

# Chrono Trigger Guide

by Sub Snake

Updated to v1.0 on Oct 20, 2004

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

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----- CHRONO TRIGGER -----  
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Stragety Guide and FAQ for CHRONO TRIGGER™  
NTSC VERSION.  
SYSTEM: SUPER NINTENDO  
AUTHOR: Sub Snake (sub_snake@hotmail.com)  
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SQUARESOFT CO.,LTD
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UPDATES  
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VERSION - 1.0  
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- First FULL VERSION of the GUIDE!
- First version to be posted in GameFags!
- Still many updates to come!

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\* TIP - If you quickly want to go in to one of the sections, just Ctrl+F (as you can see next to each section there's a keyword for all the sections, THOSE ARE KEYWORDS TO ACCESS THE SECTIONS), then write the keyword for the section you want to go to.

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I. LEGAL DISCLAIMER (CTI)

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Okay, here are the rules for this strategy guide. You may not plagiarize any section of my strategy guide for your own EVIL purposes, like making your own walkthrough out of my defenseless sections or try and modify my strategy guide without the permission of the Author (in other words, ME!), or even try to SELL it, to make a profit from my efforts. Only GameFaqs and NeoSeeker may HOST my guide, no other website will host IT for now, why? Because I just don't feel like it, since I'm the author I can choose freely which web I allow to post my guide. Last time I checked, this was a free country, right?

If I find any evil thieves plagiarizing my strategy guide, or anybody hosting my guide without my permission. I WILL find your a#s, and legal action be taken against YOU, evil thieves! I'll maybe let a good website host this strategy guide only if they ask really nicely. On a lighter note, I hope this strategy guide can help you, if you need to contact me in any Chrono Trigger related subjects read more in the "Email Me" section.

You are welcome to make a copy of this guide for your friends, or whoever, but remember, NO EDITING AND NO HOSTING, of this guide without my permission. You MAY print the stragety guide if neccessary.

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II. INTRODUCTION (CTII)

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Hello, welcome, I'm sorry to be so mean in the disclaimer section, but I have to make sure that "plagiarism" does not take place. Welcome to this great stragety guide, for one of the best RPGs ever seen on this earth, I'm talking about CHRONO

TRIGGER, of course. This game was released in 11 August 1995, although this game is quite old, it's probably the best RPG game many people have played, including myself. The story of this game is amazing, It'll keep you trapped for hours. The graphics are quiet impressive, for the time when it was launched, it uses Mode 7, scale, and rotation (for the time it was amazing). The gameplay is something that makes you want to drool and the game can last you for very long hours. So if you got this game play IT, it's one of earth's best luxuries.

Let's talk about the game, this is like a Final Fantasy game, I mean the bar-filling battle system (which was seen in FF3) and the character design, which is quiet familiar to the FF3 characters (not identical), the item names are mostly the same. And also the FACT, that it is an RPG game. So you need to talk to people, you meet new characters, that join you, you fight frikin' big bosses, that screw you up most of the time, but, hey! I think that's the reason I'm here, right? To try help you out.

Anyway in this game you take the role of Crono, a ordinary teenager, who wields a japanese katana and lives alone with his mom, in the peaceful Truce Village, were people like to carry dangerous weapons around. You start of, on one day in the year 1000 AD, were the celebration of the Millennium takes place, Crono goes to the Millennial Fair, meets a mysterious girl, Marle. And gets involved in a series of chronoligical events. There has been a sequel to this game, but since I don't own a PSX, unfortunately I cannot get myself a copy of the sequel "Chrono Cross". There's also a rumor in the net, that SQUARE-ENIX has registered "Chrono Break" as a trademark. That could possibly mean that SQUARE might be working on the series' 3th title, It is also said that now the Chrono Break trademark for U.S has been removed, but the Japanese one has been left, all we can do is hope that that means Chrono Break's name will be translated.

I have decided to inportant dialogue that is mentioned on this game, in other words the SCRIPT of the GAME. This for makes it easier for me to guide you through this long and hard game, but beware of this, since reading some of the script might spoil the guide for you. For that reason, when I write something that has to do with the script, I have marked it - SCRIPT -, to warn you that SCRIPT related stuff will be mentioned. So if that will spoil it for you, then scroll down till - SCRIPT END - is mentioned, that means that the script stuff ends ends and you'll be "SUPPOSEDLY" free of spoilers, don't worry just read carefully and this great title won't be spoiled. Everything is included in this Strategy Guide, from the beginning to the final showdown with Lavos, oh, yeah and the Side Quests.

I am a human being, and I suppose you are also one, so if I made any errors: grammatical, descriptions, mis-information, WHATEVER! Just email (sub\_snake@hotmail.com) me so I can correct them. Go to the "Email Me" section for more details.

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III. EMAIL ME (CTIII)  
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You're welcome to me email me about anything, about any Chrono Trigger related subject, and I'll gladly reply to you, please also email me if I made any mistakes in my guide, or if you got any questions about the game itself. Email me if you have any tips, and if they're useful, I will submit them, but you have to write your name, so you can be properly credited for your help. Don't send me any insults or any racist related emails, no CHAIN letters either. If you have any complaints related to this guide, email me and I'll gladly help you with your problem. DO NOT email, asking me something that is already mentioned on this guide, or otherwise your email will be ignored for good. Also make the subject of the email "CHRONO TRIGGER".

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IV. FAQ (FREQUENTLY ASKED QUESTIONS) (CTIV)  
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Q: HOW LONG DID IT TAKE YOU TO FINISH CHRONO TRIGGER FOR THE FIRST TIME? WILL IT TAKE ME AS LONG AS YOU?

A: Mhh, about 60 hours, I'm not quite sure, it might take you a little while longer than me or maybe even shorter than me for you to finish it.

Q: CAN YOU CHOOSE MAGUS AS A CHARACTER? PLEASE TELL ME YOU CAN!

A: Yes, of course he's included in the 7 characters you get in the game. He's actually a survivor of the Zeal Kingdom incident, his name then was Janus. He was later transported to 600 AD, that's where he became the leader of the Mystics, he only wants revenge on Lavos for killing his big sister, Schala.

Q: HOW MANY DIFFERENT ENDINGS DO YOU GET IN CT?

A: 15 different endings. Depending in events you completed your ending will differ.

Q: WHERE CAN I FIND THE ROM OF THIS GAME?

A: LISTEN UP everybody, ROMS are illegal, you may only possess a ROM only unless you own the original cartridge, if you illegally possess the ROM YOU'RE SUPPOSED TO DELETE IT IN 24 HOURS. Here's a website where you can find the Chrono Trigger Rom [www.emugenerations.com](http://www.emugenerations.com) ROMs are illegal and I don't support them, it's your responsibility if you get caught.

Q: CAN YOU TELL ME WHERE TO FIND THE MASAMUNE?

A: Read the walkthrough and you will find out.

Q: HOW MANY CHARACTERS ARE THERE IN TOTAL IN CHRONO TRIGGER?

A: To be exact, there are 7 characters in total, they are Crono, Marle, Lucca, Frog, Robo, Ayla and lastly Magus. Depending the of what sort of actions you do, you might get 7, 6 or 5 characters.

Q: WHICH IS CRONO'S BEST ATTACKS?

A: It's "Luminaire" it has an average of 1000 Hit points, but it can differ, depends how strong your enemy is.

Q: WHO'S LAVOS?

A: He's an alien specie, that landed on the earth millions of years ago, in the year 1999 AD, he unleashes his fury as he comes up to the Earth destroying the whole of the planet including most of the civilization (dunno why?). Only a few survived (as you will see in the year 2300AD), but don't worry you'll find out more later after you played the game.

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V. CONTROLS (CTV)  
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In this section we review the Chrono Trigger controls, for those people that are to lazy to check out their damn "Intruction Booklets".

-----  
CONTROL PAD -  
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You use the button to move the character around, you also use it to move the cursor around.

-----  
A BUTTON -  
-----

This button allows you to talk to people, when you press it and you select any decision.

-----  
B BUTTON -  
-----

You character will automatically run if you hold this button while you move your character around. This also cancels decisions and menus.

-----  
X BUTTON -  
-----

With this button you access all the Menus in the game, like the Item menu and the Option menu and others.

-----  
Y BUTTON -  
-----

This button, allows you to access the menu of exchanging characters.

-----  
L & R BUTTONS -  
-----

Press two button together, and you will be able to escape a battle. This is also for selecting the time you wanna go to, in the time selection screen (The Epoch).

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## VI. GAME BASICS (CTVI

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GAME BASICS  
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As I have mentioned, Chrono Trigger is an RPG game, like any other, although Chrono Trigger is just unique, here is some general information about playing this game, I have decide to divide the game basics sections into 3 parts.

~~~~~  
BATTLES  
~~~~~

Chrono Trigger, has mostly a different battle system to other RPGs, in mostly any other RPGs the characters take turns to fight. In this game each character has a gauge to the right of the Battle screen, when it fills up, a new menu displaying Att. (Attack) Comb (Combos) or tech (Techniques) and Item, this is used for attacking, techs, special techniques the character learns. Combos, an attack performed by two or three characters at the same time. Items you can use items to replenish your health. Here's a little ASCII of the battle menu:

Char 1. Menu	Char 2. Menu	Char 3. Menu	HP	MP	
->ATT.	ATT.	ATT.	999	: 99	( _____ )
COMB/TECH	COMB/TECH	COMB/TECH	999	: 99	( _____ )
ITEM	ITEM	ITEM	999	: 99	( _____ )

So, after the gauge to the left fills up, your ready to make your cammand. The Cursor will start off in the Attack command of character 1 (as indicated on the ASCII).

-----  
COMMANDS IN BATTLES  
-----

ATTACK: If you select attack, your character will automatically perform an attack on the enemy you choose to attack. If you are lucky ENOUGH, your character may sometimes perform a critical hit, this is very effective,

'cause this will inflict double the damage a normal attack inflicts. Also in your accessories it may state that it will cause a certain % of critical hits (eg- Rainbow 70% CRITICAL). In Crono's case, when he performs a critical hit, Crono will jump straight to his opponent, striking him two times.

COMBO/TECHNIQUES: Depending on how many characters you have available for use, you will either be able to perform a single technique, double or a triple tech, techniques can also be magic. In double and triple techs, two or three characters join together to perform a much more effective and stronger technique than a single tech. The techniques you will learn as you train, everytime you get Skill Pts. (Skill Points) after a battle, you will start accumulating points to learn new techs, more is explained on the Tech Menu.

ITEMS: The item command is pretty straight forward. You access the item command, there you will see all the items, that can be used to help you during the battle. This is mostly used for replenishing your hit points and magic points.

-----  
POINTS IN BATTLES  
-----

After your battle you most likely win certain types of points, like EXP and TECH points, but you also have points during the battle, these are key to surviving and performing techs. These will let you level up and make you learn new techs. After battles you may also win items, such as tonics, mone y and other stuff. Here you can see what all that stuff is for.

HP: These are your characters HIT POINTS, in other words his health. As you level up on your quest, your character's HP will increase, although he's/her's HP can only reach up to 99.

MP: This is your character's MAGIC POINTS. These allow you to perform Magic and techniques. As your character's status progresses your MP will increase, although he's/her's MP can only reach up to 99.

EXP POINTS: After each battle, you will always get EXP (experience) points, these points allow you to level up, the more you get the higher your level will be.

TECH POINTS: These are just like EXP points, but these TECH points are slightly different. The TECH points are for learning techniques and magic. In the TECH MENU you will always see to a text that will say NEXT, this will indicate how much TECH points you need for your character to learn the next new TECH stated in that MENU (CHECK MENUS).

-----  
DAMAGES IN BATTLE  
-----

In all these damages in battles, use heal as a cure, or otherwise wait until the battle is over, and you will be healed automatically.

DAMAGE	AFFECT
POISON:	HP slowly decreases, your attacks are also weakened.
SLOW	Increases the time between attacks.
SLEEP	Your character falls asleep, it lowers your guard, any hit will wake you up.
CHAOS	Your character gets confused and laughs all the damn time, it'll attack allies.
BLIND	You character is blinded, he can't see the opponent, so he'll miss with his attack most of the time.
LOCK	You can't use TECHS.

STOP | Your character gets immobilized and you can't attack.

If your charactr dies, use "Revives", or "Life/Life 2" if anyone in your party knows the TECH.

-----  
WEAPONS AND ACCESSORIES  
-----

Weapons can be swords, bows and guns. During your quest, you will find weapons, that will make you stronger, each character has their own weapon that they use. You will also find a variety of armor and helmets that improve your defense.

Lastly there various amount of accessories,with unique properties and effects. As you get stronger your weapons will start inflicting a much better deal of damage and your Hit Rate will also increase.

~~~~~  
MAGIC RELATED SECTION  
~~~~~  
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MAGIC AND ELEMENTS  
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In Chrono Trigger, like in any Square game, there always has to be MAGIC, right? In this game Magic is divided into 4 elements, these are Lightning, Water/Ice, Fire and Shadow. Each character has their own element, and the character's attacks and techniques are based on the character's elemement. Eg - Crono has Lightning as a element, and one of his magic attacks is "Lightning". Here I'll list each of the characters elements. Crono - Lightning, Marle - Water/Ice, Lucca - Fire, Frog - Water, Robo - Shadow based attacks, Ayla - No Magic, Magus - Shadow.

Spekkio will teach you magic, when you first reach the END OF TIME. You will see that Robo has no magic, but his attacks are Shadow-like. Ayla also does not have Magic, it's because she was born before magic existed.

Some bosses have elemenatal weaknesses, in other words a boss with water attacks will most likely be weak against "Lightning" attacks. So every time your party faces a boss, try using techs or magic that is opposite to his own.

~~~~~  
TECHS (TECHNIQUES)  
~~~~~

As you go on your adventure, the characters will start learning techs. These techs will inflict greater damage than normal attacks. You get three differen types of techs, they are single techs, double techs and triple techs. Single techs are techniques that your character performs on his own, these techs will be the first techs your character will learn. Double techs are performed by two characters and they cause greater damage than single techs. Triple techs you'll start lerning around the end of the game, they are performed by 3 characters, and they damn powerful!

Everytime you win a battle, your character will earn TECH POINTS, after you get a certain amount of TECH POINTS, your character will learn a new technique. Some techs also include magic, but magic you will only learn in the End of Time. After you learnt Magic, you'll start learning magic as if they were techs.

~~~~~  
GAME MENUS  
~~~~~

When you press the X button, you will access the Main Menu, which includes six menus. These menus are: The character's status, your inventory, the tech menu, the option menu, the exchange menu and the save menu. I'll provide ASCII for all these menus and describe them a little just to help you.

-----

CHARACTER'S STATUS

-----

	CHAR.1 LV.13		ELEMENT
-->	HP 265/265	Photo of	
	MP 32/32	Char. 1	
	ATT.50 DEF.73		CHAR. NAME
			LEVEL 13
	CHAR.2 LV.12		WEAPON (CHAR.1)
	HP 200/200		ARMOR (CHAR.1)
	MP 38/38		HELMET (CHAR.1)
	ATT. 32 DEF.59		ACCESSORY (CHAR.1)
		PWR.25	SPD. 12
	CHAR.3 LV.13	HIT.11	EV. 12
	HP 300/300	MAG.13	STAM.27
	MP 40/40	M DEF.	21
	ATT. 32 DEF.59		
	TIME: 03:38	EXP.	4516
	698G	NEXT.	804

This menu is one of the most important menus in the game, why? 'Cause you can access mostly everything you need here. This menu is for equipping weapons, armor, helmets and accessories. With this menu you can also check out your characters level, his EXP, and how much he/her requires to level up.

- PWR: This how much your attack power is.
- HIT: This is the HIT RATE the more you have here, the less hits you'll miss on your enemies.
- MAG: This how much the magic affects.
- M DEF: This is pretty straight forward, this how much your magic defense is.
- Spd: The speed is for the gauge-filling. The more you have of this the quicker the gauge fills up in battles.
- STAM: This how much your character resists on battle damages.
- TIME: The total time you played the game.
- EXP: EXP points you earn after each battle, NEXT indicates how much you need of them to level up.
- NEXT: NEXT indicates how much EXP points you need to level up.

-----  
ITEM MENU  
-----

	Use/Move	Organize	
	Displays info on item		
->	TONIC	:14	ITEM
	MID TONIC	:10	ITEM
	ETHER	:22	ITEM
	HEAL	:7	ITEM
	MID ETHER	:2	ITEM
	ELIXIR	:1	ITEM

The item menu is quiet useful too! Here all your inventory is displayed, and your items are one of the most important things in the game, since they can heal you, cure you and do mostly everything. Chrno Trigger includes an "Organize" command in the top right corner of the screen, this can be used to organize items depending on their use. To the left to this command you



find USE/MOVE command this for moving and using items. At the bottom of that there's a space between the items and the two top commands, this displays what the item can be used for.

-----  
 TECH MENU  
 -----

Pic.	CHAR.1 LV.13			
--> of	HP 165/232	TECH1	TECH2	TECH3
char.	MP 25/ 32	-----		
	MP Used	(Character 1' TECHS)		
		Cyclone		
Pic.	Char.2 LV.12			
of	HP 185/185	Slash		
char.	MP 28/ 34			
		*Lightning		
Pic.	Char.3 LV.12	Spincut(to be learned)		
of	HP 165/ 265			
char.	MP 26/ 28			
	MP Used			
-----				
	Displays info about tech related stuff			
-----				

The TECH menu displays all information about TECH related information. It displays single, double and triple techs learnt or/and techs to be learnt (there will be in a faded color eg- Spincut) also techs with \* are Magic attacks. At the bottom (diplays info about tech related stuff) there, there will a information space. The tech menu also displays how much "MP" is used for each tech and also if the cursor is in a "to-be-learned- tech", it will say how much tech points are needed to get the new TECH. As you progress you will see that your party will learn single techs, double and EVEN triple techs.

-----  
 OPTION MENU  
 -----

			12345678	
1.	2.	b	Fast Slow	
			12345678	
3.	4.	d	12345678	
5.	6.	f	Off 1 2	
		h	Confirm A	
7.	8.		Cancel B	
			Menu X	
9.	10.		Dash B	
			Map S	
			Warp Y	
-----				
-----				

1. Stereo: Switch between STEREO or non STEREO.
2. Battle Speed: Here you set the Battle and Message Speed. The lower the number you select the faster the speed is.
3. Battle Mode: Switch Battle Modes, they are Wait or Active
4. Window Color: Changes the color of the window.

5. Save Menu Cursor: The save menu cursor is for the cursor will be where you left it, after you exit.

6. Battle Gauge: For selecting the type of Battle Gauge, or you can turn it off and play as a classic turn-based RPG.

7. Save Battle Cursor: This will remember were the cursor was left in battles.

8. Control Pad: Here you can select what contols you want  
Here are the normal controls I use:

```
Confirm    - A
Cancel     - B
Menu       - X
Dash       - B
Map        - S
Warp       - Y
```

9. Save Skill/Item Cursor: I don't really know what this is used for, please contact me to help me!

10. Skill/Item Info: Switch between displaying info ON/OFF.

```
-----
EXCHANGE MENU
-----
```

```

|Char.1  LV.13  Pic.  |
-->|HP    165/232 of  |
|MP     25/ 32  Char.1|
|Att.50 Def.70      |
|_____            |
|Char.2  LV.12  Pic.  |
|HP    186/186 of  |
|MP     28/ 32  Char.2|
|Att.22 Def.59      |
|_____            |
|Char.3  LV.12  Pic.  |
|HP    165/ 265 of  |
|MP     26/ 28  Char.3 |
|Att.45 Def.77      |
|_____            |
|                    |
|      Exchange      |
|_____            |
```

This menu is just for arranging, the order of the characters. It's very simple knowing how to use this menu, just press A, then move the cursor to the character you want exchange, then press A again, your characters will swap around, easy, huh?

```
-----
SAVE MENU
-----
```

```

|_____            |
-->| 1  | The Final Battle |
|_____            |
| 2  |      Slot 2      |
|_____            |
| 3  |      Slot 3      |
|_____            |
|_____            |
```

```

|           |Char1 LV 99|
| End of Time |HP 999 MP 99|
|           |           |
| TIME: 99:99 |Char.2 LV 99|
|           |HP 999 MP 99|
|           |           |
|           |           |
|           |Char.3 LV 99|
| Save # 99 |HP 999 MP 99|
|           |           |

```

Saving is very important in this game, since its such a long intense game that can last very long hours of gameplay, I recommend that you save as often as possible. As you can see saving is pretty much very easy, you can save anywhere on the World Map or you can also save in Saving Points, which you can find in risky areas. In the saving menu you can see 3 slots, the saving menu will display all the information about your current selected slot, like your characters in your party, their levels, your playing time, your money and how many times you saved.

-----  
BUYING AND SELLING ITEMS  
-----

```

|           |           |           |
| Magic +2 |           |           |
|           |           |           |
| Buy -|-> Red Katana 4500 |
|           | Robin Bow 2850 |
|           | Plasma Gun 3200 |
| 323046G | Hammer Arm 3500 |
|           | Titan Vest 1200 |
|           | Tonic 10 |
|# Owned | Mid Tonic 100 |
| 1 | Heal 10 |
|# Equipped | Shelter 150 |
| 1 |           |
|           |           |           |
|E
| Pic Pic Pic
| of of of
| Char.1 Char.2 Char.3
| Att 50 Att 22 Att 18
| Def 73 Def 59 Def 62
|           |           |           |

```

Buying and selling items is very helpful. The cursor is on the Red Katana and you can see that the top box displays information about it, now in this current state I'm in buy mode, but you can also change it to Sell mode there you will be able to sell your items, of course they won't pay the same amount that you payed for it, the shops will pay less. When an item is selected with the cursor you can check if you own it or if you have it equipped. At the bottom, you will see all the characters, if an "E" is in the top-right corner of the character you'll know that the weapon/item is equipped. If you have an weapon selected with the cursor and your character is able to wield it, he'll sort of taunt, to show that the weapon can be equipped to him/her, there it'll also show how much the weapon will increase your attack/defense.

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VII. CHARACTERS (CTVII)

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Here are the characters, I have decided to mention the main characters along with other characters you'll meet on the way. \* NOTE, when I refer to AGE, I mean, the age were the character comes from. (Eg- CRONO - AGE: 1000 AD meaning he comes from 1000 AD).\* SPOILER-ALERT- this section may spoil some of the game for you so, be careful! I warned ya'.

~~~~~  
1. MAIN CHARACTERS  
~~~~~

-----  
- CRONO -  
-----

STARTING LEVEL: LV.1  
ELEMENT: LIGHTNING  
BEST ATTACK: LUMINAIRE (DAMAGE: AROUND 1000 HIT POINTS)  
WEAPON: JAPANESE KATANA  
AGE: 1000AD

He's ordinary teenager, who wields a japanese Katana, he has a good heart and a good sense of justice. He lives in the peaceful Truce Village in 1000 AD, were people must feel very un-secure, since they carry dangerous weapons around the place. He's the main character in this game and the leader of the team (and a good one he is). He meets Marle in the Millennial Fair, and becomes good friends with her, without even knowing who she really was. In a certain part of the game, Crono, sacrifices himself to try and save the team from Lavos. When it comes to combat, he's speed is excellent, he's magic is average, but his normal attacks and techniques really make up for his average magic. This makes him the best all-rounder team member, he also has great combos with Frog, like X-Strike and others, they are the best duo team in the game.

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- MARLE (A.K.A NADIA) -  
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STARTING LEVEL: LV.1  
ELEMENT: WATER/ICE  
BEST ATTACK: LIFE 2  
WEAPON: BOWS  
AGE: 1000AD

Marle really is not who we think she is, her real name is not Marle, she's actually Princess Nadia from the Guardia Kingdom in 1000 AD. Not conformed her duties and obligations as a princess, Nadia goes to the Millennial Fair to try and escape her obligations as a princess. She meets up with Crono and they become good friends from the beginning. She gets transported to another era, due to her pendant affecting Lucca's Telepod machine, this took her to the year 600 AD, were the humans fight against the Mystics led by Magus, this makes Crono go out and find her. She takes the role of leader, after Crono sacrificed himself to try and save the team, so the team tries finding a way of ressurecting Crono, that's were we find out about the Chrono Trigger. She makes a good combination with any of the team members, since she has great healing and reviving magic.

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- LUCCA -  
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STARTING LEVEL: LV.2  
ELEMENT: FIRE  
BEST ATTACK: FLARE  
WEAPON: GUN  
AGE: 1000AD

She's Crono's best friend, she's a scientist and she's the nerd of the team, She's also the key to the game, since she built the Telepod machine, which activated Marle's mysterious pendant. She can sometimes help since she's the brains of the game, even though she's a damn show-off. After they arrive in 2300AD, she repairs Robo, when he was in his deactivated days, after that she and Robo become very good friends. In combat her magic very good. Her normal attacks and her speed is something she lacks off, her magic type is

FIRE (as stated above).

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- FROG (A.K.A GLENN) -  
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STARTING LEVEL: LV.5  
ELEMENT: WATER  
BEST ATTACK: FROG SQUASH  
WEAPON: SWORD  
AGE: 600AD

This special hard-to-understand-frog, comes from the year 600AD, he was actually a human, by the name of Glenn. He was the best friend of Cyrus. When Cyrus and him were on a quest, they confronted with the powerful wizard and leader of the Mystics, Magus and Ozzie (one of Magus' best generals). Magus killed poor old Cyrus, and turned Glenn into a frog, after that Glenn dedicated himself to protect Queen Leene against the Mystics. As I mentioned before he makes a great combination with Crono (the team leader), In combat his speed is good, he's attacks are good and his magic is also good, he's one of the strongest characters!

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- ROBO (A.K.A R66-Y PROMETHEUS) -  
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STARTING LEVEL: LV.9  
ELEMENT: BASED IN SHADOW ATTACKS (NO MAGIC)  
BEST ATTACK: SHOCK  
WEAPONS: ARM  
AGE: 2300AD

This robot comes from the future (2300AD to be exact) were robots rule over humans. His real name is R66-Y PROMETHEUS, but that's until Marle and Crono decide to change his name to Robo (which sounds much better). When they find him he was in his being-junk days, but Lucca, the ugly nerd repairs him and he joins the team. After being with the team he starts understanding the human values, and he later has to betray his own robot race, for the humans. His combat skills are very good, specially his normal attacks, he also uses lasers as his sprt of magic. He can't learn Magic, since only flesh and blood creatures can (I think), this is a huge disadvantage, but don't worry his laser techniques make up for it.

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- AYL A -  
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STARTING LEVEL: LV.19  
ELEMENT: NO MAGIC (BORN BEFORE MAGIC EXISTED)  
BEST ATTACK: TRIPLE KICK  
WEAPONS: FIST  
AGE: 650000000BC

She's Marle ancestor, and she's the leader of the tribe, that fight against a group of smart dinosaur creatures (Reptites). She comes from the year 650000000BC, since she was born before Magic was discovered, she cannot learn it, but she's sufficiently strong to survive battles without it. She helps Crono and the team, to get the stone to repair "The Masamune". Then later Crono and the team help her to defeat the leader of the reptites, Azala. She's the wildest and strongest member of the team, as you will see how much damage her normal attacks inflict.

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- MAGUS (A.K.A JANUS) -  
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STARTING LEVEL: 37  
MAGIC: SHADOW  
BEST ATTACK: DARK MATTER  
WEAPONS: SCYTHE  
AGE: 12000BC

Here, we have the leader of the Mystics, why does he join you? I'll leave you the task of finding out. He's the favourite character to many of CHRONO TRIGGER gamers, why? Due to his great magic powers, he can master lightning,

fire, shadow and water magic, he's one my favorite characters too, along with Crono. Not only his magic skills are the best, but he also has a tragic story which makes you understand everything about him. At the beginning of the game, you find out that there's a wizard by the name of Magus, that wants to make Lavos appear, for at that time you must stop him. But if you thought that was true, then you are wrong, Magus is actually from the Kingdom of Zeal from the year 12000BC, were he was then Janus (the son of the Queen Zeal), at that time Schala (Janus' sister, believed to have great magic powers), was forced by the Queen, to make Lavos appear, Schala dies in the act, and Janus is transported to 600 AD, were he meets up with Ozzie (one of his generals in the future) and joins the Mystics. All this was only for revenge on Lavos.

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2. OTHER CHARACTERS  
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MELCHIOR -  
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AGE: 12000BC  
Guru of Life. He's a master swordsmith, he helps the team repair the Masamune.

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GASPAR -  
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AGE: 12000BC  
Guru of Time. He's the guy in the End of Time, he gives you advise during your quest.

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BELTHASAR -  
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AGE: 12000BC  
Guru of Reason. He's the inventor of the Blackbird and the Epoch.

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CYRUS -  
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AGE: 600AD  
Cyrus was Glenn's (Frog) best friend. He was the leader of the knights, killed by Magus.

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LAVOS -  
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AGE: ???  
He's the future destructor of the earth, he can control time, and he becomes stronger by absorbing energy form the planet.

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STRATEGY GUIDE Pt.1 Standard Quests (CTVIII)

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Here it is, LADIES and GENTLEMAN, the STRATEGY GUIDE, this will help you during your long and hard quest as you play Chrono Trigger, I recommend that you read this guide very carefully, since it's full of spoilers, but they are only on the "script" related sections (as I mentioned before this guide contains the script of Chrono Trigger). This guide is based on how I play Chrono Trigger, so I recommend that you follow my way of getting through the game. As you start your game there will be 2 battle modes WAIT and ACTIVE, wait is for more strategic battles, the enemies will not attack while you are choosing a command. And active is for more action is for more hardcore battles, the enemies will attack you even as you choose your command.

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THE MILENNIAL FAIR (CTVIIIA)

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CRONO'S HOUSE

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ITEMS: 200G

--- SCRIPT ---

It's a lovely day in Truce Village, in 1000AD. The town is celebrating the Millennium, fireworks are fired, balloons fly up above in the sky. A celebration is taking place in Leene Square, bells start ringing. Blackness suddenly surrounds you, you hear a voice saying, "Crono...Crono!", says the voice, "Good morning, Crono!". You will see Crono sleeping and his mom coming up to him, and saying, " Come on, sleepy head! Get up!". Then she'll go and open the curtains, "Ah, Leene's Bell makes such beautiful music", says mom, Crono still doesn't wake up and mom says, "You were so excited about the Millennial Fair that you didn't sleep well, did you? I want to behave yourself today!" mom then starts walking away saying, "Let's get moving , now!". Crono will then wake up, and finally you can control him.

--- SCRIPT END ---

Now you have to go downstairs, you'll see your mom there, blocking the way, go and talk to her.

--- SCRIPT ---

She'll say, "Finally! By the way, that inventor friend of yours... Uh... you know...! Oh, dear, I've forgotten her name! The name selection menu will appear, give her a name, as for the guide we'll leave her default name. After you've given Lucca a name, your mom will say, "That's right, Lucca! Don't forget that she invited you to see her new invention! Run along now, and be back before dinner. Before you even think of leaving your house talk to his mom again, she'll say, "Oh!, I almost forgot! Here's your allowance, dear! Have fun at the fair!" You will receive 200G, be happy, not everyday you receive 200G.

--- SCRIPT END ---

Now get out of the house, now before we go to Leene's Square, we are going to just wonder around for a while. So now head to the Mayor's Manor, there you can learn about the game basics.

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MAYOR'S MANOR

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ITEMS: Tonic, 300G

Talk to the people if you want to know game basics, the woman at the entrance tells you about the establishment. The man standing on some glowy thing, explains about save points. The woman next to the chest, tells you about weapons and items. As you walk in there will be a chest next to the girl (that explains about items and weapons), this chest contains a tonic. Go upstairs and get 300G in a chest behind the old Mayor. After you learned what you had to learn and you got all the items you needed, head out to the world map.

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WORLD MAP

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Visit some of the Residences if you like, or you can head down to Porre Town (that's were we are going), were you will find a Snail Stop, a market and Porre's Mayor's Manor.

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PORRE VILLAGE

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MAYOR'S MANOR  
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Here you can find a rich, greedy Mayor, who will offer you 10G for acting like a damn chicken, to your fight there you will find his wife, cooking. Two of his children will be there in the dinner table, head upstairs you will see the his other child, next to her there will be two mysterious boxes that you can't open right now, but we'll get to that later.

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MARKET  
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Items you can buy are:

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

I suggest you buy these items, but you probably don't have enough money right? So go to Guardia Forest to train, there you'll start making some money, then come back here to buy some of these useful items. Now it's time to head back to Truce Village, so we can get on with the game.

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TRUCE VILLAGE  
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After you arrive here, save. Now head to the Millennial Fair. Make sure you are at least in level 3 now, if not, go to Guardia Forest to train.

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MILLENNIAL FAIR  
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There's a lot of stuff you can do in the fair, here you can get silver points, which you can exchange for money. There are various games, that can earn you Silver Points, like the Tent of Horrors, you can bet in a race, you can fight against Gato or you can enter in a soda guzzling contest. In the Tent of Horrors you spend different amounts of silver points the amounts are:

10 Points
40 Points
80 Points

Each one is a different game, if you complete the one of the games successfully you will earn Silver Points.

In the 10 Points game, three characters will show up, they are Vicks (there's a empire soldier in FF3 with the same name as this guy), Wedge and Piette. After they present themselves to you, they'll start moving around from spot to spot, after that Bekkler, will ask you to find one of those three characters.

In the 40 Point game, you get a clone in front of you, he will do certain actions, you will have to mimic his actions. Your clone may Raise up his right arm, raise up his left, laugh or get surprised. Depending on your clone's actions, you will have to press certain buttons, Here are the buttons you use...

L... Left Arm	R... Right Arm
Y... Laugh	A... Surprise

In the 80 Point game, one of your characters will be taken as a hostage, then three white, hairy monsters will be in front of you, you have to push them into the cage, they came from by throwing packs against them. After you locked them



up there will be a blue light to your right, go to it and press A, and the hostage will be rescued.

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