so-called "apes" Ayla is the leader of the Ioka tribe of humans. There are two human tribes, one is Ioka, and one is Larube. The Iokans want to fight the reptites and the Larubeans want to just hide from them. She also says it's hard to find Larube village because it is hidden. Then she will go back to partying. Talk to some more people and blow off some more valuable time, and then talk to her again. This time she will explain to you that the red rock that you want is a sign of power. Therefore, no surprise, she is the one who has it. She will give you the rock if you challenge her, so what do you do, CHALLENGE HER! Woot!

The contest is very simple, as far as how it works, it is identical to the soda chugging contest back at the fair. Just press the A button as many times as humanly possible. This contest is easy and you should win with no trouble. After you are finished she will hand over the red rock (dream stone) O.K. that was easy (maybe too easy?) *writer laughs out loud maniacally and then suddenly controls himself with a cough* then she will tell you to drink the last bowl for your health and you will fall asleep/pass out/whatever you call what happens to Crono next. When you wake up, you will find your entire party is still at the meeting grounds, it looks like day, and everyone has gone home. Apparently that soup affects humans, is something Robo says if he's in your party. Now someone will realize that the gate key is missing and that without it, they are stuck here forever. Now go to see Ayla in the chief's hut. You will have to wake her

up because she drank the soup too. Now talk to her and she will tell you that there is a very good chance that it was the reptites that stole your item. She will tell you that you might want to check with the town's folk to see if they have seen or heard about the thievery. Now this next part is optional but is VERY advised! It has to do with getting better weaponry.

If you will remember, I told you earlier that the currency here is the feathers fangs petals horns etc. Well now you need to buy better weaponry, but you can't do this without some of the items I just listed. The best way to get more is to go north to Nu's hunting range. (This may sound really stupid but it took me a long time to actually find Nu's hunting range and although some of you may be brighter than me, I am going to give directions to the place for all those people that are as stupid as me =) Go north from the huts to an open area also in the center you will see the Dactle nest. To the right is a bunch of trees and to get into the hunting range, walk into the trees using the path from the south and you will be in! Ta Da! Anyway, once you are there, you will want to walk around and battle the little t'poles and such to get SIX ITEMS FOR EACH BATTLE! Woot! That is a good deal. Also, when it rains, if you find a Nu before it has stopped raining you will get to battle him, and if you win you will receive a whole bundle of items! Now after you think you are officially stocked up on all those goodies, go to the only Ioka hut that you have not yet visited. The one north of the bridge on the right. This is the trading house. Here you can trade three of each fang petal leaf and horn to get some really good new weaponry. If you want the list of items you can buy from the main trader in the middle, talk to the far left man. He will tell you what combinations of items get you. Also you can talk to the other man on the left to buy tonics and such for actual gold. Make sure to buy a ruby vest for every party member. This is very important later on.

Now exit the trading house and go south until you reach the forest maze, it is to the right of the Mystic Mountians. After you enter the forest maze you will see a continuation of the footprints you saw back at the meeting sight. Begin to follow them and you will end up going right. There you will find Kino (Ayla's boy friend) After a long conversation you will find out that Kino is actually the one who took the gate key because he was jealous of Crono. Now he has come out here and he let the reptites get a hold of it. Then Ayla sends Kino home to "protect" the village while she helps Crono get his stuff back. Now continue to follow the footprints over past where Kino was standing and make sure you are ready for your excursion in the Forest Maze.

Now you will find yourself up on a cliff, grab the chest and then use the grass ladder to get down onto the next level of this balcony. Here you will have to fight a new enemy, two gold eaglets. These guys aren't too hard so don't worry. Then grab the chest and climb down the grass ladder. Here you will have to face three kilwalas. Then climb across the fallen over branch to get to the other side of the lagoon. Here continue up the side of the lagoon hanging as far left as you can, and you should run into a chest. (I would hope by now I would not have to include the instructions "open it") Now go back south to where you climbed across the log but this time go north hanging far right. You should be back to following the footprints by now. Now continue to follow them as the circle around and take you south to another clearing. Now it will look as though the footprints just stop. Be patient my friends they will show up again as we continue on. Now keep going south even without the footprints and when you have gone as far south as you can go, you should run into a fork. To the left you will find a chest, and to the right you will see that the path curves up back north east again but also goes up onto the cliff. After getting the chest go that way. Now the path on the upper cliff does not leave it self open for very many wrong turns being that it is so skinny.

As you follow the path, you will begin to see it curve east then south. Here you get to a very small clearing where the footprints re-appear for a very short time and you have to fight a pair of runners. Now continue following the path south and then west till you come to a fork in the road. Now go to the northernmost path. Here there is not much to say except follow the path and the footprints when they are there. The path at some point will swing around south and the drop down a level into a clearing. Here go south and then take this chance to go under the overhanging cliff to the west of you. Then continue following the footprints south until it takes you out of the forest maze. Woot! Now you will be back outside on the world map except you will be in the inner circle of the trees. Since there is only one attraction in this little circle, this is where you want to be. See the large column in the middle there, circle around it till you are walking toward it going north. Then you will come to the entrance. Go inside. This is the reptite lair.

Now you will be in a cave. Go to the west to the only door you see and you will be on your way. Now here you will find that the entire room is filled with evil weevils and that there are no doors. That right, there are NO DOORS! The simple way to avoid a panic is to stay up on the ledge you are on till one of the evil weevils in the northern part digs a hole into the ground. Then get off the ledge you are on and fall down the hole it just made. Now you will end up in a small room with two more evils. After they are dead, go down the next hole that you see. Now in this room the megasaur may seem impossible but there is a simple trick to beating it. Shock it with Crono's lightning, this makes

its defense go down. But be warned, if you don't kill it quick enough it will release all of its stored electrical energy for a whopping hit. Now drop down the next hole. Now this room is littered with reptites. Kill them off to get the two chests that are here and then go through the only door on the east side of the room. Now here you will have to fight an array of baddies as you plow your way north. Avoid all the doors you see on your right (west) as you go up through the room. Then here at the top, you will have to fight two reptites and a megasaur. After you take them down, a save point will appear and you would do well to save and use a shelter before going up the stairs and continuing into the next room.

Now here you will need to climb up the next ladder and at the top you will find no one other than Azala. No matter how you answer her question about the gate key she will bring out her pet dinosaur Nizbel to crush you. Check the boss section for details on this fight. Then after you are finished with him. Then Ayla will force Azala to give back the gate key and you will find that it is in perfect condition. Then you will automatically be transported back to Ayla's hut. She will say she is sorry you are leaving but she knows you have to. Now go back to Mystic Mountains and take the warp back to Medina village 1000AD. Because now you need to repair the Masamune.

1000AD |

Now go south to Melechiol's hut. Give the Masamune and to Melechiol with the dream stone and he and either Robo or Lucca will help him fix it. Then it will be back to its original state. Now we need to take the Masamune back to Frog.

600AD |

Now go back to Frog's place and give the Masamune to him. He will ask you to stay the night while he thinks all the events over. Then there will be a rather long flashback in which some of Frog's past is revealed. It turns out that Frog was actually at one time a boy named Glenn squire to the great knight Cyrus. When Cyrus went in search of the Masamune, he ran into Magus who killed Cyrus and turned Glenn into a frog. Glenn then felt he was no longer worthy to carry the hero medal and left it at the Café where Tata picked it up. Then the flash back will be over and Frog will agree to go to Magus's lair and fight Magus with you. Now leave the cursed woods and go south of the Denadoro Mountains to something labeled Magic cave. (Also very important, take Frog to Speiko to get magic power.) Now you will see more flash backs portraying the image that Frog was never as good as Cyrus but now he needs to be because the hope of the kingdom rests on him. Then Crono will hand him the Masamune and the power will begin to flow through it as he opens up the magic cave. Then Frog will lead the way into the Cave of Magic. Notice that bat that starts to follow you around the minute you enter the cave of magic? Don't you just find that incredibly annoying? This bat's significance will come into play later, but for now, just act like he isn't there (because I know you wish it wasn't) now as you begin to go down into the main section of the cave you will notice something about the enemies here that is different from any other location in the game.

They look frozen solid! For some reason this does not stop them from attacking you as you walk through the cave. This kind of defeats the purpose. Go figure. Anyway, after entering the cave and going down the staircase, defeat the "locals" and then head north through the narrow passageway to find yourself in battle with yet more gremlins. After you have taken care of this, continue east through yet another very narrow passageway which will take you south, and then curve around again in the clearing to take you up a very tall staircase. Here at the top something should catch your eye. What you say, you can't find it? Well try looking on the floor next to the DEAD KNIGHT!!! It is a note, written in blood, it says that you should be ware of the juggler in magus's castle because it strengthens it's guard when attacked. Now go ahead and leave the cave of Magic.

Now this sure looks different. This is the island on which rests Magus's castle! Dun dun don! Writer tries his hand at making Magus castle theme music unsuccessfully =)* Now go ahead and begin to enter your doom mwa ha ha ha ha a* As soon as you go to the front door, you will get one of the best cinemas in the game which happens to be a full view of Magus's castle. Then go on in and begin your mission. Now you will enter the castle and see (or rather more like hear) that there is no music. (It's to add to the whole eerie affect.) Now you will see two corridors. The left one leads to the chamber of slash, and the right one leads to the chamber of flea. Take the right one first. In the first room you will see a bunch of kids? Gathered around a treasure chest. Then in the room after that you will encounter phantom versions of all your party's parents. Ignore them, grab the chest and continue into the chamber of flea. Now here you will notice that there is no one in here. It's empty. O.K., now lets try the other chamber. Back track back to the main hall and this time take the left passage.

Here you will see more phantom people but they will just seem to be

generic and not anyone you should actually specifically recognize. Now continue on into the chamber of slash. Once again for some odd reason it looks like nobody is home. Grab the two chests (try to hold together your frustration) and exit back to the main hall again. Hey look on the balcony, a save point appeared that wasn't there before. You don't have much to say for it, but you might as well go and make a move to save. Just as you think you are saving, the save point will disappear and none other than Ozzie will show up. He will taunt you and then let some of his henchmen attempt to futilely take you down. Now the music will commence. It's not the usual but an odd menacing music that does not switch to the traditional battle music when you go to battle other beasts. Now after they are through, you can go to fight one of the two bosses. I personally suggest taking down slash first and getting the hard part over with. (also because after you finish slash, Crono will get a new, more powerful weapon which will be great against flea. Ok now take a left and begin down the left corridor once more. Now in the next corridor you will find that the phantom people are gone, and in place are two Omicrons commanding a legion of decadent warriors. After you are finished with them, you will go through another door at the top of the room just like before. Here you will need to talk to the people who will then turn into some more decadents for you. How nice. Then slash will show up and you will find out that he actually double crossed Gaurdia as a knight at one time.

Then you will have to fight him. Check out the boss section for details on this fight. Then after he is gone, you will get the newest weapon in Crono's inventory, the Slasher sword. Woot! Yeah, a save point (and this one is real too) now get the Slasher, use a shelter and get out of here! Now you know where you need to go next. To the chamber of Flea. So begin to head down the right passage. The treasure is not worth it, don't challenge the evil kids for it, and the exit this room north. Now all the parents that used to be here will turn into a whole plethora of monsters if you talk to them. So it's not a good idea. Unless your hurting for exp. in which case they give a lot. Now leave this room to the chamber of Flea. Here you will see a juggler sitting in Flea's chair. Finish him off and he will steal your mp. Then, remember that bat that has been staring us down for the last fifteen minutes? Now you find out that THAT is really FLEA! Now you will have to beat this Man? Check the boss section for details on this fight. Now you can leave and go back to the main hall. Here the save point will have reappeared and now when stepping on it it will not act as a save point but transport you to the next main hall where you need to be. Here you will run into a series of statues that every time you pass by will drop out two henchmen and force you to battle them.

Now continue on and you will run into Ozzie at the end of the corridor. He will call for slash and Flea, and finding that you have already decimated them, he will then run away knowing he's in a jam. Now grab the mist robe out of the nearby chest before you head on into the next room. Now in this room you will have to get past a series of spikes, they lower slowly before raising back up, but if you are hit by them they will deduct hp. Sounds easy right, wrong, there is a catch, to get past them you are on a conveyer belt moving so fast that you can't back track, you can only continue going forward or run in place. Here's what you do: Wait until you see the sparks fly from the spike when it hits the conveyer belt, then immediately run flying toward the spike as fast as you can and by now it will have raised up so you can get through. Then the path turns around south where you have to do the same thing. Here after you get off the conveyer belt you can open the chest at the bottom of the belt to receive a dark mail. This is some good armor right there my friend. I personally suggest putting it on Crono. Now you will have to go through three more belts before you can get to where Ozzie is working the controls. Now, of course, the minute Ozzie sees you he will take off like a shot to get away and leave the treasure chest he was guarding open. Grab it and wrench it open to receive a doom finger! (it's for Robo) Now go into the next room.

Now you will be outside the castle on the side of the tower climbing platforms. As you continue up you will have to fight some vamps, rollies, henchmen, jugglers, the works. There are about 4 or 5 levels you have to climb and then you will be at the top where you will enter yet another room with Ozzie looking demented working some strange controls. Here he will be making holes in the floor and your job is to get around them. If you do fall in one of them. Which will likely happen unless you are really good. You will fall in a large room below where you will have to fight a bunch of skeletons the first time around. Then there will be four seemingly "normal" save points all around the room. One is a real save point, one is a transport back to the beginning of the room with the trap floor. And two oddly enough are battles!/? Now I can't tell you which one is which because it is random and it changes every time, but do get out of the room and get back to the trapdoor corridor. Here you have to listen very closely to my advice if you want to get through this room correctly. Here's what you do: First walk (without going forward) to the far left end of the room. Now walk south till you are one grid square in front of the middle column, cross here and walk to the right end of the middle column but no further! Now go south to the lowest wall. Walk three diamonds to the right and then walk forward, but be careful there is a hole right in front of Ozzie. You need to go right here around the hole. Whew! Now that that is finished, you can guess, Ozzie goes running and you are left in the room alone. Proceed. Now you will be back outside on the Emergency Staircase? Anyway here you will need to

continue on up 6 or 7 levels this time where you will battle outlaws and rely bombers then you have the chance to re-enter the castle.

Now in this long hall, as you proceed north you will be bombarded with jugglers and outlaws coming out of holes in the ground operated by none other than you guessed it OZZIE! Then at the northernmost end, grab the chest and Ozzie will retreat once more. No surprises here. Now another corridor full of statues shooting out another cornucopia of endless bad guys and then OZZIE. Check the Main boss section for details on this fight. Then Ozzie will be "under the weather" and you will have seemingly two save points. You should know by now that one of them is a transporter so use the one that really is a save point and then go through the transporter. Now you will be back outside on another balcony of sorts. Here you are actually going down this time. If you run as fast as you can, you can skip the vamps that are chasing you. Then you can enter the next room. At first this room will look like it is pitch dark, but as you begin to walk forward, some eerie looking lamps will start to light up as you walk. Continue walking until you get to a point where you see that the lights (I guess that's what you call them) begin to start lighting automatically in a circle. Then you will see that what they have lit up is none other than MAGUS! Then you will have to challenge him. Check the boss section for details on this fight. After this is over, Magus will fall to the floor and realize that Lavos is coming. One of your party members will ask Magus if he did not create him because of the way Magus referred to him. And Magus (just as he is being dragged into a giant warp), will reply that of course he didn't create him he only summoned him! So as your falling into this giant warp you can't help but think YOU DID ALL OF THAT SINCE FINDING THE MASAMUNE FOR NOTHING! Its not exactly true being that it increased levels, new weapons and so forth (not to mention you gained Frog) but still that is one of the first things that came to my mind. Anyway after a weird dream in which Crono thinks he is married to Marle you will wake up in the next time period. (So therefore I am now going to make it listed under the next time ;)

65,000,000BC |

You will wake up in Ayla's hut and she will tell you that she found you hurt in the Mystic Mountains and that she saved you (how nice =) and then she will tell you that you need to get some rest. So you will go back to sleep and when you awake you will find Kino standing over you explaining that Ayla went to find the Larubeans so they could join forces against the reptites and finish them off for good. Then a common man will show up and say that the north woods are burning! Then Kino will take off to see what he can do to help. Now you can leave the hut. Well, we are back in the past, and by now the new "goal" should be pretty clear for what we are doing this time. We're on a mission to exterminate some reptites! Now you need to head to the hunting range so that you can get some items to purchase the newest weaponry that just came in the newest shipment to the trading hut. (Which brings up a good question, two actually, why does 65,000,000BC have better and stronger weapons than 2,300AD, and where did the trade hut get these new weapons and if they already had them, why couldn't you by them last time.!) Uh back to work. After you got the new weapons, (and armor) go as if you are going to the dactyl nest, but take a left. Here you will see that the previously complete woods are now down to a shadow of what used to be and they have revealed the Laruba Village! Yay! Now, obviously, go in.

Here you will find that the village is laying in ruins. Continue up to the north to see that Ayla is talking to the tribe leader. Let me give you an overview of this long conversation. The deal is that when Ayla went to see the Larubains about joining forces reptites followed here and came to Laruba and burnt the village. Now Laruba has a grudge against Ayla. Ayla says that she wants to still fight but she needs a dactyl so she can get to the reptite headquarters, the Tyrano Layer. Now you will see that Ayla will leave. Now if your using your head, you have already figured out by now that you need to go with Ayla to the Dactyl Nest, so you know where it is, GO!

Now as soon as you enter you will be confronted by a winged ape. This specific battle is a really good battle to train with, because it gives a lot of exp, if you are interested, all you have to do is continually go in and then exit the Dactyl Nest and they will be back. Then when you are finished with that, or you never wanted to do that, go north. When you get to a point where you think you could climb up the cliff, two new enemies will confront you. Then after they are gone you can go up on the cliff using the ladder. After your up, you should grab the chest before taking the left path that immediately turns to go south. When it is finished going south, it will take you out on an "overpass" and you can grab a chest after battling those odd rocks. Now the path will take you going north again till you get to another rock ladder. Now use it to get up to the next level. On the next screen you will be blocked by a shist at the base of the ladder. Going into battle, it will take the cave apes nearby with it. Then you can go up a ladder to walk straight till you can climb yet another ladder. (I don't know about you but I'm getting a nosebleed =). Now circle around south and then go east till you come to more shists, a chest, and no surprise here, a ladder! Then go north to your last and final ladder before leaving the screen. Now here on this next screen you will see an odd cinema in which Ayla calls down a Pterodactyl to ride on. Then you will go and interfere

telling here that you won't let her go alone because she might perish and that you owe her for helping to get the gate key back the first time. Then she will agree and you will all get on the pterodactyls. (Which have magically become three instead of one!) Sweet! Woot! You are in the sky! Now you can fly anywhere you want. Obviously you need to fly to the Tyrano Layer. Its easy to find because it is the building in the middle of the flaming lava pit. Now land and enter the TYRANO LAYER!

Welcome to the Tyrano Layer! You will be greeted today by a pair of winged apes. Then you can pass them up and exit through the left mouth (yes I said mouth to all of you who aren't playing the game and this moment and see what I mean) Here you will move south and battle two reptites (purple) before you can go press the button by the bone doors to release the captured Laruba villagers. Now continue on to the right (east). Now you can circle around to the base of the staircase where there are two more purple reptites. Now go down the stairs and into another jail cell room where you will the reptite jailer taunting the prisoner. Then he will realize that you are there and will attack you. Then you can go up to the jail cell to find out that it is Kino! Who is trapped in the cell. Ayla will try different methods of breaking in to no avail and then she will finally just climb over the door to get to Kino. Here she will explain to Kino that he needs to escape with the Laruba villagers so that if she dies he can become the chief of the Ioka. Then she will bust back out of the cell and open up the door for Kino and you. Kino will say he wants to help and tell you to follow him because he is going to show you something. Before you make a mad dash off to follow him, notice the egg that is in the cell where Kino was being kept. That is actually a version of a chest.

Now you can leave and follow him. When you actually get to where he is taking you, you find out that it is the other giant skull mouth in the main hall on the left that was previously closed. Mysteriously, he opens the door and takes off mumbling about being weak. *Laugh* Now you have access to a whole new area of the lair so you should make haste in getting into the new area. In this next room, go south and then to the left, but make sure to step on the switch on the floor first before walking to the door because it will drop the megasaur and the reptite through the floor and eliminate an additional, unnecessary battle. Now exit onto the balcony. Here you will fight a bunch of reptites and then you can move left to get to the next room. Now this room is an interesting setup. Standing on some squares release more enemies to fight, and standing on others transports you to a different area of the room. This area can be confusing so all I am going to say about it is to try to make you way to the upper lefthand corner of the room where there will be another door/staircase for you to use. This will lead into a very small area where there is just one door, so go through there and then you will be back out on more balcony area.

Now here there are some battles for you to fight and there is one main door in the middle, but it is barred. Ignore it for now and continue on to the far right door. Here you will see two switches on the floor. Hit the left one and a bunch of enemies will come out to attack you, but the mouth will open and you need this, and the exp, so go ahead and press the left button. Then go through the door/mouth/skull/you get the idea to the north where you can press a button that seems to do nothing but actually opens that barred door in the middle of the balcony. Now go back outside through the last two doors and beat your way through the dinosaurs to get to the newly unlocked door. Now you can just waltz right in. But don't be to long celebrating, because the first sight you will see in the next room is Nizbel! Yah I know I thought we killed him to =(o well. *writer sighs at the thought of having to re-destroy Nizbel* But what? He doesn't seem to be attacking you. Talking to him, he will tell you that Ayla's in back. Sweet! Maybe we don't have to battle him after all. Now continue on to find a save point. Save here and use a shelter so you will be prept for the battle, and then continue on in the next door. Before you can get to the door Nizbel will stop you and want to battle you . Aw man! And you thought that you might finally have things going your way. Check the boss section for details on this fight.

Now continue through the door. Now you will be out on a balcony again. Here we have the traditional locked door in the middle, baddies on all sides scenario. Now go past to the far right/east room and enter. I call this little room fun will buttons. Here there is one button in the middle and three near the door. The one on the left makes to gaping holes in the floor. The one on the right drops down two terrasaurus. (which, if you have already made the two holes in the floor they will drop into them. No harm done.) Unless you want to cause yourself extra trouble, don't press either of these, only press the one that is farther up in the middle of the room. Woot! Now we have a save point and if you talk to the skull...presto! It opens. Now you can go in to get an egg/chest and press the button to open the middle door back out on the balcony. Boy this seems familiar. Now back track, of course, back to the middle door and go through it.

Now when you go into the room you will see Azala sitting on her throne looking like some kind of reptile goddess. Then she will tell you that this is the big show down and then chicken out to the back. Now go follow her and you will be out on a main outside passage way. Walk up to her and you will have to face Azala and the Black Tyranno! Check the boss section for details on this

fight. After you beat Azala she will fall to the ground and make Ayla promise her that it be known that the reptites didn't die without putting up a fight. Ayla agrees and then you get to see one of the coolest cinemas in the game. It is lavos coming to earth and burrowing deep into where the Tyrano layer used to be. Then Kino will show up just in the nick of time to save you all with the dactyls then you will leave Azala behind and you have just put an end to the reptites and begun the long healthy rule of the humans, not challenged again until 600AD where the Mystics come into play. Now your party will develop the idea that lavos may be weaker in this time period so you should go battle him now. Now you will be back on the world map. Go to the spot on the map labeled Lair ruins in an attempt to end this here and now (don't you wish it was really that easy!)

Once inside you will find that it is a cave of sorts. Lavos, the speedy gonzales that hey is, has already managed to bury himself deep within the planets crust and seemingly cover up the whole leaving only one gate behind as evidence that he was there. Now feeling adventurous? This is the first time we have gone into a gate not full well knowing where it leads since we went to the future. So hop right in there, be brave! And good luck...you'll need it...

12,000BC.

Welcome to my favorite time period! This is where the heart of the game takes place. So far you have seemingly just been wandering around attempting to run into Lavos but now it all changes. You now have entered the beating heart of Chrono Trigger! Here you will find yourself in a cave almost identical to the cave you were in before the warp, the only main difference being the loud wind noises outside the cave. Now someone in your party will make this comment "12,000 years in the past, what a trip!" (Now so far this is the only main nit I have found in Chrono Trigger [although I am still looking] The problem is if this is 12,000 BC and you are from 1000AD that is 13,000 years in the past! Get my drift, Anyway...) Now you can exit the cave and you will find yourself on a very large and snowy continent. This is the ice age that Azala predicted. Now you need to go to the only real structure of remote importance on this island. To the right/east you will finally come across a large building called a skyway. Proceed into it and you will find only one platform in the middle. Go onto it and you will immediately see yourself being beamed up into the sky! Fun! And of course Woot! Now you will be in a grass like area. The total opposite of what you were in before you came out on the skyway. Now exit this place to the world map once again. Whooo! No, you won't fall off don't worry about that. Welcome to the Magical Kingdom of Zeal. (note the fun magic music =) this is what Speiko described to you when you first met him. This is the kingdom when magic flourished. If you also remember, he said it was taken away because they abused it... Now go into the first building to begin to be amazed with the wonders of Zeal!

Now this place is called Enhasa, its main focus is sleep. The first thing that should catch your eye when you come in is a creature that looks like Masa & Mune standing off to the right. This is actually Masa and Mune's sister, but we will get into that later. Talk to her and she will tell you more stuff about Zeal that I have already covered and then she will proceed to disappear. Now you can talk to the desk attendant who will give you some more basic knowledge about Zeal. Mainly, note the book on his desk that when you open, seems to break into flames but not burn up. This is important for something we will be doing later on here in Enhasa. Now go up the stairs on the right where you can talk to the girl that is half asleep to find out that the Queen Zeal is the one who has given this great kingdom to the people and seems to give them just about everything they want. Now go back down the stairs and up the northern staircase this time. Now here you can go south still on the platform to get to a small shop if you want to buy some tonics or something, otherwise, go to the left staircase where you will run into Janus. He will tell you that one among you will perish shortly... That's odd... * The writer tries to restrain himself from giving anything away* Now you can go up on the platform to find another person wasting their life away by sleeping. Sight... You will also note while you are up here that there is another elemental book sitting on the shelf.

You can open that one to see the power of wind. Now you can go back down and go onto the middle platform. Here the lady in the bed will tell you about the city of Kajar and how they focus on magic more than sleep. Now go to the far right path where there is the water elemental book. Also here is Doreen, remember Masa & Mune's sister. Anyway she will tell you more mysticism about sleep and then disappear. Now you can talk to the doll on one of the beds to here about the reason you're here in Enhasa. When you ask him if you believe in fate tell him that you don't and he will tell you that there is a door hidden around here somewhere. To access it is easy. All you have to do is open the three elemental books in the right order. Water wind and then fire. Now you will see one of the book cases behind the main desk clerk drop down to reveal an entrance passage into another room. Inside you will find a Nu that if you challenge will give you a bunch of tabs. Now you can leave Enhasa. Now on this continent go to the northernmost land bridge and go back out of the sky to the brutal ice age. Here go north to get to the other skyway and take it up. Now exit the land bridge onto the main continent. This is it! The main land of Zeal! Sweeeeet! Uh ok...back to business. Go west till you reach the small

building called Kajar. Actually I probably would be doing it an injustice to call it small because it is larger than Enhasa but go figure. As soon as you enter, proceed north till you get to a table with a book on it. This is another elemental book. Also you can talk to one of the ladys at the table to here her explain that people laking magical powers live on the surface.

Now this is just a theory of mine but this is what I think about the Enlightened Ones versus the Earthbound Ones. Remember back in 65,000,000BC when there where the two tribes the Ioka and the Laruba. Well I think the Laruba, with their silver hair, proceeded as they did focusing more on science magic and caution, while the Iokans continued to plod along focusing on weapons and brute strength bringing about in this time period the two peoples The Enlightened ones, with silver hair, and the Earthbound ones, the Iokans. Keep in mind that that is just my speculation but I thought I might fill you in on what I think the story line is. Anyway back to the focus of coming to Kajar. Continue north and then circle around and go down the stairs to talk to the Nu which is sort of running a shop. He can't sell his best stuff yet though, because he hasn't got the Queens permission. Now if you are finished with that, you should note the water elemental book on the fire elemental book on the counter in front of the Nu. How go east and talk to the person there. He will explain that the Kingdom of Zeal used to use the energy of a sunstone in the sunkeep but when Zeal started using its "new power source" it was sealed up. Yes, you should be concerned about what their "new power source" is, it could be dangerous =) hint hint wink wink... Now go south to find a recovery spring and the last elemental book.

Now open the elemental books in their order, water wind and fire. Now you will see another bookcase drop down and a door way appear. Go in to be able to pick up the doll in the middle of the room. It will turn out to actually have a black rock inside. This is anther accessory that invokes the triple tech dark eternal. Now you can read the expert from the book on the table in here to help further explain where these people got their strange magical powers. Leave this room. Here go up to the upper ledge now. In the left room you can learn about the Ocean palace that is being constructed and the black bird, and in the right room you can learn about Sun stones and more general Zeal talk. Now you can leave Kajar you are finished with what it has to offer. (and that wasn't much but oh well) Now go to the nearby cave north of the city. Once in you will see a tall pillar of light standing in the middle. Go into it and it will transport you up to the next level. Do this again to get to the Zeal Palace. Now enter the "center of the universe" (that's one one guy inside the palace calls Zeal Palace.) Once you are inside, you can't go very far north because Masa and Mune are blocking the way so you will need to go left. Once you go under the overpass go north till you reach a stair case and then go up it.

If you need healing, go south to another spring of recovery, if not, go east across the overpass with the Nu. Now once you get past the Nu with the back scratching point, continue east until you spot another stair case, go up it and then go up one more to get in front of the hall that the nearby Nu says leads to the bed chambers. Now go into the right room. Here you will see that you are in Schala's bedchamber. Janus has come in and is concerned about his mother and how she is not acting normal. But then Schala is pulled away from the conversation prematurely by an attendant that says that Zeal wants to see Schala and then she will leave. Don't bother talking to Janus, the poor boy has had it rough and won't listen to a WORD you say! Still though...we are only trying to help. Now go back out to the main room of the palace and down the stairs to the left. Here you are now past the point where Masa & Mune are standing so you can go straight up into the main hall. Continue on until your stopped by a cinema. Its Schala using her pendant to open the door. Now talk to attendants and they will practically sing to you what you have to do next.

(There is no mystery here folks) Now that the attendants have spilled the beans, all you have to do is what they said. Go take your pendant to the Mammon Machine so it will glow like Schalas and then you will be able to open the door like she did. Oh that was hard to figure out... Now leave this hall and when you are back to the point where you are right in front of Masa and Mune go left/east and then up into the main room with the Mammon Machine in it. This is where you figure out what that "new power source" Zeal was using is. ITS LAVOS!!!!!!!!!!!! They are extracting his power using the Mammon Machine and are planning to move it to the ocean palace so they can get closer to Lavos and extract MORE ENERGY! These people must be nuts! Anyway you can, as the attendant said "commune" with the Mammon Machine, and the ...presto! Now your pendant glows like Schalas. You should know what to do now, retrace your steps till you are back at the front of the main hall into the Queen's chamber and use the now glowing pendant to get into the Throne Room!

The people in the main hall will spot you immediately Dalton, the Queen and "The Prophet" (Can you tell who the prophet really is, it took me three times playing the game to figure it out he he...) Immediately Dalton will sick Golem on you. See the boss section for details on this fight. Now whether you win or loose he will imprison you. Kinda unfair, especially after you beat his Golem and all...Anyway, Schala will come to rescue you and as she is telling you that she would like you to help rescue Melechoir who is trapped on Mount Woe. (I'm sure you realized by now who Melechoir is and how he's a Guru) But just

then "the prophet" will come in and catch Schala in the act of realing you. Uh oh. He will force you to show him where you came into this world and then he will push you back through the gate. No problemo, your thinking, I can just come back through the portal after he's gone right. Wrong! He forces Schala to seal the gate shut and you see a cool cinema and then...its over. Your forced out...

65,000,000BC. |

Well, welcome BACK to 65,000,000BC as you can see, the gate seals the moment your through it, and your back where you where right before you went to 12,000BC. Either Robo or Lucca will bring up the point that the doors in the future where the same design as the door you opened using your pendant recantly and suggests that you go there now. This is good advise and this is what you need to do, so hang onto your hats and make a trek for Mystic Mountains gate so you can get to the end of time and then to the future. Ok..here we go!

2,300AD. |

Were back again! Now you are currently in Proto Dome. What we need to do here first off to make the western continent more accessible to are needs to backtrack to where we came in the very first time we were here. That's Bangor Dome. So start out by going through Lab 32 and then race Johnny. That was easy, now here's the slight detour, we have to backtrack our way through Lab 16. I'm not going to redirect you through this lab since I have already given you directions once, I just suggest that you go through without the walkthrough. If you are really hurting for directions, go and read my original walkthrough on this part to refresh your memory of the area. Anyway, now that you have gotten through that, go to Bangor Dome as I said before. Now open the door here that looks like the door you saw in 12,000BC. Inside you will find three very valuable chests.

Now leave and go back through the warp. But wait! You say we're not finished in this time. You are correct were not, but what we need to do is make a passage way from the End of Time to Bangor dome so we don't have to keep going through Lab 16, and as soon as you use this portal it will take you to the end of time and then there will be an additional light pillar linking two the Bangor Dome that wasn't already there. Now just go back through it and you will be back where you where. O.K. no harm done there. The next door that is available to us is a door in the Trann Dome. If you remember it is just south of here. In this secret door you will find two more chests, now rest up in the Enertron before you do what we came here for. You have two options to get to the sewer, which will access the southern continent, which is where we need to be. You can either go back through Lab 16 or you can take the portal in the Bangor Dome to the End of Time and from there go through the portal to the Proto Dome and then go back through Lab 32. I like I did. Either way you end up in the area with the Arris Dome. From here go east to the Sewer Access.

Upon entering you will be greeted by a squealing guard who identifies you as bandits and goes to tell Sir Crawly (whoever that may be). Now continue down the ladder and go to the right area where you will have to battle a couple of locals to get to a chest that contains some money in it. Woot! O.K. Now back track to where you came in and this time go left/east across the bridge where you will battle some creatures that look like the Zoras in Zelda a Link to the Past t.m. And then you can go south where you will be stopped to see a rather humorous cinema involving two toads pondering how one of the bridges works. When they here you coming they will rush down the hole. Now as you heard the frogs talking about, the bridge seems to be gone. Since you don't seem to have any other options you need to go down the ladder where the toads just took off. After climbing down here you have a choice of either going left or right, this time go left first. As you go along the left path you will run into a raised pedestal with light happening to shine down just right on it in such a way that it lights up a piece of paper that seems to be the last entry in a diary that I couldn't make any since of. Now go back the way you came and this time go right. The first thing you will see is a lone pussycat. DON'T TOUCH IT! By doing so the cat will just run away and leave you to deal with more Zora like creatures. What you need to do (unless you want the exp.) is just dodge it. Then the path will spin around taking you south then west then south then east, all along you will be running into food looking items that when you pick them up, release more fish to fight you. At the very end of the path is a save point. Its FAKE! It's just like the food and the cat. Ignore it and go up the ladder that is now in front of you.

Here when you first come up out of the lower area of the sewer you will duke it out with a bunch of edgers. Now go north and don't take the bridge on the left, it's a dead end, instead continue north till you can take a right and go through the semi hidden passageway. Here you will be looking at a door but it is across the river and it is shut. Well simply press the button on the wall in front of you and the door opens. Now go back where you came from before I told you to take a right and continue north as far as you can go. Then the path will turn and take you right, then south through the door that you just opened. Then you will see another cinema involving the frogs and them figuring out that the buttons on the wall also extend the bridges. Now go north once the cinema

is over. Continue north across a bridge and to the chest. This chest contains a rage band that is useful early in the game if you came here when you were first here, but because that's not the way my Walkthrough dictates to do it, you probably did not do that so this has little use.

Now because the bridge is not open to the left...go RIGHT! You sorta hafta. Now this is where Sir Crawlie is. The guard and Sir Crawlie will have an evil laughing session about how much they are going to shred you, and then you will have to battle him. This guy is so easy to me he doesn't count as a main boss and is not in the main boss guide section. (I would hope you could kill this guy on your own. And I'm sure you can =) Now continue south going through the network of bridges till you come to another ladder that takes you, finally, out of this wretched sewer! Fhewh!

Welcome to the southern continent. As of currently you have no use for that large mountain known as death peak, so stay off it and just go south to the only dome in range. The Keeper's Dome. Now as you enter you will see a Nu standing there as usual, fast asleep. Now you need to go to the back of this room to where a Large door is, the kind that the pendant opens. After you enter you will be guided along a path by some crystal looking things laying on the floor that have important messages for you. I will attempt to summarize. Pretty much they say that the man who once lived here was Belthasar the Guru of Time in Zeal. He says that he was thrown into this time period because of a great accident that occurred in Zeal because of Lavos. (That might explain why Melechoir is in your time) Therefore he dedicated his life to researching Lavos to find out what he was and what his "deal" was. He discovered that Lavos lives in all time periods of earth's history ever since he landed here in 65,000,000BC and lives by consuming energy from the earth's core and then reproduces like a giant parasite. He says that he has an ultimate invention "The Wings of Time" and says that it will help the ones who open this door save time and stop Lavos, but then the messages end, and you stand in the face of another large "pendant operable" door. Of course open it, and then go in.

Now you will see his "great invention" as you look around at it you can see its amazing but then as you turn to leave, the Nu shows up! It looks like its bringing some seats and it tells you that it is Belthasar and that he programmed his memory into this creature. He tells you how to work it and that it can fly through time and go to any period, and then he goes back to sleep before he finishes his sentence. Then after you wake him up he will tell you that you ought to name it. The automatic name is Epoch, so therefore that is what I will refer to it as. Now you can get onto the seat that the Nu brought in and it will raise up into Epoch. Sweeeet! Now you can fly to any era you want without a gate. Yessss! This includes 12,000BC, but wait, before you get in an all fire hurry to chase off after that prophet, go to the end of time.

The End of Time |

Now here you will here the old man saying he wants to talk to you, so go over to him and he will explain that he is surprised that Belthasar actually finished the "Wings of Time" now this is surprising because how would he know that Belthasar was working on the wings of time, and where is that third Guru, we found Melechoir, Belthasar, but where's...wait...the old man IS Gaspar! Yes you are correct, by now you should have come to that conclusion. Now you have located all three Gurus of Zeal! Pat yourself on the back. Now would also be a good time to visit Speiko and to battle him to get a pack of goodies. You can also save and heal (and not to mention a possible party swap) before getting back into Epoch. Now you can go to 12,000BC! Have fun =)

12,000BC. |

Once you are here you will probably do what any other fast action player would do, they would run to the skyway and plan to go back up into Zeal. Well now come on people, do you think they are that stupid...They sealed off the Skyway! Yep that means you are trapped out of Zeal. Now there were some things that the Zealians said concerning the earthbound ones, and we are going to go see them. Being that we have no access to any other things of use at this time, proceed to Terra Cave. To get there simply go west until you see a cape, and then go north to meet it. Here you will see a small hut which is the entrance to Terra Cave. Once you go in you can climb up the ladder to the next level and then go west through the left door. Here you will be at the top of a very tall and steep cave. In the entrance to the next room you can buy new weapons and supplies. Very good. Then go down the ladder to the next level and go into that room. This is the elder and leader of the Earthbound people. Now continue down two more levels and enter the room there. This is a FREE Inn. Woot! Spend the night, rest up, and your good to go. Now continue down to the very bottom of the cave where the entrance to the Beast's Nest is, and go in.

The Beast's Nest is actually quite simply compared to some dungeons, it is 100% straight north, no doors no turns, no nothing. What's the catch, a bunch of beasts, six two be exact. Here you save before you go in, and as I said, head straight north until you encounter your first two beasts, they go down fairly easy, with a little help, and then continue north till you hit the staircase. Here two more beasts will confront you. After they are brutally

mutilated continue as far north as you can go. There is the chain that leads up to Mt. Woe, the only problem is that a red beast, a blue beast, and a mud imp are guarding the entrance very intently and don't intend to let you pass. Check the Boss section for details on this fight. Then after you are through with them, I would advise going back to Terra to save and rest in the FREE Inn, I mean come on people, we've got to take advantage of that Freeness! ;) then go up the chain to Mt. Woe.

Once you are on Mt. Woe you can see very quickly that it is held together by magic alone, I mean come on this thing is held by chains and Floats! /? Anyway, as soon as you get onto the main piece of island, you will be greeted by an enemy entitled rubble. This guy is really easy but for some odd reason he gives a ton of exp. See that chain hanging off the left side of the cliff leading to another land mass? Use it to get to the other side of the open canyon and then continue north. Here you will have to face to Batan Imps, which no matter how hard you hit them you can't kill them in one hit, they will just drop of the bird that is carrying them and then you will have to kill them. Then continue north till you reach another large chain leading up to the next level of Mt. Woe. Here you will find another rubble to the left. After you are finished with him, don't continue left, it's a dead end. Instead go right and up until you reach a save point right before a narrow strip of land. Save, then continue on. When you get to the point where you have the option of going right across another chain bridge, take it. Here you will find a rubble and two good chests. Then, being that this is a dead end, reverse and go back across the chain you came from back to the main portion of the mountain. This time at the junction, go west/left and take a turn south when you reach a spot to do so.

Now circle around the base of this hill till you get to the southernmost tip, then go north. Here at the first chance you get, take a right and go across the chain. Fhehw! Now go south till you can cross another chain. Then go south till you can go east, then go south again climbing up the cliff where you have the chance to take another chain to the next screen. Do it. Here you have almost immediately a fork taking you north and east. Go north first to get the chest, then because it is a dead end, go back and this time go east. Here you will face a version of the meat eater bread, the man eaters. After you are finished with them, take the east going chain to get a north and south chest, and then back track and take the north going chain to the next main piece of land. Go north as far as you can and then follow the path to swing back around south and then take you up a cliff going north and then on yet another east going chain. Now swing up one more cliff and battle the three gargoyles. Now be sure to save and use a shelter at that save point before continuing up the north going chain. This piece of land is simple. Just follow the path of the cliff that goes north, the south, the east to take you across another chain and then north up a final chain up to the top of Mt. Woe. Notice how the sky darkens as you make the accent up this final, long, chain to the summit.

Now you will see a crystal in the middle of the summit just like the one that Ozzie protected himself with when you where on your way to fight Magus. Your party will deduce that The Guru of Life must be trapped in there. Then Giga Gaia will appear to defend against you. Check the boss section for details on this fight. Then after he has disintegrated, Melechoir will be released from the crystal and the mountain will begin to crumble. You will get to witness a very cool cinema as it crumbles and you escape, and then the screen will go black and the next thing you know you are in the elder's house in Terra Cave. Melechoir will want to know the status of the ocean palace and if it has been completed yet, and when you tell him it has been he will explain that if the Mammon machine is operated that close to Lavos it may awaken him and all life as we know it will be doomed. Then Schala will burst in and say that she will help her mother no longer. She is turning her back on Queen Zeal. Then she says that you must stop her mother and that she left the Skyway open for you. (Yes! Now we can get back into Zeal) then Dalton will come in and re-abduct Princess Schala. Now talk to Melechoir and he will give you a ruby knife that is made from the same substance as the Mammon machine and says that that will destroy it. Now you must leave Terra cave and re-enter Zeal! Yesss!

Go to the Zeal palace up in Zeal, and then go to the throne room. Here you will find a very angry Dalton (see that red face!/?) on guard duty. He will battle you and die very easily. (Check the boss section for details on this fight) and then a portal will be opened to the Ocean Palace. Use it. (Of course! =) As soon as you enter you will need to go south from where you beamed in. Now go south, and blocking the doorway to the next room is none other than Mune.

Mune will tell you something to the affect of Lavos is waking up and that Mune is scared, then he will disappear. (like he always does) Then the screen will shift and a new scene will come into view. Here you will see Queen Zeal and many followers and Schala and "The Prophet" gathered around the Mammon Machine. Then Queen Zeal will order Schala to raise the power of the Mammon Machine to its limit. She is about to resist when her mother says something like "you dare defy me?" and then she wimps out and gives in. Then it will end and the scene will switch back to you. Now go into the next room. In this room you will enter and be at the north end of the room. Now you need to do this sequence for one or both the right and left sides of the room. Go into the upper northern room and kill the enemies in the room and then press the button

in the middle of the room to open a doorway. Now exit and go to the south room on the side. Here a door to going south out of the room has now opened. Go through the door and south past the seemingly statue of the scouts till you have to turn either right or left depending from whether you came in from the right or left sides. Here in the middle of the path is another switch/button/thing. When you get on to it the screen will flash white for a second and then all is as it should be.

Now back track back to the main room where you started. Here now there is a door to the south open that wasn't before. Go through it. This next room is a small hexagon with just two scouts in it. After killing them go west down the staircase onto the next level where you do battle with two thrashers and two mages. After this go east down the southern staircase. Along this staircase you will see a series of thrashers. The ones you hit will go down to the next level that when you get there will attack you, but the ones you can dodge will stay on the stairs and you won't have to battle them. Then after you are finished battling the ones you brought down, or if you didn't bring any down from the previous staircase. Go down the next set of stairs. Here you will fight two thrashers and two lashers while trying to dodge the statue shooting fireballs at you from behind. Then leave this area as quick as you can down the newest addition to the seemingly unlimited series of staircases. On this next level an omicron will come and shoot out four balls of fire that surround you and turn into two thrashers and two lashers which you will then have to defeat, but the Omicron chickens out and runs back up the stairs. On the next staircase down you run into Masa. He will tell you that the red rock made a pendant and the knife you have that are the only way to stop the Mammon Machine. Then he will disappear and you will see another scene with the Queen.

In this cinema the maniacal Queen is ranting and raving about the beautiful power of Lavos when one of her maidservants protests that this may be a bad idea (yu think?) and she strikes him down with lightning. Go figure. Then you will have control over Crono again. Now finish going down the stairs and you will be in a room with a save point. You know what to do. Now leave the room the way you DIDN'T come (I would hope you would know that by now) and you will be in an elevator. Here you will have to defeat the enemies before you can press the glowing icon on the left bubble. This will start the elevators decent to the center of the ocean palace. As you continue to descend down to the center, you will have to face scads of bad guys including scouts, Jinns, thrashers, you name it. Then just when you think you can't take it any more, it will be over. Now leave the room. Here there will be a lava pit in the middle of the room that you can't get past, and two rooms to the right and left of you. In each of these rooms you will find a switch.

If you activate both of them and then stand on the platform facing the lava pit, a bridge will appear. Take it across and then take the chance to save in the next room. Be prepared for in the next room you will encounter another angry Dalton, who this time has a pair of Golem Twins! For you to battle! Check the boss section for details on this fight. Then continue into the next room where you will face the Queen and her Mammon machine. As you throw the knife at the machine it will change into the mature masamune from the energy and then.....LAVOS!!!!!! He comes up and no surprises hereATTACKS YOU!!!!!!!!!!!!!!!!!!!!!! Your are not supposed to win this fight, but in case you are playing new game plus you can, as usual, Check the boss section for details on this fight.

After you lose this fight and all your party is on the floor, "the prophet" will show up and say he has waited for this moment and that he originally summoned Lavos to get his revenge, but instead he will get it here. Then he takes of his cloak and you see that "the prophet" is Magus! I knew there was something odd about him! (he he he.. =) Then he will lose to Lavos as well. Now just as you think it is all over Crono gets back up and sacrafices himself to save everybody. What a guy! Really, I mean he killed himself! =(Then Schala will save you by transporting you out of the ocean palace and you will see the best cinema in the game! Period! Where Zeal, the ocean palace, and everything except one island fall into the ocean! And then....A tidal wave! After that is over you will awake in a hut without Crono and you will see you are on the only island left. The elder will tell you that Melechoir and Janus were pulled into a gate and that Crono and Schala are no where to be found but Epoch is safe. A small consolation but a good thing... Then he will tell you to rest and that you should take all the time you need. Now you get to switch your party, without Crono...

Its time to leave this hut now. You can visit the other huts but there really isn't much point in it. Really you need to go north to the Commons. Here go all the way to the most northern point where you can talk to the elder. He will tell you that he is glad that it is over and then some Thrashers will show up. They will be here to announce the arrival of "King Dalton" (the guy just doesn't know when to quit) he will knock you out with his traditional fire ball and then take off with you. When you awaken you will have no idea where you are but you can tell that all your weapons items and money have been stolen from you. This is bad! You cant go out the main door because there are gaurds, so instead go up the ladder behind you. This will take you outside, but it doesn't do much good because you are in the belly of The Black Bird! You know

that giant ship that Melechoir made for Zeal. Well, you can't do much more out here so you need to go back inside into your cell. Now someone will suggest jumping up onto the ledge behind you. Take the suggestion and you will now be up in the ventilation system. You can peer down through the grates to see in what area you are above. Now in order to get all of your equipment back you need to follow my exact instructions of where to go, what rooms to visit and etc. So here we go =)! From where you come up into the vents. Go down the short distance to the south wall and then go east/right. Here it will force you to turn up and go north. Take this leg as far as you can go, then take the left it forces you to. Here continue going west till you reach a three-way intersection at which you are standing on a grate. Go north past one more three-way intersection and then at the next one take a left. Now continue going left till it makes you go north, and instead of turning. Go down the ladder that is in front of you. In this room you will find a sleeping guard and a chest. This chest has some of your valuable stuff in it.

GRAB IT! Oh yea and if you touch the guard he wakes up and wants to battle you. Anyway, now go back up into the ventilation system and go back to the three-way intersection that I told you to turn left at. This time when you get there, go north. Go as far north as you can go and then take a left. Here go down the ladder in front of you. You will now climb down into the belly of the blackbird again but you are now at the far north end. From here you can just swoop down grabbing anything and everything you need before coming back up here. When you get down the ladder. (And I do hope you will actually get off the ladder =) you need to go east till you can go south on the conveyer belt in front of you. Oh no! but it moves north. I know that silly, just tap the switch to the right of it to make it go south. Problem solved! Now once you are at the bottom go into the right room to get a chest of more of your stuff. There is also a door in the top north of the room, which leads out onto the wing of the blackbird, but we don't want to go out there till we have all our stuff back. (Well at least I wouldn't, you can go out there if you want to...) Now exit the room and you are back in the main room.

Go back to where you got of the conveyer belt and go south through the door. Here you will be greeted by more thrashers before you can fix the conveyer belt and move south down on it. Here go into the right room. (There is nothing of interest on the left) and grab that chest then exit the room and go south one more conveyer belt where this time you need to check out the left room. Then go down one more conveyer belt. Next it's the left room again before you back track back to the door that leads out onto the left wing.

As you make your way west you will be forced into battle with numerous turrets that are mounted on the wings. When you finally reach the most western edge of the wing you will run into the Golem Boss! Check the boss section for details on this fight. Then you will see a cinema with Dalton and his cronies where he has attached wings to Epoch and re-named it the Areo-Dalton-Imperial. Then he will come fly around and try to shoot you. Then in a very unrealistic moment your party will jump from the blackbirds wing onto Epoch where you will have to battle Dalton Plus. Check the boss section for details on this fight. Then he will create a void that is supposed to have the Golem Boss come out of it, but because he is already dead all it does is suck Dalton in. Now you will press the wrong button on this modified Epoch and shoot a laser that damages the black bird to the point that it crashes into the sea. Wow! You are actually in Dalton's dept. He made Epoch able to fly around the map! Sweet! Then you will land Epoch back onto the Last Island and begin your quest to look for Crono.

Begin by going to the shop to buy the new and updated weaponry. Now leave and go to the north cape of the island. Here you will find none other than Magus! He will tell you that he was Janus and that when Lavos's portal drug him into the middle ages he vowed to get even with him. He was just about to settle the score when Crono interfered. Then he asks if you wish to fight him. TELL HIM NO!!! Then he will, believe it or not, join you! He says that Gaspar the Guru may know of a way to bring Crono back. Now get into Epoch and you will witness the rising of the Black Omen, or the Ocean Palace. Now go to the end of time.

The End of Time|

Talk to the old man and he will reveal to you that he is Gaspar (you already knew that) then he will tell you that he is really sorry that Crono is gone and that the only thing he can offer is the song called "memories of Crono" this is not entirely true. As you begin to leave and to board Epoch Gaspar will stop you and tell you there might be a solution. Simply go and talk to him again. Then he will hand over the "Chrono Trigger" (yes that is what the game is named after, there is no need to get ecstatic about the discovery) and tell you that it is meant to repair time fragments and that in order to work it go and talk to Belthasar. Ok, that was helpful, now you need to go see Belthasar. He's the one in the future if you remember. (Oh, and also on a side note while you are here you don't need to bother taking Magus to Speiko, obviously, he already has magical powers, speaking of which isn't he cool?!)) Now get back into Epoch and off to the future you go.

2,300AD |

Well now that you have Epoch we don't have to waste time with that blasted sewer access, now just fly to keepers dome and waltz right on in. Here go to the back area and talk to the Nu. He will explain that you need a clone to work the Trigger's magic but at this moment you don't have one. Well go back to your house and get the one you bought wwwaaaaayyyyyy back at the beginning and Norton Berkstien's Lab. (Yeah, you did need that...you did get it right?...) Well, what are you doing still reading this...go get it!

1000AD|

This should be a cinch, go get the clone out of Crono's bedroom and take off back to the future.

2,300AD|

Now go back to Keeper's dome and talk to the Nu again. Belthasar will tell you that the last program he implanted in the Nu's memory was to execute a program to help a person up Death Peak where there is the power to restore life. He will then release three dolls that will go on ahead of you to death peak. Then he will say to please turn of the creature because he has done his duty. Do that and then leave the Keeper's Dome and head on up north to Death Peak.

As you begin to walk up death peak you will run into the doll that will then turn into a tree. He will tell you to run when the wind dies down and to hide behind the trees when the wind is blowing. Now when the wind stops blowing run as fast as you can up to the next doll which is also a tree. Now continue up until you get past this area with all the trees and you are past the windy area. Go left and you will battle three Krakkers, then you can grab the magic ring (great on Magus) in the chest before continuing up the ladder. Here go right and down the path that leads to two more Krakkers before climbing another ladder and going onto the next screen. Make your way right battling the three Krakkers and then go north ignoring any turn offs that take you away from the north going path that will take you to a cave. As soon as you enter the cave you will see a scary sight. (Lavos!!!!) no actually just a Lavos spawn, but they are still pretty hard. Check the boss section for details on this fight and then grab the contents of the chest on the right before exiting north through the cave.

Here you can continue east across the bridge and then south into the cave to grab the chest. There is no reason to continue any further being that it is a dead end. Instead go back to the entrance to the cave where you battle the first Lavos spawn. This time instead of going straight north like I said to last time, take the right turnoff that leads to a "lowlands" area where you can save at the south end and then go north into another cave. Inside you can grab a chest and defeat a Krakker before continuing north to the exit of the cave. Oh joy, another Lavos spawn. Take him out the same way you destroyed the first one before exiting to the left of the screen. Here you will run into the second doll that Belthasar sent out. It will tell you that you need to be careful on this next pathway for if you fall off you will have to start all over back at the "lowlands". The slippery path leading west will try to drag you off the south end, so try to hang north, but not so north that you fall off that way, and try to move fast. Then leave this area.

Now here you will see a bunch of Krakkers falling off the higher up cliff. Get past them to reach the chest on the other side and then slide down with them. They will take you to yet another area. Here you will see you are in the same area with the low lands, you just are on a higher path that is raised above the area. (Don't fall off!) then exit to the south. Here you run into the last doll which will tell you some mystical, saying like "push the shell, climb the shell" as you continue on having no idea what that means you run into the third and final Lavos spawn. Oh goodie. After he is dead he will not act like all the others as in dissolving completely without a trace. Instead he will die and leave his shell. As you continue on you will see the next ladder that you need to climb up but, whaaaat? Its broken off half way and you can't get up to the second half. What the doll said should make since by now =) Do it and then you will reach death peak summit.

This is it. The place. The big cheese, the...oh ok you get the idea. Continue to the top of the ledge where you will release the time egg. It will react with the pendant and then float up into the sky where it will create a portal to a specific point in time. This will be the moment before Crono is killed. Here you can grab him, switch him out with the clone, and get outa here! Now you will bring him back to real time. Bravo! You saved the main character. Now you will be transported back to the end of time.

The End of Time|

Here you can talk to the old man/Gaspar and thank him for saving Crono. He will tell you that he didn't really do much he just gave you a place to start. Then he will explain that you are the only ones that stand a chance against Lavos and that many paths lay open to you. You can take the path in the bucket, you can battle him by flying Epoch to 1999AD or you can get to him from

the Black Omen which somehow has a connection to Lavos. He will also tell you that he has had a "vague glimpse" of people and places that will empower you. (I.e. if you don't have enough experience points here's a list of side quests.) He says there is a woman in the middle ages whose sheer determination brings a forest back to life. There is a fugitive Ozzie who still maintains a hide out in the middle ages, there is a task to be done where machines originated.

There is a knight slain by Magus that haunts the present, there is a stone that can cast its light on generations, there is a sparkling stone in the middle ages, and there is someone close to one of your party members that needs help, fast. These are some good sidequests that I personally prefer to complete before going to fight Lavos for the simple reason of "This is a great game so why not play more, and that you can never have too much exp." but it is entirely up to you. Oh and by the way there is one change in the way your party dynamics work. Crono is no longer required to be the head or even be in your party at all! Weird huh? I guess after he died the party decided that they want a chance to lead the party too because they saw how much fun it was =) Well, this ends the basic Walkthrough, no refer to the side quest section for more details on that.

-----Side Quests-----

-The forest comes back to life-

600AD

Make your way to the middle ages now and take with you in your party three physically strong people and a water magic person, I suggest something like Robo (you have to have Robo) Ayla and Marle. Here go to the location of Fiona's Villa on the southern continent. You should see a large hole in the ground near here house called the sunken desert. Go here. As soon as you enter you will see a large like hole in the middle of the ground. Jump in. It will take you underground to the layer of the Retinite. It is the parisite that is feeding off the roots of the forest and killing it slowly. Here in this room there are two doors, one to the north, and one to the south. The north door takes you out of the sunken desert and the southern one takes you to the location of the Retinite. (Hard choice isn't it =) Make sure to grab all the chests in this room before you go south to battle him. Here you will see that he is moving around all willy nilly trying to not let you catch him. Chase him down, while grabbing the chests, and sooner or later you will run into him and get to battle it. Check the boss section for details on this fight. Now you have eliminated the retinite. Yeah! Woot! Now go back to Fiona's Villa. Here you will talk to her and she will explain that she is grateful that you uprooted the wretched beast and that she will begin to try to revive the forest immediately. Now if you have Robo in your party (like you should because I told you to...) He will offer to stay with her to help take care of the villa. Say yes, don't fret, you can get him back. Now jump to the year 1000AD.

1000AD

Here you will find that the forest indeed has grown back and that there is some sort of shrine in the middle of the forest. Go in and you will see a scene that should remind you of 600AD's Cathedral. Here you can buy the powerful helmets made from "forest magic" from one of the nuns. These powerful helmets can block conditions. Now continue up to the north end of the shrine. Here, on a pedestal, you will see a rusted, old beat up Robo. He has been preserved here at this shrine honoring him! Now you can take him down and you will meet with him in the forest. Your entire party will be here in the forest at a camp out of sorts when you get to here Robo give his speech on Lavos not causing the gates but some space entity. I'm not going to go over this aspect because I did not fully understand it my self and it is really not that important. But anyway, Marle pops the question to Lucca that if she could go back in to any point in time and fix something what would it be. Lucca appears to be hurt and Marle drops the question, but later that night when everyone is asleep Lucca wakes up and goes into the next area of the forest where she takes a special gate that she created back to the day in 990AD when her mom's legs got cut off. Here you have the chance to save her. Simply go up to the computer where the glowing dot is and after pressing A press L-A-R-A to spell her name Lara. Whether you save her or not you will be sent back to the current time and Robo will give you a Green Dream, which restarts one battle. Congrats! You have completed your first side quest. Now move on to the next one.

-The Fugitive Ozzie-

600AD

Now obviously you need to be in the middle ages, so get there! Once you are there board the Epoch and fly to the spot known as Magic cave. From here fly eastward passing the island with Magus's castle on it and move to the next island. Here you will see what looks to be a smaller version of it, but it is actually Ozzie's Hideout! Woot! It's time for some head splitting!!! Anyway get off the Epoch and enter "The Hideout" After entering you will be greeted by Ozzie. Then he will run into the next room. Follow him. Here he will call

Flea and you will have to battle him again. Check the boss section for details. Then in the next room you will face Ozzie and he will drag up to goblins on conveyer belts to attack you but they will just fall off a cliff and die and then he will take off running again. Now in this room Ozzie will sick Super Slash on you! Ceck the boss section for details on this fight. Now go into the next room. Here ignore the treasure chest that is behind the guillotine and continue on like you are going to leave the room. Then and imp will come along and disarm the blade and you can get the chest free of worry. Now leave the room. Here you will face Ozzie, Slash, and Flea all at once, and after you beat him you will have to follow Ozzie into the last room where you will have to beat Ozzie himself for the final, "pathetic" show-down between humans and mystics. Bravo! Now leave the hideout and go to Medina Village 1000AD.

1000AD

Welcome! Here in Medina you are now a welcome guest! Without Ozzie's legacy the Mystics forgot all about the war! If you go to the elders house you will find that there will soon be a ferry between Truce and Medina. Now go north of the city to the blue pyramid labeled Forest Ruins. Here you can go up to the pyramid and the pendant will react shattering the blue force field. A Nu will appear and grant you the treasure of Belthasar. You can either get better protection or better weaponry, its your choice, either one is Great! Now another congrats, that is your second side-quest down!

-Where Machines Originated-

2,300AD

Get to 2,300 AD in Epoch and fly to the location of Proto Dome. Now fly east till you reach a small island. This is actually the beginning of a chain of islands heading south. Follow them and you will reach the largest island with a factory looking building on it. This is Geno Dome. Go figure. In here you will have to have Robo leading your party to get anywhere, so if you don't, Go get him! Now that that is taken care of, you can enter and have Robo interface with the computer. The computer will call him "Prometheus" and will greet him but say she wants to test the humans to see how strong they are. Then the door you came in will block itself off and you will have to go forward through the newly opened door. Here in this room you will be on a forward moving conveyer belt. This belt will take you north through a series of progressively harder, continues battles. This is a great place to earn exp. points and give you approximately 8,000 every go-round. After you are finished, the computer will speak again saying not bad, but can you find your way to me? Now go through the next northbound door. If you go directly right you will run into a dust shoot. This takes you back to the beginning of Geno Dome if you want to leave or want to get more exp. on the conveyer belt. Unless you are just really impatient, I would do this 5 or 6 times to take advantage of this opportunity to prepare for Lavos. After you are finished with that, you can go into the room you were in again with the dust shoot. Here this at first looks like an impossible task but it really isn't. Let me try to explain what we are trying to do here. Up on the next floor there is a spot that leads to the main bosses chamber. To get into the lair, however, you must plug two dolls into adjacent power conduits in front of the door to the room. You can get these dolls here on the first floor but there is a bit of a puzzle about getting them. Just follow my instructions and there should be no problems. Capish? First go to the farthest left that you can. Hello! This buddy up north of your position now just shocks you when you get near him, and with the doll plain in sight. I know! I'll try to fake him out...go left then...rush right...Arrgghh! Give it up! You can't get past him without another robot. This robot when faced with the other one will short out. Ok, now hold that thought for a minute because there is one other, slightly more assessable doll to get before we go to get the other robot to block it. First go back to the entrance of this room where you came in, and this time as you head left, don't go all the way but turn north the first chance you get. As you go up this hall you will be confronted with the decision to either go left or right. Go left first through the door. In here you will see to your left a locked door and a closed power reciprocal. To the right you will see 4 laser guards and three switches. Bust up the laser guards and then move on to the three switches. It was supposed to be a hard puzzle, but I got it first try. (laugh laugh) All you have to do is press the middle switch, and only the middle switch. Woot! The power reciprocal opened. Now you can walk into it, but it does you little good. Well now what? You ask. Simple, go back out of this room and this time at the fork go right. Here you will see two important things. One is a computer screen that gives you some general information on the Geno Dome. And the other is an energizer. Simply walk into the energizer and Robo will begin to spark with energy, now run (and yes you have to run because if you don't the sparking energy will disappear before you make it) all the way back into the other room with the newly opened power reciprocal and presto! The door next to it opens up once you charged it. Now inside is the first of the two dolls that you need to collect. Bravo! Now back out to the very beginning of this dome where you just came off the conveyer belt, and this time go left like you are going to the dust shoot but instead turn north and use the elevator. Here you will be on the second floor when you come out. First save at the saving point but then immediately swing around and go back through the door right next to where you came in. Go up this really long hall and then into the next room where you will have to battle two Proto

4s. Then after you are finished with that go into the elevator at the end of the room. It will take you back down to the first floor but you will be in a different area this time. Here cross west and punch the switch at the end of the room. This changes the direction of the conveyer belt. Then go back east and then south. Notice the little laser that keeps you from continuing? Just punch the switch next to the laser. Now you can get on the conveyer belt. But before you go tearing up north you need to back track to the point where you can power up Robo. Now circle around as fast as you can (because you have limited time and this one is tricky to make in time) and head north on the conveyer belt and get off at the first exit. Here go to the power conduit and plug Robo in a.s.a.p. This will open the door to get the Robot that blocks the other Robot guarding the doll and short him out. Now slowly (so the robot can keep up with you) walk to the spot that is in front of the other Robot and then back away and let the robot work it's magic. Boom! Now it is shorted out and you can get past it. Grab the doll and get out of here back up to the second floor! Here go south and then west. Who's this? Now you will run into what seems to be Robo's sister. She begins to say things like Prometheus (we find out that is Robo's real name) was sent to study humans and he has only been pretending the whole entire time. Then Robo gets ticked and decides to challenge her to a one on one. (At this point I would hope I don't have to tell you to check the boss section for DETAILS ON THIS FIGHT!) But..uh... anyway after Robo creams her to bits you can get past her and go onto the next room where you get to battle another main boss The Mother Brain! Check the unowat section for details on this fight. Then the mother brain will give you the Terra Arm and the Crisis arm. Two great weapons for Robo. Now the entire factory will shut down for good and you will be automatically transported back outside to the Epoch. Once again congratulations you finished another side quest.

-The Knight Slain by Magus-

600AD

Go to the remote island of Choras and talk to the man in the café. He will tell you that he can't get any work done because someone stole his tools. Now you need to ump to the Choras of 1000AD

1000AD

Talk to the man at Choras in that is drinking all the soda and he will tell you that sure you can borrow his tools but his wife has them right now. Go and get the tools from the wife in one of the resident houses and now make another time jump.

600AD

Go give the tools to the man in the café and he will tell you that this is good because now he can get back to work. Well this is not entirely true because the first thing he does is make a trek back to his house and you need to go talk to him at his residency in order for him to really begin to work. What he is doing is working on the mansion up north of here so why don't you go ahead and follow him up there. As soon as you get in (if you have been in here before) you can tell that he has made some repairs but he can't repair in places where the monsters lurk so if you could clear them out then he and his boys can finish the job, so that is exactly what we are going to do. First in the main hallway take a left and head for the door that takes you down to the basement. Here all in all you will have to battle about eight relatives of the hench and some others before you have cleared out this hall and get to the end. Here you will notice this is a spot that they could not repair. That's ok, they can repair it now. Leave the northern ruins and go back to the carpenter's residency. There you will find him again but this time he is charging to fix the ruins. (200G! the cheapskate) Now go back to the ruins and he will have finished again. Now you can go right this time and clear all the monsters out of this area before going to talk to him again to clear that area out. In the northern area of the ruins you will find a bunch of black boxes. Just say No! These boxes if opened give you very good items but will give you better (I repeat BETTER!) items if you go and open them in 1000AD which we will be doing in a moment. But for now go back to the lower area of the ruins (and make sure you have Frog leading your party because he is required.) Here go into the room that you couldn't get into last time for lack of passageway. In here you will find a tome stone that reads "Cyrus, the fool who challenged Magus" now Frog will raise the Massamune and avenge Cyrus by talking to his ghost (go figure) and then when Cyrus is put to rest Masa and Mune tell you you are worthy of the true identity of the Masamune and increase its power! Woot! Oh...and don't forget about the black boxes I told you not to open. Now go to 1000AD.

1000AD

Go to the northern ruins in Choras and open all the black boxes.

600AD

Now open all the boxes again here because in the time line they haven't been opened yet! Nifty huh? Oh...and congratulations that is another side quest completed another side quest!

The Stone of Light

2,300AD

Hop in Epoch (take Magus along for an easier time in the upcoming battle) and fly north of the main continent till you come to an island that has only a cave and a broken building on it. This is the Sun Palace and where we need to be. Enter into it and you will notice immediately this palace has the same style architecture as the ocean palace. Then you can walk north as far as you can go and click on the small sparkling jewel. It will immediately change into Son of Sun. (You know what section to check.) Now after he has lost the fire that is surrounding him he will retreat back into the reaches of the palace. As you follow him he will begin to change back into a Moon Stone. Then Magus will say that it will take 65 million years to refill its energy and turn it back into a moon stone. This should give you a clue of what you have to do, but if it doesn't, that's what this walkthrough is for so...keep reading!

65,000,000BC

Yep, we're back to this odd era again, but not for long. Here we need to drop of the moonstone at the sun keep. This shouldn't take long, so HURRY UP! => Now you need to go back to where we were to pick up the new sun stone.

2,300AD

Now go to the island with the sun keep on it in this era. Whaa..?/! It's not here? Someone stole it along the time line. Shoot, and you thought that this side quest was going to be easy..Well it is, with a walkthrough because you don't have to waste time looking for who has it all along the time line, I will just tell you. First, go to 1000AD.

1000AD

Here go to the Porre Snail Shop and buy the Jerky from the wako bar tender for the asking price of 9990G!!! Oh well, now travel back in time and go to 600AD.

600AD

Give the jerky, FOR FREE, to the lady in the elders house and she will tell you that because of the kind act she is so touched that she is going to teach her children the value of sharing. Great! That means free stuff => Now go back to the present

1000AD

Go to the Mayor's Manor and he will share (wink wink!) with you the moonstone! Ok, now go put it back in the sun keep and proceed on your journey. (Making sure Lucca is in your party)

2,300AD

Here go into the Sun Keep and you will find that the moonstone has changed back into a sun stone. Lucca will say that she knows just what to do with it and says she wants to go back to her house for a bit. Now you will automatically be transported back to Lucca's house where she will make a wonder shot for herself and Taban will also make some sun shades. Once again, congrats! And Woot!

-The Sparkling Stone of the Middle Ages-

600AD

Go to the Choras Café where you will run into Toma. Talk to him and he will tell you if anything happens to him to poor this on his grave. Then he will give you a can of Toma Pop. Go figure. Then he will leave.

1000AD

Go to the northwest cape where you will find Toma's grave where you can poor the soda on his tombstone. Morbid eh? Then Toma's ghost will tell you that he found the location of the Rainbow shell and that it is in a place called Giant's Claw. He will say that the island that holds Giant's Claw is northwest of the island of Choras, but it doesn't exist in this time period, only in 600AD. Sooooo...Go there! =>

600AD

Go to Giant's Claw and enter into the cave. Here you will walk along a narrow ledge before you reach a small crumpled note left by Toma..Yep, your in the right place, now continue into the next room. What in the...? This should look familiar! It's the throne room for Azala!!! In 65,000,000BC Lavos thrust the Tyranno Layer into the ground and now look where it has popped up. (Not in bad shape of that long =>) Yep, that is pretty good weathering. Anyhow, continue out of this room and back into the dark cave. Here you should ignore the path going left and instead take the ladder down to the lower level and go through the three "dinos" and the "door" on the right. Here you will be in more of the Tyranno Layer. Just press the button in the middle to save and the one on the left to open up two holes. (If you remember, the one on the right drops

down some apes so TRY NOT TO DO THAT! Now jump down into the whole on the right. Wooot! You have just fallen to a lower area of the Tyranno Layer. Don't press any buttons and walk out through the south entrance. Ok, now walk around the Donut shaped room and try not to fall in the hole, not that the computer will let you =). Then go through the south door and you will be in another cave-like room. Here don't go up the ladder that takes you to the upper ladder, but instead take the series of ladders and ramps that take you even deeper into the cave and then take a left through another "door". Hello, those two Leapers are here to greet you as you walk into yet another portion of the not-so-deserted Tyranno Layer. Once you are in here make your way to the open left door and then go take another left in the next room. Great! More of those massive-exp-giving rubbles that we saw in 12,000BC. Make sure to take advantage of them before you continue into the next door. Here all you have to do is open one of the egg/chest containers and it will drop you down to the next level. Remember this, this is the jail cell where the Larubies were held captive some 65,000,600 years ago. Now leave and take a right like you are going to the jail cell where Kino was held. Here, save, and then use the now working button to get into the cell. Leave through the hole in the back wall.

Uh-oh! You say! You know you recognize that sound and you don't like it. It's the sound of the Black Tyranno! But now he is styling himself the Rust Tyranno! Check the boss section for details on this fight.

Now you can walk up behind the remains of the rust Tyranno to discover that the rainbow shell is there on the pedestal Woot! Your party will begin to try to lift it but it will prove to be too heavy. Oh well, as you walk away you realize that this treasure was too good for you! NOT!!! Anyway someone will suggest that you go and get help from the king. As you leave the screen will fade black and when it re-appears you will be in the throne room with King, Queen, Chancellor and company. The king will tell you that he will obtain the shell and store it as a national treasure for 400 years. Great! That puts it right about at the present. Leave the castle to find out that Epoch has followed you to the outside of the castle and is waiting for you there so you don't have to waste time trekking through the forest. Double Woot! Now fly to the present and get out right in front of the present castle

1000AD

Welcome back to the present castle, some things have changed as you can see immediately upon entering you will find that the Chancellor is making up lies about king Gaurdia to Marle and then he will take off. Something fishy is going on here. Go to the north and up to the main door to enter the throne room and..what! Now entry until after the trial! What trial?/! To find out what trial go back down the stairs and take the right passage way and the first stair case leading north. Here you will find another entry to a room blocked. Marle will yell at the guards, and finally they will let you through into the room where the trial is taking place. Uh oh! King Gaurdia is on trial! This could be bad.. You will find that the Chancellor is prosecuting (again) against him for selling a family heirloom he pretends to know nothing about The Rainbow shell! Then you will be kicked out of the courtroom and back out in front of the two guards. Marle will yell to let her in again but, after looking a little disheveled, still refuse to let her in. Now Marle will tell you that her dad was right and that there is no family heirloom. Well that's not entirely true as one of your party members points out. In fact, when you changed history there is a rainbow shell. Now exit back out down to the place where you had two staircases to choose from and one of them leads up to the courtroom and down to the kitchen and the other one is guarded by the knight as soon as you walk down the stairs. Here choose the one with the knight at the bottom (that's the one on the right) and you will find that he has been knocked out! Now follow along the path and you will run into some knashers. You will here them talking about a plan to avenge a family grudge. These should go down easy. Then Marle will say that she realizes there is a plot to get the king. As you hurry along the corridor towards the location (hopefully) of the rainbow shell, a cinema of what is happening in the courtroom will continually interrupt you. By the time you reach the location of the rainbow shell and pull off a shard of its sparkly finish, you will find that the king is being judged! Then you can rush back to the location of the court room where you will find that you still can't get in. Then Marle will tell you to follow her because she knows another way in but it is kind of rough (I'll say)! Now the scene switches to that of the courtroom where the verdict is about to be pronounced (of course guilty) When Marle and co. burst through the paneled glass in back of the judge and show the shard to the judge proving the kings innocence. Then the Chancellor will get pretty angry and revert back to the form of Yakara XII! Check the boss section for details on this FIGHT!

After you are finished you will see a mushy scene about Marle and her dad getting back together after their long period of silence. Then you will be transported back to the throne room where the king will honor all of you before..Melechoir! He bursts in the door and say he wants to help too and then goes dashing off in the direction of the Rainbow shell! Before you get in an all fire hurry to follow him, go back to the court room where Yakara fell and you will find a Yakara Key! Use this to open the chest (halfway down the stairs) that holds the Chancellor in it! He will dash of saying he has to prepare for the moonlight parade! Now...you can go see what Melechoir is up to. When you reach the location of the rainbow shell you will find that Melechoir is wanting to make a whole bunch of neat weapons and armors for you using the rainbow shell and the sun stone!!! Quadruple WWOOOTTT! I'm mean come on...

this stuff is great! It's just the thing we need for defeating Lavos! OK, Heavy Congrats, you have completed the next to final side quest!

-Someone Close Needs Help-

Any Time period But 65,000,000BC, The End of Time and 2,300AD

For this odd side quest, all you have to do is fly into the Black Omen on Epoch and get to see the long awaited inside. One of the great things about the Black Omen is, unlike any other dungeon, is very straight forward. There are no traps, no alternate routs leading off into no where, and not very many puzzles. This makes the Black Omen pretty self-explanatory. Therefore this section of the Walkthrough is one of the least needed ones in the game, but since I have written this much already, there seems to be no harm in righting a little more, so have fun! With this portion of the Walkthrough. As soon as you land on the "porch" of the Black Omen, you will have to face a group of laser guards at the door before you can enter. Now you can go inside and greet Queen Zeal! Fun! As she immediately sees you she will sick Mega Mutant on you. Check the boss section for details on this "easy" fight. All right, now that that is taken care of Zeal will disappear and leave you all alone. K..Now go north past the incognitos to the edge of the platform, and because that is the only way left to go, turn right! Here you will continue your north bound path breaking through an assortment of baddies, some of them new and some of them old, until you have the chance to veer of the path slightly to take advantage of a save point. Do this! Then after you finished saving, continue north. In this next room it will seem as though it is empty, but don't get to comfortable! It turns out that those panels on the wall shoot missiles! You will have to battle these "odd" enemies before you can continue on north into the next room of the Black Omen. Here you will face a series of some new enemies called Boss Orbs, and Side Kicks. These guys are pretty easy, the only trick about them is the fact that they use lock. After you get to the end of this hall, you will be forced to take a left into the next room of platforms. As you continue up, you will run into numerous meta-mutants which are just a beefed up version of the regular mutants. After you get to the top of this platform you will see what looks to be like a beaming platform. Step on it and BOOM! You are transported to a new area that looks almost identical. Here exit south and you will see the same elevator that you should remember from the ocean palace because This is the ocean palace! Go down the elevator by clicking on the sparklling item on one of the raised spheres...and down you go =) When you reach the bottom you can exit out into a room that has more of the basic Ocean Palace decorating that any you've seen yet.

Now weave your way through this maze of walls till you reach the far north end of the room where you can...go through the door! Yay! Just kidding... Anyway, in the next room you will see a giant pillar sticking out in the middle of the room, you can go around it on either side to fight some "baddies" and then you can continue up the stairs to fight yet another boss orb and his two trusty side kicks. Take a right here to take advantage of the magic seal in the chest right by the wall before exiting to go to the next room. Now here there are no baddies, only great stuff. You can get all kinds of things in the chests like Nova Armor and Moon Armor, and there are even two Nus! One will take you back to the "porch" of the black omen, and the other will try to sell you some not quite so good items. After you are finished with you "happenings" here you can go on and open the door into the next room. Here you will see a river of fire in the middle of the room and the passage to the north is uncrossable, so you need to go left and go through the door there past the "hecrkran" looking thing. Whoooo! I don't care what they say, these Cybots look like Gato from the fair! I think the company ran out of ideas for new monsters as seen many times when they reuse old modles, i.e. the Diablo, which was used more times than possible to count. Now go on to the top of the room where up the stairs you will see a bunch of two headed snakes coming continuasly out of one door and on into the next. You could probably make it into the door on the right without having to battle them, but if you want to get that chest up there at the top, battle is almost unavoidable. After this, of course, go into the next room. Now you will be walking over a series of platforms facing a bunch of boss orbs and side kicks, and some other junk, to get to the end of the room.

Yawn! Pretty boring, go on into the next room. As you move south, you will be faced by two flyclops'es and a tubby. Make sure to get all the chests as you go down and don't miss the tab! Now go ahead and leave through the door at the south end. Recognize this? We are now on the other side of that river that I told you are exit to the north end of was blocked off. We can no go through the north exit! (What we have been trying to do all along!) Here you have another transporter to play with and when you're finished you will be in a room with an exit to the north. This next room is very hard to describe but easy to figure out, so I'm just gonna say do your best. When you get to the end of this room and go through the door you will have a chance to save before you have to battle Giga Mutant. Check the boss section for you know what. Then go to the north and go through another beaming device. Here all you have to do is come out of the transport room and hop on to the elevator, pressing the button. As you go down this time, you will face company. A group of "Gatos" that go down pretty quick. When you reach the end of the elevator you will see that we are back up on the upper level. This next room is easy too. Here all you have to do is follow the path that circles right and then left up to the next door, and in

here you will fight four panels before a save point will appear and you can save before opening the chest in front of the hole and continuing on up. Whoa!!! Its Terra Mutant! After he is wiped out, you can move on into the next room. After a long path you find a Lavos Spawn! Man, this thing is crawling with main bosses! Now as you continue on after beating five panels a door will open and a save point will appear. You the save point and a shelter before heading on into the next room. Hello! Whats this? It's a bunch of clones of you frozen in tanks! Move on now and don't ponder to long over this because it is never explained. When you get to the front of the room you will run into Zeal and the ruined remains of the Mammon Machine.

Heads up! More battles! First you will have to battle Zeal in the state that she is, and then she will toss you into the Mammon machine. After you defeat it, you will be taken a top the black omen where Zeal will take on another form and tackle you again. After you beat her this time She will summon Lavo's power and the Black Omen will dissolve into it. This is a tight spot to congratulate you, but never the less you have completed the last and final side quest. Now you will have to refer to the boss section if you want any further help on beating Lavos and winning the game, but really, good job, you got through the black omen.

Boss Guide (Bss Gd)

Yakra

Year: 600 AD
Location: Cathedral
Things to get: 50 exp. 5 tech. 600G

HP: 920
Attacks: 100% Physical, Giant needles shoot from his back, he runs around like a maniac and tries to hit you, jumps and creates earth-shakes.
Tips: Your primary attack should be hitting him the the dual combo slurp-cut. This is currently one of the best attacks you have access to and does the most physical damage. Make sure to have a lot of ethers, as you will be using your tech points ravenously. Also heal often after he counter-attacks you, especially after his needle attack.
Other Information: Lucca is actually of little use in this battle being that she is still weak and does not have good enough attacks in this battle to waste tech points on. My advice to you is to keep her doing low tech attacks such as flame toss, however, if you see you are running low on tech points switch her back to her primary attack so as not to waste much needed tech points.

The Dragon Tank

Year: 1000 AD
Location: Gaurdia Castle
Things to Get: 40 exp. 5 tech 500G

HP: Head: 600 Body: 300 Grinder: 208
Attacks: The head will shoot flames and repair the body, the body will shoot missiles at you and the grinder (the wheels) will run over you!
Tips: First, kill the head using primary attacks and Crono's slash attack, then after that's over with, move onto the grinder. Take this out using Crono's slash and other primary attacks, then when it's gone, vanquish the body using flame toss and slash.
Other Information: An alternate strategy exists in which you do not take out the grinder first but instead go for the body directly after you are finished with the head. This strategy works if you are at a high level, but since most of you will not have spent much time leveling up at this point the flaw in this plan hurts you too much. The major flaw here is the entire time you are trying to finish of the body, you keep getting run over!

Guardian and two Bits

Year: 2300 AD
Location: Arris Dome
Things to Get: 300 exp. 5 tech 500 G

HP: 12,000
Attacks: Laser beams, physical slashes
Tips: First, the best way to take this bum out is to wack out his bits. Then you have a clear shot at the body. The body cant attack while the bits are out of play so you have some time before you need to worry. But remember, when the bits regenerate they will hit you hard so at some point before they regenerate you need to use some type of Heal move. My suggestion is the Aura beam.

Other Information: This boss may seem tough at first, but just don't worry, take your time using basic attacks until the bits are gone and then hit him all out with your techs. The most important thing here is just remember to heal.

The R Series Robots

Year: 2300 AD

Location: Factory Ruins

Things to get: 480 exp. 10 tech 1500 Gold

HP: 150 HP per Robot x 6 Robots

Attacks: punching you with Robotic arms, lasers, bombs, and chucking team members at each other!

Tips: Here being that you only have to people it is imperative that you have your two team members at high levels. The best strategy that I have seen work is one suggested by the web sight called Crono Trigger Temple. Here it is: Have Lucca with you. Cyclone works well against them, as two cyclones can take out three of them in two attacks, while Lucca makes Flame Tosses on two or three robots at a time, or heals the party with tonics.

Other Information: You can also try bringing Marle along to heal the party with Aura beam but the problem here is this takes up two characters and you only have two! (no thanks to scrapped Robo =) So while your busy eating your own tech points, the R series can take you out pretty bad. Lol this just isn't a good way to go but I heard people say that this is the best. Go figure.

Heckran

Year: 1000 AD

Location: Heckran Cave

Things to Get: 250 exp 10 tech 1500 G

HP: 2100

Attacks: Multiple Magic attacks including Mainly water.

Tips: First of all the only way to beat this loser is to use your new found magic ability, but that means tech points, so be careful and don't be to "lavish" about your healing. (of course that will be necessary)

Other Information: Two very important things to look out for is what he says. When he says "Go ahead and try to attack me" do not attack him because he will use a really nasty counter attack. But when he says "brief conterattack break" then let the hammer fall and give it all you've got: Fire, Ice, and Lightning Magic. Also watch out for his earthquake attack.

Zombor

Year: 600 AD

Location: Zenan Bridge

Things to Get: 350 exp 10 tech 1500 G

HP: The head has about 1000 and the body has about 800

Attacks: Normal bite attack, Earthquake, MP Buster

Tips: Finish of the top section first with magic, (hopefully you have some good dual techs by now), then it will cast mp buster and drain the mp down to zero from the person that took the final shot. Then use normal attacks on the bottom halve and you don't have to worry.

Other Information: I personally suggest that you take Robo along for this fight because not only does he have an excellent basic attack but he can also heal your party. Other than that there is not much to say about this routine battle.

Masa and Mune

Year: 600 A.D.

Location: Denadoro Mts. South Continent

Things to get: 500 exp 10 tech 1500 G (no surprise there)

HP: Their first stage is one thousand hp each, the second for has 3600 hp

Attacks: The first stage has mainly basic attacks, however the second stage has a ton of variety including a deadly tornado move, (which takes two turns)

Tips: There is a lot of strategy involved in these two battles. First and foremost, ONLY ATTACK MUNE! Don't worry about Masa when one dies the other is gone two. You can use Lucca's hypno beam on Masa while you take out his weaker brother. This is where it gets ugly, now the fuse and begin to whoop up on you, if you know what I mean, and I'm sure you do. The best bet here is to use high level magic on him.

Other information: Key hint! If he ever says, "storing tornado energy", just use Crono's slash attack to neutralize it.

Nizbel

Year: 65,000,000 BC
Location: Reptite's Lair
Things to get: 500 exp, 10 tech points 0 G :(

HP: 3600

Attacks: Basic attacks, earthquake and releasing stored electrocution energy (ouch)

Tips: Ok, the key thing here with this big lug is to peg him with lightning II (yes you should have that by now) and let him sizzle. This will significantly lower his defense so you can chuck everything you got at him. It will look like its going well for a while, but then he (much to our dismay) releases the electric energy, this does EXTREME damage, well into the one hundreds range.

Just repeat the process until he is big dino toast

Other Information: The important thing here is just to make sure you heal before he releases his energy or you may be the one that ends up being toast :(

Slash (Sir Slush lol)

Year: 600 AD
Location: Magus' Castle
Things to get: 500 exp 10 tech 1000 G A magic tab, and dum..dum. dum Dum...The Slasher Sword!

HP: 5200

Attacks: Stuff with his slasher sword, (big surprise there)

Tips: Like many of the bosses in Magus's castle he has an earlier, I like to call fake, form. I'm not even including this in the Hp because it is so weak, but after you are finished with that, then the real battle begins. Here the best way to do this is to heal often with Frog or tonics. When he sasys "Yes indeed" his next attack will do over 100 points of damage to you so heal right away.

Other Information: This is a really great battle because he get the sword after it. That was the highlight of my day, lol (not).

Flea

Year: 600 A.D.
Location: Magus' Castle
Things to Get: 500 exp, 10 tech, 1000 G, a Magic Tab

HP: 4120

Tips: After your finished with your fake battle with the little ugly thing, (for lack of better words) you get to find out the bat behind you was flea! Anyway, the way to beat flea is to use Crono and Frogs X-Strike and just have Lucca use her gun. Flea shouldn't be too hard so you should have to worry about healing.

Other Information: What is up with Flea turning out to be a man?

Ozzie

Year: 600 AD
Location: Magus' Castle
Things to Get: nothing :(

HP: N/A

Attacks: Random unimportant counter attacks that won't be a problem

Tips: This is an odd battle. Ozzie puts up a big icycle looking thing around him so you can hit him, and even if you attack him he will just counterattack you. All you have to do is hit the switches next to him, then make your way back up to the battle and hit one again. After you hit the last one, Ozzie falls through the floor and you have won the battle.

Other Information: What a chicken lol. Btw there is no "right switch" that you can hit to get him on the first time, you have to go through all the switches in order to take him out.

Magus

Year: 600 AD
Location: Magus' Castle
Things to get: 1500 exp, 15 tech , 3000 G

HP: 6666

Attacks: Varied Black Magic attacks, i.e. Dark Matter

Tips: Magus can be a very tough boss to beat if you don't know how to beat him. You need to pay close attention to what barrier he is using, and then hit him with watever magic is not his barrier.

Other Information: At about mid-way through the battle Frogs attacks will seem

to be taking a whole lot more damage to him than any one else's, this means that he is weakening, at this point switch to all physical attacks and you will beat him in no time.

Nizbel II

Year: 65,000,000 BC
Location: Tyrano Lair
Things to Get: 880 exp 15 tech

HP: 7000

Attacks: Charging, Discharging lightning, scratching etc.

Tips: This battle is very similar to the original Nizbel battle except here you have to also worry about his double damage discharge. Use the same strategies as Nizbel I to beat this big ugly bum.

Other Information: I'm really getting sick of these dinosaurs lol.

Azala and the Black Tyrano

Year: 65,000,000 BC
Location: Tyranno Lair
Things to Get: 1800 exp, 25 tech

HP: Azala has 2700 hp and the Black Tyrano has 10,500 hp (whew)

Attacks: Regular attacks, magic, Azala buster, Roar. Shooting Fire and eating party members!

Tips: The best way to do this is to get the weaker Azala out of the way first. Use regular attacks, Lightning and fire magic to whip her out, then when she dies she will use Azala buster on you which will reduce your HP. Now heal your characters and begin the real battle. When the Black Tyranno says it is removing its defense to store power now's your chance. Hit it with every thing you've got. After it counts down to zero it does a powerful fire attack. Heal immediately, then repeat until dead.

Golem

Year: 12,000 BC
Location: Zeal Palace
Things to Get: 1000 exp, 35 tech 2000 G

HP: 7000

Attacks: Iron Orb and varied counter attacks

Tips: The best attacks to use on the Golem are magic attacks because his magic counters are much weaker than his physical counters. If you must use a physical attack use Ayla's rock throw or her cat attack because those seem to do well on him.

Other Information: If you're looking like your loosing, don't worry, this is an odd battle because you actually don't have to win it. (Go Figure) No matter win or loose you're still captured the only advantage to winning is that you get the huge tech bonus.

Sir Krawlie

Year: 2300 AD
Location: The Sewer
Things to Get: 100 exp, 5 tech, 500 G

HP: 500

Attacks: 1 Hp move, thrasher, and slasher

Tips: Just nail him with all your best attacks

Other Information: If you follow my walkthrough this guy may seem like a real wimp, (which he is) but if you go through the sewer system the first time he can be pretty tough and that's why I included him in the boss section. (Even though he's not even as tough as a winged ape lol.)

Blue Beast, Red Beast, Mud Imp

Year: 12,000 BC
Location: Beast's Nest
Things to get: 600 exp, 16 tech, 1600 G/ If you get them all 954 exp, 26 tech, 2600 G

HP: Rb: 5000 , Bb: 5000, M-imp: 1200 Hp

Attacks: Mainly physical attacks such as biting and throwing rocks at you.

Tips: They look like they may be tough, but they aren't. First whack at the imp using Ice magic on the red beast and fire magic on the blue beast respectively. After they are gone your free to (in the words of CC temple) beat the "tar" out of the mud imp.

Other Information: If you don't "tar out" (ok that was weak) the mud imp fast

enough he will just run away, so that's where I get the separate list of things you get above.

Giga Gaia

Year: 12,000 BC
Location: Mount Woe
Things to get: 3000 exp, 30 tech, 3000 G

HP: Each hand has 2000 and the body has 9500
Attacks: Regeneration, Shadow ball, Fire magic, and other dual hand magic
Tips: The way to beat Giga Gaia is to first make sure your properly equipped. It is good to have some Black mail or Red mail as those are the types of magic Giga Gaia uses the most. Next you have to make sure you beat the hands. After both of the hands are gone then you can use all your best attacks (i.e. Luminaire, Flare, Shock) on the main body. As soon as it regenerates make sure to heal before you go back after the hands again.

Dalton

Year: 12,000 BC
Location: Zeal Palace
Things to get: 1000 exp, 30 tech, and 2500 G

HP: 3,500
Attacks: Iron Orb, blurp etc.
Tips: Each time he uses Iron orb you need to heal, then use all your best attacks. This is a fairly routine main boss. (and quite a step down from your last real toughie.

Golem Twins

Year: 12,000 BC
Location: Ocean Palace
Things to get: 2000 exp, 70 tech, 4000 G

HP: Each has 10,000
Attacks: Iron Orb, etc (see Golem attacks)
Tips: Make sure to heal after Iron Orb, nail it with your best attacks. One thing is to make sure to try to focus in on one. If your try to kill both at once your bound to wind up a little bit crispy.

Lavos (X-treme Mode)

Year: 12,000 BC
Location: Ocean Palace
Things to get: nothing

HP: 10,000
Attacks: Destruction rains from the heavens, etc
Tips: Once again this is not a boss that you have to beat, in fact you probably won't beat it, but if you are in new game plus you may at least stand a chance. This Lavos is much harder than the one you face at the end of the game because it is being fed by the Mammon machine. Anyway, refer to the end section on how to beat Lavos, if your in new game plus, if not, PREPARE TO DIE!! HA HA HA HA HA HAAAAHAAA..cough cough.

Golem Boss

Year: 12,000 BC
Location: Blackbird
Things to get: 2500 exp, 40 tech, 2000 G

HP: 15,000
Attacks: none
Tips: This guys a weird one. Apparently he's afraid of heights so he's too scared to attack you. Again this is one of those bosses that you don't have to beat. (We're seeing more and more of these) If you do get him before he jumps off by himself. (Go figure) then you will get all the points listed above.
Other Information: I think its odd that the Golem Boss is the weakest one of them all, but once again, Go figure.

Dalton Plus

Year: 12,000 BC
Location: Epoch
Things to get: 2500 exp, 40 tech, 2000 G

HP: 3500

Attacks: Iron orb and weaker form of the Golem physical attack

Tips: Dalton is really easy this time, you don't even really need a Boss Guide for him.

---"This ends the section of bosses that are required in order to beat the game, (Excluding Lavos, which is at the end in detail) the next section is not near as detailed as the previous one for the simple reason that I think by now that most of you have gotten the hang of beating these bosses. The next part of this boss guide pretty much excludes everything but the tip section."----

Lavos Spawn-With the Lavos Spawn just make sure to only attack its head with attacks such as Uzzi Punch on account of you don't want to face the wrath of some of the nasty counter attacks these spawns can produce if attacked on the shell.

Son of Sun-Here's the deal with Son of Sun: The trick here, is to make sure to wear the right armor i.e. Red Mail, Red Vest, and Ruby Armor. Next, have Magus use black hole on it to get rid of two of the flames right of the bat. Next cast any level 2 spell and see which flame does not counter it. This flame is the one you want. Target this flame with any major attacks that only target one target. Every time you peg a correct flame the center takes damage. Occasionally the flames will spin around and you have to repeat the process, but it shouldn't be too hard.

Flea Plus- Use the same techniques as the first Flea.

Super Slash- Use the same techniques as in beating the first Slash

Great Ozzie, Flea Plus, and Super Slash- OK, after those two weaklings its nice to have a break and get to beat a real toughie lol. Here try to concentrate on one person at a time to avoid nasty counter attacks from each one each time. The best way is to attack Ozzie with single techniques, and then when he dies the others die too so you get a three for one.

Great Ozzie-Now you get one last shot at the biggest chicken on the planet. Once again Ozzie does his (you can't attack me because my shield is to good for you) number. Just attack the lever near him and fall down the hole. Then come back up and let him kill himself.

Rust Tyrano-Whew, this guy has about 25,000 hp so be patient, you really are doing damage hes just got a ton of life. Here all you need to do is make sure to have the right armor (Try red vests you dummy =) then use all your best magic attacks (the traditional Luminare flare and shock ought do it.

Yakra XIII-Big thing to watch out for is chaos cause he uses that a lot. Here you will need to do a lot of healing but he's not really that tough, just use a lot of your triple techs and you should kill him pretty quick.

Retinite- Here make sure you have someone who can use water or ice magic in your party. This is a must. Then attack the middle section first. Magic does not work on the retinite at all except to lower its defense so its still important. Then just make sure to heal often. A good party is Crono Marle Ayla.

Atropos XR- Here use area bomb and Uzzie punch to win this one on one battle between the two robots.

Mother Brain- The biggest mistake you can make here is a common one (and for obvious reasons) but it could mean the difference between life and death in this battle, whatever you do don't smash all three display panels. Yes I do know that they are healing the mother brain, but just smash 2 ONLY 2. If you smash all three you just set yourself up for a bunch of nasty counters. Instead take two, then use single attacks such as Uzzi Punch, Triple kick, Confuse, etc. Oh, and make sure to use charm on this bum to get a good Blue mail. Woot!

Mega Mutant- The first boss of the black omen and, hopefully, not a hard one. This is another run-of-the-mill battle where you beat the tar out of it with your best attacks. Once again make sure to use charm on it to get a Vigil Hat.

Giga Mutant- Hola! The second mutant of the black omen, and once again a really easy one. Make sure to use magic on him though because physical attacks don't seem to be doing squat.

Terra Mutant- Once again its time to face a mutant, and following the mutant trend, it isn't that tough. The top halve needs to be your target in this battle, because it has a whole lot less hp and it heals the lower halve. Then after you do your thing with the upper half use charm on the lower half before you commence chopping, slicing, and dicing.

Lavos Spawn- This a juiced us spawn, (not the weak kind your used to) so watch out. Once again do the "only attack the head boogie" to avoid the nasty

counters. Just expect a slightly longer battle and a little more healing involved.

Queen Zeal- As the battle begins she will use a move to take you down to one hp, but don't freak because that is the extent of her powers (so it seems) she can't seem to kill you. This is a great time to dabble around in some of those moves that are stronger the less hp you have like frog squash, dino tail, etc. This is sorta a fun-fun battle, and nothing to worry about.

Mammon Machine- Now this battle gets nasty because you have to start it with 1 hp, and I don't think I have to tell you by now to heal quick. After that wipe it out with magic attacks as to not raise its defense with physical attacks. Also note-worthy is the fact that the Massamune is extra strong in this battle, so Frog in your party would be nice.

Queen Zeal Complete- Here you get to see the full form of queen zeal (whoo hoo :-). To win this fight yo need to do to things, first only atttack the head, and by this I mean ONLY attack the head. This is because, once again, you don't want to have to face the nasty counters the hands incur. Also, number two, you need to heal often! Physical attacks seem to work good so keep that in mind.

Lavos-Final Strategies and tips (Lvs Fnl)

Its time to end this game and go back to your happy life as an average kid, the only thing standing in your way is Lavos, the boss of the game, the reason for all you trouble. This next section covers in depth, (to my knowledge) the best strategy to beat Lavos.

Lavos is an extraordinary battle and one of the best game finales in the whole rpg world, but then again I'm a little biased. Anyway, Lavos comes in three steps, and over 12 parts so it can get complex if you don't know what your are doing.

I Personally feel the best party to use on Lavos is Crono Lucca Robo ensemble so that is what this guide is based on, but if you want to try it with Magus...(cough cough) I keep having people tell me to do this lol. Be my guest, (o and you get to see a neat defeat cinema lol lol. Alright enough of that, down to business.

Step One: "The Shell"

In this Step Lavos will take on the forms of all the major bosses that you have ever faced. Sounds tough right? It isn't because Lavos takes on them EXACTLY hp and all, this means the early ones will be REALLY easy, they were tough when you were like at level 2 lol. Beat these with the same startegies as you The following are the forms Lavos will assume:

The Dragon Tank
The Gaurdian and 2 Bits
Heckran
Zombor
Masa and Mune (complete)
Nizbel
Magus
Azala and the Black Tyrano
Giga Gaia

After you have destroyed all of Lavos forms you will have to face the same one you did in the Ocean palace, only this one isn't quite as tough. (No mammon machine power boost). Here Lavos has about 10,000 hp and the best way to damage him is to use Luminare, Shock, Flare, and an occasional cure beam.

After you defeat Lavos stage one, his head will sorta disappear/dissolve. At this point you will need to enter Lavos (ya enter) and be warped deep into the heart of this beast. At this point there is a save point (in Lavos lol) and then you will need to continue through the cannal. Soon you will reach the core of Lavos and thus begin...

Step 2: The Outer Core

This a pretty tough battle, but there are no real tricks so it shouldn't be too hard if your past level 60 or so. Use the traditional Luminare, Flare, Shock, then Heal beam combo to win this fight. Lavos has 3 parts, a left arm (10k hp) a left arm (10khp) and a main body (20khp). One thing to note about this battle is that you should try to heal every 2 turn i.e. you use these attacks in order Luminare, Flare, Shock, Cure beam, Flare, Luminare, Flare, Shock, Curebeam, shock etc. Also take not of when Lavos uses a spell called obstical. When he does this he lowers his defense, so this is a good time to use all your best attacks, and heal and use ethers later when his defense is back again.

After this battle there will be a cinema of the destruction of the outer core, and then the inner core will materialize. At this point there will be some dialogue, (especially if Lucca is in your party), concerning how evil Lavos is. Then the dome that you were in will disappear and you will be a time warp background. (excellent graphics) prepare for the...

Step 3: The Inner Core

Be prepared at least level 63 for this amazing finale and the toughest boss in the game. To beat the inner core there is simply one important thing to understand is that the actual core is not the large center piece you see before you, but actually the small right bit. To beat this boss you have to take out the central core, which provides a protection program for the main core. After you kill the middle body with Luminare, flare, shock you need to begin to attack the right bit. It will take a couple of turns for the right bit to realize the main bit is gone and shut off its defense program, but when it does you need to lay into it. But be careful not to hit the left bit. If you do you will be setting yourself up for some nasty counters. Sooner or later (with this battle probably sooner :(the right bit will revive any other bits that have been killed, including the center, and a few turns after that it will put up its shield again. This battle is pretty tough, but then again what do you expect for the last battle in the game. Good Luck and I'm sure you'll do well.

Ending Spoiler (Endsplr)

Welcome to the beginning of the end. The Ending spoiler that is. This section pretty much does what it says, spoils the endings :) so if your one of those people that doesn't read the back of the book before the front... DON'T LOOK AT THIS SECTION YOU WILL BE SPOILING IT FOR YOURSELF! For the rest of us curious cats, here it is.

You Lose :(

This is the ending where you lose to Lavos in any time period. You see a cinema with Lavos destroying the command center in the future and then a caption saying something to the affect of "But History Remained the Same" (if that's not exactly what it says, lol its been a while since I played the game so ... lol bug off!

The Creators Ending:

This is the ending where you enter the end of time you and you get to talk to characters that represent actual creators of the game, that say a variety of things. In order to get this ending you must beat Lavos either at the ocean palace or before you rescue queen Leene in 600 A.D.

The Ancient Video Ending:

This is the ending where you end up at the fair. When you go to the castle the King (a frog) claims he has found a 400 year old wedding movie of Frog and Queen Leene. To get this ending beat Lavos right after saving Queen Leene

The Nu and Ribbit Ending:

This ending has credits, and while the credits role, a Nu and a ribbit chase each other in a rather rediculous manner and the Nu continually falls asleep. To get this ending beat Lavos right after you go to the end of time for the first time.

Robo and Tata Ending:

This is the ending where Robo and his girlfriend sit in front of the Leene bell, and then Tata runs after Magus. To get this ending beat Lavos right after going to 600 AD after coming back from 2300 AD

Colase Ending:

Here we find a number of clips and scenes with various characters. Crono and Lucca come out of the closet to the monster village, Kino and Ayla chase a pack of reptites and Magus hangs out with some of his cronies. Finally Robo dashes across the screen at the end of it all. To get this ending beat Lavos after getting the Hero Medal.

Major and Minor ending:

Here while the credits role many characters (major and minor hence the name) show up to "take a bow". To get this ending beat Lavos after getting the Red Stone from 65,000,000 BC.

Magus and Frog:

Here you see Frog go after Magus by defeating all of his henchs and finally Magus himself. To get this ending beat Lavos right after Frog opens the stone in front of the Magic Cave.

Reptites?/!

Here you find the the game looks like it is starting over except everyone is a reptite!!! To get this ending beat Lavos subsequently after Magus.

The Zeal Family:

Here you will see a variety of scenes with all the family of Zeal such as Magus Schala and Janus. To get this ending beat Lavos right after you enter the kingdom of Zeal for the first time.

Marle and Lucca:

Here you get to see a slideshow with Marle and Lucca. To get this ending beat Lavos after Schala opens the door in 12,000 B.C.

The Moonlight Parade Ending:

This is the basic ending and Has the most varieties. It all depends if you have Magus in your group, if you revived Crono, how many cats you have, and how you got to Lavos i.e. Epoch the Bucket etc. Here you will find the Moonlight parade taking place on the last night of the fair in the Millennial Fair Grounds, with dancing a light show, and fire works. This is easily obtained by beating the game after you've completed everything but the sidequests, or all the sides, or just some. I won't say to much about this one, because you will probably get it the first time you play.

New Game+ (NwGm)

Now that you've beaten the game you have a whole new world to explore! Ok, well not a whole new world, but definitely a whole new game! When you are at the game select screen choose your new option of new game plus, and then choose you last game you played as the game that you want to use data from. Now instead of having to get up levels and worry about obtaining the new items, you have all the same stats as your old game!! This is pretty cool for a couple of reasons. First, if you want to get some of the better endings they can only be gotten in New Game + mode. Either that our you have to train like mad. Also, if you want to write a Walkthrough, (like yours truly did) then you will want to do it in this mode because it will save you a TON I mean a Ton of time. That way you don't have to get the levels, you can just walk yourself through the game as you write the Walkthrough (no pun intended). I'm sure you will have a lot of fun exploring New Game +. Finally, if you are one of those people that insists on getting all your characters up to level 99 (which I have never understood :(then the least painful way of doing so is to go through the game in new game plus a couple times.

Appendices

This section Contains a couple of important lists that should aid you throughout the game.

Single Techs (Sngl Tch)

The title pretty much speaks for itself, here is a list of all the single techs for each character in order:

* Means that the technique is magic, and a 00 Means it can be used on Maps not necessarily battle.

CRONO:	MP USED:	A SIMPLE EXPLANATION:
Cyclone	2	Spin-cut nearby enemies
Slash	2	Slash attack
Lightning *	2	Attack using Lightning
Spincut	4	2x damage
Lightning2 *	8	Strikes all enemies
Life *	10	Brings ally back to life
Confuse	12	Attack enemy w/ Confuse 4 times
Luminaire *	20	Ultimate damage on all enemies

MARLE TECHS:	MP USED:	A SIMPLE EXPLANATION:
00 Aura	1	Restores ally's HP (some)
Provoke	1	Confuse enemy
Ice *	2	Attack enemy w/ Ice
00 Cure *	2	Heal ally (More)
Haste *	6	Cuts ally's wait time by 1/2
Ice 2 *	8	Damage all enemies w/ Ice 2
00 Cure 2 *	5	Heal ally (Full)
Life 2 *	15	Revive & restore all HP

LUCCA TECHS:	MP USED:	A SIMPLE EXPLANATION:
Flame Toss	1	Hit all enemies in a line
Hypno Wave	1	Put enemies to sleep
Fire *	2	Fire damage /one enemy
Napalm	3	Damage enemies in bomb area
Protect *	6	Ups ally's phys. def.
Fire 2 *	8	Fire damage /all enemies
Mega Bomb	15	Damage enemies in bomb area
Flare *	20	Strongest Fire magic attack

FROG TECHS:	MP USED:	A SIMPLE EXPLANATION:
00 Slurp	1	Restore ally's HP (some)
Slurp Cut	2	Snag and slash enemy
Water *	2	Damage enemy w/ Water
00 Heal *	2	Restore allies HP (more)
Leap Slash	4	Leap-slash an enemy
Water 2 *	8	Damage all enemies w/ Water
00Cure 2 *	5	Restore ally's HP (full)
Frog Squash	15	Low HP = greater damage

ROBO TECHS:	MP USED:	A SIMPLE EXPLANATION:
Rocket Punch	1	Punch enemy
Cure Beam	2	Restore ally's HP (some)
Laser Spin	3	Laser Spin /all enemies
Robo Tackle	4	Tackle enemy
Heal Beam	3	Restore all allies' HP (some)
Uzzi Punch	12	Hit enemy w/ Multi-Punch
Area Bomb	14	Damage enemy w/ Meltbeam
Shock	17	Damage all enemies w/ Max Shock

AYLA TECHS:	MP USED:	A SIMPLE EXPLANATION:
00 Kiss	1	HP (some) & status restored
Rollo Kick	2	Rollokick attack
Cat Attack	3	A savage cat attack
Rock Throw	4	Stone an enemy
Charm	4	Steal from enemy
Tail Spin	10	Damage enemies w/ Tailspin
Dino Tail	15	Low HP = greater damage
Triple Kick	20	Damage enemy w/ Triple Kick

MAGUS TECHS:	MP USED:	A SIMPLE EXPLANATION:
Lightning2 *	8	Damage enemies w/ Lightning
Ice 2 *	8	Damage enemies w/ Ice
Fire 2 *	8	Damage enemies w/ Fire
Dark Bomb *	8	Damage enemies w/ Darkbomb
Magic Wall *	8	Ups ally's Mag. Def.
Dark Mist *	10	Damage enemies w/ Darkmist
Black Hole *	15	Power of Life/Death
DarkMatter *	20	Black magic damage

Dual Techs (Dl Tch)

Here you have a list of the double techs and their users Below is the List of abbreviations for who uses what.

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

TECH NAME:	MPS USED:	WHO USES:	A Simple Explanation:
Antipode	L=2 M=2	L + M	Attack enemies w/ Antipode
Antipode 2	M=8 L=8	L + M	Attack enemies w/ Antipode2
Antipode 3	M=8 L=20	L + M	Attack enemies w/ Antipode3
Aura Beam	M=1,R=2	M + R	Restores allies' HP (some)
Aura Whirl	C=1,M=1	C + M	Restores allies' HP (some)
Beast Toss	R=12,A=4	R + A	Hurl an enemy!
Blade Toss	F=2,R=3	F + R	Frog's Blade Toss
Blaze Kick	L=8,A=20	L + A	Burns enemy w/ Blaze Kick
Boogie	R=4,A=4	R + A	Halts all enemies
Bubble Hit	F=2,A=2	F + A	Attack enemy w/ Bubble Hit
Bubble Snap	F=2,R=4	F + R	Robo's Bubble Snap
Cube Toss	M=8,A=4	M + A	Attack enemy w/ Cube Toss
Cure Touch	M=5,R=3	M + R	Restore allies' HP (full)
Cure Wave	F=5,R=3	F + R	Resore all allies' HP (full)
Double Cure	M=5,F=5	M + F	Restore allies' HP & Status
DoublevBomb	L=15,R=14	L + R	Robo's Max Bomb attack
Drill Kick	C=1,A=2	C + A	Attack enemy w/ Drill Kick
Drop Kick	F=4,A=20	F + A	Inferno Toss
Falcon Hit	C=1,A=4	C + A	Crono's Falcon Hit
Fire Punch	L=2,R=1	L + R	Burn enemies w/ Fire Punch
Fire Sword	C=4,L=2	C + L	Flame sword attack /single
Fire Sword 2	C=12,L=8	C + L	Flame sword attack/multiple
Fire Tackle	L=8,R=4	L + R	Burn enemy w/ Fire Tackle
Fire Whirl	C=2,L=1	C + L	Flame whirl attack
	L=8,A=10	L + A	Burn enemy w/ Fire Whirl
Flame Kick	L=2,A=2	L + A	Burn enemy w/ Flame Kick
Frog Flare	L=20,F=15	L + R	Ult. 2x damage /multiple
Glacier	M=8,F=8	M + F	Massive Ice attack
Ice Sword	C=4,M=2	C + M	Ice sword attack /single
Ice Sword 2	C=12,M=8	C + M	Ice sword attack /multiple
Ice Tackle	M=2,R=4	M + R	Attack enemy w/ Glacier
Ice Toss	M=2,A=4	M + A	Attack enemy w/ Ice Toss
Ice Water	F=2,M=2	F + M	Attack enemies w/ Ice Water
Line Bomb	L=15,F=4	L + F	Bomb enemies on a line
Max Cyclone	C=4,R=3	C + R	Crono's Max Cyclone
Red Pin	L=2,F=4	L + F	Burns enemy w/ FlameSlash
Rocket Roll	C=2,R=3	C + R	Rocket Roll multi-attack
Slurp Kiss	F=1,A=1	F + A	Restore all allies' HP&Status
Spin Kick	R=4,A=2	R + A	Attack enemy w/ Spin Kick
Spire	C=8,F=4	C + F	Attack enemy w/ Spire
Super Volt	C=2,R=17	C + R	Super Volt attack
SwordStream	C=4,F=2	C + F	Attack enemy w/ Sword Stream

Twin Charm	M=1,A=4	M + A	Steal from enemy
Volt Bite	C=1,A=3	C + A	Attack enemy w/ Volt Bite
X Strike	C=2,F=2	C + F	Attack enemy w/ X Strike

Triple Techs (Trpl Tch)

Triple Techs are the ultimate attacks that can only be mastered by intense training and excrutating..yada yada..here's the list folks.

Abbreviations: C = Crono M = Marle L = Lucca
R = Robo F = Frog A = Ayla
Ma = Magus

TECHS NAME:	MPS USED:	WHO USES:	A Simple Explanation:
3D Attack	C=1,F=2,A=20	C + F + A	Delta Attack
Arc Impulse	C=1,M=8,F=4	C + M + F	Attack w/ Ice Slash
Dark Eternal	M=8,L=8,Ma=20	M + L + Ma	Ultimate Dark Bomb
Black Rock *1			
Delta Force	C=8,L=8,M=8	C + L + M	Elemental damage /multiple
Delta Storm	C=8,L=8,F=8	C + L + F	Elemental attack /multiple
Final Kick	C=2,M=8,A=20	C + M + A	Attack w/ Final Kick
Fire Zone	C=1,L=8,R=3	C + L + R	Crono's Fire Zone
GatlingKick	C=2,L=8,A=20	C + L + A	Attack w/ Gatling Kick
Grand Dream	F=15,M=15,R=3	F + M + R	Phys. Att w/ NewMasamune
Frog Gold Rock*1			
Omega Flare	R=3,L=20,Ma=8	R + L + Ma	Ultimate Laser
Blue Rock *1			
PoyozoDance	L=1,M=1,A=10	L + M + A	Damage w/ ? Magic & Chaos
White Rock *1			
Spin Strike	F=4,R=4,A=10	F + R + A	Damage w/ Whirl Jump Cut
Silver Rock *1			
Triple Raid	C=1,R=4,F=2	C + R + F	Delta Attack
Twister	C=1,R=3,A=10	C + R + A	Trio Whirl multiple

Weapons (Wpns)

Heres another list for all the folks at home:

Note: Ayla's fist is not technically a weapon but being that that's all she's got... :) I have take the liberty of including it =).

Additional note: I have not included in this list because they cannot be obtained withought the use of game Genie: Crono's Dark Saber, and Lucca's Graedus and PicoMagnum.

Abbriviations are as follows: F= fang H= horn Fe= feather P= petal

CRONO'S WEAPONS:	PRICE:	ATTACK:	ADDITIONAL EFFECTS:
Aeon Blade	F+H	70	
Alloy Blade	21000	110	
Bolt Sword	---	25	
Demon Edge	17000	90	1.5x hit on Mg enemies
Iron Blade	350	7	
Flint Edge	F+H	40	
Kali Blade	---	150	
Lode Sword	4000	20	
Mop	---	1	
Rainbow	---	220	70% critical hit rate
Red Katana	4500	30	
Shiva Edge	---	170	4x damage at critical
Slasher	---	43	
Slasher 2	---	155	
Star Sword	25000	125	
Steel Saber	---	15	
Swallow	---	145	Speed +3
Vedic Blade	---	135	
Wood Sword	---	3	

MARLE'S WEAPONS:	PRICE:	ATTACK:	ADDITIONAL EFFECTS:
Bronze Bow	---	3	
Comet Arrow	7800	80	
Dream Bow	P+H	60	
Iron Bow	850	15	
Lode Bow	---	20	
Robin Bow	2850	25	
Sage Bow	P+H	40	
Sonic Arrow	10000	100	Random "Slow"
Siren	---	140	Random "Stop"
Valkerye	---	180	

LUCCA'S WEAPONS:	PRICE:	ATTACK:	ADDITIONAL EFFECTS:
Air Gun	---	5	
Auto Gun	1200	15	

Dart Gun	800	7	
Dream Gun	P+F	60	
Megablast	9800	80	
Plasma Gun	3200	25	Random "Stop" on machines
Ruby Gun	P+F	40	
WonderShot	---	250	Damage can vary

ROBO'S WEAPONS:	PRICE:	ATTACK:	ADDITIONAL EFFECTS:
Big Hand	18000	105	
Crisis Arm	---	1	Attack changes below 10 HP
Doom Finger	---	50	
Giga Arm	---	135	
Hammer Arm	3500	25	
Kaiser Arm	21000	120	
Magma hand	P+Fe	70	
MegatonArm	15000	90	
Mirage Hand	---	30	
Shock Wave	11000	110	Random "Chaos"
Stone Arm	P+Fe	40	
Terra Arm	---	150	
Tin Arm	---	20	

FROG'S WEAPONS:	PRICE:	ATTACK:	ADDITIONAL EFFECTS:
Brave Sword	---	135	2x hit for Mg enemies
Bronze Edge	sw	6	
Demon Hit	---	120	2x hit for Mg enemies
Flash Blade	18000	90	
Masamune	---	75	
	---	200	2x hit for Mg enemies
Pearl Edge	22000	105	1.5x hit on Mg enemies
Rune Blade	24000	120	Magic +4

MAGUS'S WEAPONS:	PRICE:	ATTACK:	ADDITIONAL EFFECTS:
Dark Scythe	---	120	
Doom Sickle	---	160	Attack up when ally falls
Hurricane	35000	135	
StarScythe	---	150	

AYLA'S WEAPONS:	PRICE:	ATTACK:	ADDITIONAL EFFECTS:
Fist	---	---	
Iron Fist	---	---	Causes confusion
Bronze First	---	---	???

Armors (rnr)

This section has two divisions helmets and...Armor! who woulda thunk it?

Abbreviations: C = Crono M = Marle L = Lucca
F = Frog R = Robo A = Ayla
Ma = Magus H = Horn Fe = Feather

HELMETS

HELMET:	PRICE:	DEF:	WHO CAN USE:	ADDITIONAL EFFECT:
Aeon Helm	----	33	All	
Beret	700	17	M,L,A	
BronzeHelm	200	8	All	
CeraTopper	----	23	All	
Dark Helm	----	35	C,R,F,Ma	Cuts "Shadow" hits by 50%
Doom Helm	Masw	29	Ma	
Gloom Helm	----	42	Ma	Protects status
Glow Helm	2300	25	C,R,F,Ma	
Gold Helm	----	18	C,R,F,Ma	
Haste Helm	----	35	All	50% less time between attacks
Hide Cap	C,M,	3	All	
Iron Helm	500	14	All	
Lode Helm	6500	29	All	
Memory Cap	20000	30	All	Prevents "Lock"
MermaidCap	----	35	All	Cuts "Water" hits by 50%
OzziePants	----	45	All	??? (causes confusion)
Prism Helm	----	40	All	Def. +9/locks status
R'bow Helm	----	35	All	Cuts "Lightning" hits bu 50%
Rock Helm	H+Fe	20	All	
Safe Helm	----	38	All	Cuts physical damage by 1/3
Sight Cap	20000	30	All	Prevents "Chaos"
Taban Helm	----	24	L	Mg Defense +10
Time Hat	30000	30	All	Prevents "Stop", "Slow"
Vigil Hat	50000	36	All	Protects status

ARMORS

Abbreviations: C = Crono M = Marle L = Lucca
F = Frog R = Robo A = Ayla

Ma = Magus All = everyone
 H = Horn Fe = Feather P = Petal
 Fa = Fang T = Fe + P + Fa + H

ARMOR:	PRICE:	DEF:	WHO CAN USE:	ADDITIONAL EFFECTS:
Aeon Suit	----	75	All	
Black Mail	----	70	All	Absorbs "Shadow" hits
Black Vest	----	45	All	Absorbs 50% of "Shadow" hits
Blue Mail	----	70	All	Absorbs "Water" hits
Blue Vest	----	45	All	Absorbs 50% of "Water" hits
BronzeMail	----	16	C,R,F,Ma	
Dark Mail	----	45	C,R,F,Ma	Mg Defense +5
Flash Mail	8500	64	C,R,F,Ma	
Gloom Cape	----	84	Ma	
Gold Suit	130	39	All	
Hide Tunic	----	5	All	
Iron Suit	800	25	All	
Karate Gi	300	10	All	
Lode Vest	8500	71	All	
Lumin Robe	6500	63	M,L,A	Mg Defense +5
MaidenSuit	----	18	M,L,A	
Meso Mail	----	52	All	
Mist Robe	----	54	M,L,A	
Moon Armor	----	85	C,R,F,Ma	
Nova Armor	----	82	C,R,F,Ma	Protects status
PrismDress	----	99	M,L,A	Cuts Mg attacks by 1/3
RavenArmor	----	76	Ma	
Red Mail	----	70	All	Absorbs "Fire" hits
Red Vest	----	45	All	Absorbs 50% of "Fire" hits
Ruby Armor	10*T	78	All	Cuts "Fire" by 80%
Ruby Vest	Fa+Fe	45	All	Cuts "Fire" by 50%
Taban Suit	----	79	L	Speed+3/"Fire" guard up
Taban Vest	----	33	L	Speed+2/"Fire" guard up
Titan Vest	1200	32	All	
White Mail	----	70	All	Absorbs "Lightning" hits
White Vest	----	45	All	Absorbs 50% of Lightning hits
ZodiacCape	----	80	M,L,A	Mg Defense +10

 Accessories (ccssrs)

These are those little items that you can add to your character for additional effects and benefits that aren't naturally acquired with weapons and armor.

Abbreviations: C = Crono M = Marle L = Lucca
 R = Robo F = Frog A = Ayla
 Ma = Magus All = Everyone

Note: once again the two units that cannot actually be found in the game without the use of a gamegenie, The Relic and SeraphSong, are not listed here because you cannot acquire them through normal gameplay which is all this guide addresses.

ACCESSORY:	WHO CAN USE:	WHAT IT DOES:
Amulet	All	Protects status
Bandana	All	Speed +1
Berserker	All	Auto attack/Hit & Def. up
Black Rock	M,L,Ma	Invokes triple tech. "DarkEternal"
Blue Rock	L,R,Ma	Invokes triple tech. "Omega Flare"
Charm Top	A	"Charm" power up
Dash Ring	All	Speed +3
Defender	All	Vigor +2
Flea Vest	All	Mg. Defense +12
FrenzyBand	All	80% Counter attack rate
Gold Erng	All	Max HP up by 50%
Gold Rock	F	Invokes triple tech. "Grand Dream"
Gold Stud	All	MP use cut by 75%
GreenDream	All	One-time auto reanimate
Hero Medal	F	Ups critical hit rate of Masamune
Hit Ring	All	Strike +10
Magic Ring	All	Magic +6
MagicScarf	All	Magic +2
Magic Seal	All	Magic +5, Mg. Defense +5
MuscleRing	All	Vigor +6
PowerGlove	All	Power +2
Power Ring	All	Power +6
PowerScarf	All	Power +4
Power Seal	All	Attack +14,Defense +10,Pwr +10,Stam +10
PrismSpecs	All	Ups attack pwr. to the max
Rage Band	All	50% counter attack rate
Ribbon	All	Strike +2

SightScope	All	Shows enemy's HP
SilverErng	All	Max HP up by 25%
SilverRock	R,F,A	Invokes triple tech. "SpinStrike"
SilverStud	All	MP use cut by 50%
Speed Belt	All	Speed +2
Sun Shades	All	Ups attack power
Third Eye	All	2x Evade
Wallet	All	Turns Exp. into G
Wall Ring	All	Mg Defense +10
White Rock	M,L,A	Invokes triple tech. "PoyozoDance"

Black Boxes and Secret Doors (Blck Bx)

Here are the locations and contents of the doors and chests (in order from 12000 BC to 2300 AD):

LOCATION:	TIME PERIOD:	CONTENTS/LEADS TO:	OTHER INFO:
Zeal Palace	12000 BC	leads to queen's room	door
Guardia Castle	600 AD	Red Vest	----
Guardia Forest	600 AD	Speed Tab	----
Truce Inn	600 AD	Blue Vest	----
Elder's House (Porre)	600 AD	Black Vest,White Vest	2 chests
Magic Cave	600 AD	Magic Ring	----
Hero's Grave	600 AD	Nova Armor,Kali Blade, Siren	3 chests
Guardia Forest	1000 AD	Power Ring	----
Heckran Cave	1000 AD	Wall Ring,Dash Ring	1 chest
Truce Inn	1000 AD	Blue Mail	trick
Hero's Grave	1000 AD	Moon Armor,Shiva Edge, Valkerye	trick, 3 chests
Guardia Castle	1000 AD	Red Mail	trick
Mayor's House (Porre)	1000 AD	Black Mail,White Mail	trick, 2 chests
Forest Ruins	1000 AD	Swallow or Safe Helm	pick 1 of 2 chests
Bangor Dome	2300 AD	Charm Top,Full Ether, Wallet	door
Trann Dome	2300 AD	Gold Stud,Full Ether, Magic Tab	door
Keeper's Dome	2300 AD	leads to Epoch	door
Aris Dome	2300 AD	Power Tab,Lumin Robe, Elixir,Hit Ring,GoldErng	door

Speiko Guide (SpkGd)

Speiko, if you need your memory refreshed he's the Master of War that lives in one of the two rooms at the end of time. As you continue through your journey and increase your level, stats, etc. You will find that Speiko not only changes shape, size and strength, he also changes what he gives you if you are strong enough to beat him.

This section of my guide is dedicated to that mysterious little creature in an effort give you a resource to know his stuff and what stuff he's gonna give you.

Your Level:	Form:	Color:	HP:	Package won for beating him:
1-19	Kilwala	White	800	Special Refresher (1 Magic Tab, and 5 Ethers)
20-29	Goblin	Blue	2200	Choice (1 Magic Tab, 5 MidEthers)
30-39	Omicrone	Red	4800	Healthy Choice (1 Magic Tab, 5 FullEthers)
40-98	Masa&Mune	Blue	10000	Graceful Set (1 of ever Tab, 10 Elixirs)
99	Nu	Pink	20000	Cheerful (10 all Tab,10 MegaElixirs)

Frequently Asked Questions (FAQ) (Flotran)

WARNING: THIS SECTION OF THE GUIDE CONTAINS SPOILERS!

If you are one of the people reading this guide that has not fully completed the game and you don't like to have the end of a game (or crucial plot elements) revealed before you actually reach that point in game play... don't read these questions some of them may contain information you don't want to see. :)

Q: When I start the game and first go to the millennial fair is it crucial that I win the Crono doll before I travel back?

A: No, this is a common roomer, although it is important that you acquire the doll at some point (if you intend to revive Crono) you do not have to snatch it up before you go back to save the queen.

Q: I've played the game multiple times and no matter what I do I am sentenced to the death penalty at the trial even if I was proven innocent. Is there a way to avoid beating the dragon by getting off at the trial.

A: No. This is part of the basic plot. You cant avoid the battle with the dragon tank by pulling strings at trial.

Q: Is it true that if you are proven innocent at the trial the dragon tank is weaker?

A: Again no! Like I said before there is no way to avoid, make easier, or harder any key battle. Being proven innocent has no affect on the strength of the dragon tank.

Q: Is it true that you don't really right these questions and that you just make them up based on what you think people may be having trouble with.

A: Silence You! Anyway that's only half true I don't just make up the questions, I've been studing the messages boards for months to see what people are asking and then addressing it in the section. Plus if you really do have a question your welcome to send it in to sandsaturn1988@yahoo.com.

Q: I can't get the L+R combination to work in the Arris dome in order to open the lock, what's the deal?

A: The deal is your using an emulator version you cheapskate! Not really, actually many people have had trouble with this on the actual super nintendo. I suggest getting real close holding forward down and pressing and holding the two L+R buttons. Sometimes it takes a few tries, but don't worry you'll get it. :)

Q: Is there a way to avoid getting Robo in the...

A: Wait right there, this was an actual question asked to me. What I can't understand is why, you would want to NOT get Robo. Putting that aside, no you have to get Robo. (Sigh...its so sad I know its such a burden being he's the most physically able character in the game) *writer shakes head*

Q: I'm having trouble getting Speiko to give me magical power I do what he says (Run around the room 3 times clockwise) but it doesn't work. Can you help me?

A: hehe... can't say I didn't have a little trouble with that myself its sad, first, make sure your not doing what I was which is running around counterclockwise waiting patiently for Speiko to grant magical powers to a Crono who cant understand the difference between clockwise and its opposite. Second, make sure you are hugging the wall, walking not running, and remember that you have to actually go up to Speiko after you have finished for him to grant you your powers.

Q: No wait!! I accidentally battled Magus in 12,000 BC not knowing he would join your party if you didn't. Is there any way I can get him back?

A: No, I'm afraid the sad truth is, as I stated in my Walkthrough, that there is no way to get him back once you have killed him. Next time you should take my advice lol.

Q: Where's the best place to get Feathers, Horns, Petals, etc.?

A: Go to the Nu's hunting range north of the town, each defeat grants you about three different ones. Also, when it rains the Nu comes out, and if you can find him before the rain stops you can battle him for approx. 3 of each item!!!

Q: I cant find the Nu's Hunting range.. Help!

A: This one took me forever lol. Its located in the patch up through the trees to the right of the Dactyl mountain, north of the town

Q: Is this FAQ finished?

A: No! Far from it, I intend to continue updating it for a long time in the future, so keep those emails coming.

OTHER STUFF! - The fun section of the guide, (as though this FAQ was my job lol)

In the famous immortal words of my all time favorite FAQ writer of all

time...Bedman...

"This is a bunch of other stuff that may or may not be related to [Chrono Trigger], but is most likely related to this FAQ somehow...

Hope you enjoy!

About the Author (AA)

-A small blurb about me amidst a thousand words of Crono, (try to stay awake)

Hey, whats up. Now that im actually writing this section I realize there really isn't that much to say. I'm not really interested in any sport, and my biggest interest is electronics.

Anyway, I love video games, im a paticular fan of RPG's such as this (duh) and Golden sun. I greatly enjoyed doing this walkthrough. (It is my first attempt). I just recently, as of approximately 1 day ago, did get it posted!! whooo thanks to CJayC for that.

My computer is older than a dinosaur, so im not sure it can support aim, but im gonna try to upload that, so we will see if thats working soon, so i can get the word out about this guide.

I guess i dont have much else to say right now, so if you've noddod off during this section, you can try to rouse yourself now. ...

Just a couple more things b4 I put this guide out of its misery lol.

If for some strange reason you want to contact me... (EMailetc.)

Oh ya, 1 more thing, if you suddenly wake up in the middle of the night and have this odd desire to burn your bedsheets...dont!,... but if you have a desire to contact me, by all means, do.

If you want to send me an email, that'd be great, my current email address is

sandsaturn1988@yahoo.com

I'm hoping to get aim up and running soon, so if i get an account, it may be 1 of 3 things so here are the possibles:

sandsaturn1988
sandsaturn1
xsandsaturnx

We'll see about that one, and you can try all three untill I post another update finalizing it.

If you have any corrections, suggestions, comments, complaints (hopefully not too many of those lol) revisions, or just wanna talk, feel free to contact me at any time.

Peace.

Closing

Acknowledgments (Ackn)

Whew, where do I start, well, lets start at the beginning:

Thanks to Nintendo for developing the SNES.

Thanks to SquareSoft for developing CronoTrigger.

Thanks to Gamefaqs.com for first introducing me to the idea of walkthroughs.

Thanks to the Mynock for his ideas on his charts.

Thanks to Pepsico for bottling Dr.Pepper.

Thanks to my family for encouraging me to finish this Walkthrough.

Thanks to CJayC for posting my walkthrough on Gamefaqs.com.

-Wow, this is just about on my list of top 10 things that have happened to me. thanks agian.

Thanks to those numerous other people that I can't mention by name: such as the people who added all those comments on the Crono

Trigger message board for me to base my Faqs off of.

Finally, Thanks to you!, yes, thank you for reading this guide.

Closing (Clsng)

Well that pretty much wraps up my first Walkthrough/Faq. I still can't believe I'm finished after 11 months of working on it (ha ha). Of course all questions and comments are very appreciated its still in its very early stages and I wouldn't doubt it if you found a mistake or two =) (now there's an understatement) Anyway, thank you for reading this guide. I hope it was of some use.

O and remember if your computer is about to burst into flames, don't bother backing anything up.

Until next time...
sandsaturn1988 2003
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