

# Chrono Cross Walkthrough/FAQ

by ATadeo

Updated to v1.22 on Jan 11, 2001

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## C H R O N O C R O S S

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Chrono Cross Walkthrough and FAQ version 1.22

For Playstation(tm) (US version)

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////////////////////////////////////  
\\ Very Special thanks to DjellyBean (BellyButton21@hotmail.com). He is one \\  
\\ of the best guide writers at GameFAQs. He helped me to find the different \\  
\\ characters in the game. I really appreciate his response and help. He \\  
\\ also has a guide for this Game. I recommend you check it out also. \\  
////////////////////////////////////

////////////////////////////////////  
\\ Very Special thanks to Allan Ancaja (sepiroth@edsamail.com.ph) for his \\  
\\ info about the endings of the game. Give him a round of applause. He is \\  
\\ also one of the BEST RPG gamers out there. Best of all, we are true to \\  
\\ life friends and we are planning on creating more guides in the future. \\  
\\ Endings he contributed are #2-#6.  
////////////////////////////////////

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### DISCLAIMER

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You can put this Walkthrough/FAQ on your non-commercial or non-profit web site provided that not a single character has been edited or removed and you MUST have permission from me in order to do so. You can also, print a copy of the entire walkthrough or a part of it, provided you only use it for personal purposes. Remember "You don't have to steal, just ask." - B.O.F.III

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### INTRODUCTION

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Hello everyone! To those of you who know me, welcome back! :) For your information, I also have a guide for the Prequel of this game, the Chrono Trigger for SNES. Basically, Chrono Cross is the sequel, which gave it the title Chrono Trigger 2. By the way, Chrono Cross happened 20 years after the first adventure, so I presume that Chrono Cross happened in the year 1020. The change in platform (from SNES to the PSX), made way for new innovations. Chrono Cross has better graphics (of course), Chrono Cross has the Element system contrary to the Techniques from Chrono Trigger, New attack mode in Chrono Cross. The same thing for both is, I say the flow of the story. You travel through time, fixing skewed timelines and dimensions.

Let's talk about the game now. As stated above, Chrono Cross happened 20 years after the first adventure. Our new hero, Serge, faces a more complex disruption in time. Throughout his journey, he'll meet friends that will join him in his quest. At the end, they still have to discover who is doing this mess. With the new battle system, Chrono Trigger fans will find it somewhat confusing in the beginning. But I guarantee that after you've played a while you'll see how good the system is. This the moment we've been waiting for, the Chrono Cross Guide.

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E-MAIL POLICY

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For the past few months, I've been receiving such a great number e-mails and some of them are quite annoying (very few though, just 2). So, I decided to put up this e-mail policy as a guide for you if you want to send an e-mail to me. Here are the things that you must do/must not do in sending an e-mail regarding this guide and any of my other guides:

Do's

----

1. Send me a question which cannot be found on my guide. I will be more than happy to help you.
2. Try to be specific in order for me to understand what you're trying to ask me.
3. You can send in your questions/contributions/other e-mails in text or HTML format. No executables.
4. Check first the latest version of the guide before sending questions, contributions, etc. If you use later versions, the answer/s to your questions might have been answered already and will be most likely to be ignored.
5. If I happen to forget you, just e-mail me nicely and I'll respond to you ASAP.

Don'ts

-----

1. Don't send any questions which can be answered from my guide. And don't be persistent in doing so.
2. Don't send nonsense e-mails like "I want to marry you!", "Can you buy me this or that?", etc.
3. Don't say bad words. F\$#k Y%u! and the likes.
4. And, don't send Chain letters! Please!  
(Doing this, your e-mail will be most likely to be ignored)
5. Don't send executable files (.exe, .com) as an attachment. I don't want any Trojans wandering around.
6. Don't Spam (repeated messages)

Change topic, for those who will send their contributions, I'll always credit anything that is from you. I will always make sure of that. If I ever forget, please remind me nicely. :) I'll always be there for all you gamers out there.

-----  
UPDATES/REVISIONS

=====

Version 1.22 (Started: January 11, 2001)

-----

More to come. :)

- Summon Elements Update
- More Level 7 Techs
- Items List Update
- Equipment List Update

- Enemy List Update
- Shop List Update

Version 1.21 (Started: January 4, 2001)

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- Character List Complete
- Tech List Update
- Enemy List Update

Version 1.20 (Started: November 31, 2000)

-----

I'm now at Chronopolis despite playing Final Fantasy IX and Lunar 2 most of the time. I'm giving it my all!

- Enemy List Update
- E-mail Policy Revised

Version 1.19 (Started: November 25, 2000)

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- Level 7 Techs Section (new)
- Credits Section Update

Version 1.18 (Started: November 20, 2000)

-----

- Radical Dreamers (ending song) real lyrics + English Translation  
I told 'ya I have lots of errors :)
- New Chrono Trivias (Anonymous Contribution)
- Credits Section

Version 1.17 (Started: November 12, 2000)

-----

I sincerely apologize for the very late update. I've been so hooked up in Final Fantasy IX and I can only play Chrono Cross little by little. I'm in a new game+ (again for the nth time) to update the lists including enemy list, shop list, character list, equipment list, etc.

- Walkthrough Update:
  - Getting Poshul early in the game
  - Medical Book at Tower of Geddon
  - using Mastermune to go to Lucca's House
- Character info update
- minor modification on FAQs
- FAQ #1 update (new sites)
- Credits Section Updated
- E-mail Policy revised

Version 1.16 (Started: November 8, 2000)

-----

- Walkthrough Update:
  - Acquiring Glenn & Macha  
(not saving Kid from the Hydra Poison)
- Status Abilities/Ailments update
- New Supporting Characters
- Lyrics for Radical Dreamers  
(I included this because I love the song. I admit that there are A LOT of mistakes in the lyrics as I'm not used to writing Japanese Lyrics while hearing the song at the same time(although I studied how to read and write in Hiragana, Katakana, Kanji as well as the grammar). All suggestions/corrections are more than welcome!)

Version 1.15 (Started: November 7, 2000)

-----

- Walkthrough Update:
  - Lucca's House Update
    - Rainbow Shell from Kid inside the clock
    - Pictures of Crono and co.
  - Getting Mel into your party
- New characters (Mel and Skelly - forgot to put him :)
- New Techs as well
- FAQ #1 update, new site
- Weapon List Update

Version 1.14 (Started: October 31, 2000)

-----

(I apologize for a late update. If you're watching CNN, you'll know that 2 storms (one of which is a direct-hit) passed through Manila, Philippines (where I'm at) and that's the reason I wasn't able to update. Major blackouts occurred here and the electricity ran normally just today(11/4). Anyway, here's the update!)

- Battle system Update
- Fixed Accessory List
- FAQ #1 update, new site
- New Chrono Trivia
- Credits Section Updated

Version 1.13 (Started: October 27, 2000)

-----

- New Characters! (Janice and Turnip)
  - Includes new Techs as well
- Weapon List Updated

Version 1.12 (Started: October 24, 2000)

-----

- Walkthrough Update:
  - Included the use of the Chrono Cross item in the Temporal Vortex to regain the characters acquired from the previous game.
  - Included how to acquire the characters (see character list)
- Weapon List Updated
- Major Spelling Check

Version 1.11 (Started: October 18, 2000)

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- Walkthrough Update:
  - Info on Criosphinx
    - (Found after Terra Tower)
  - Getting Razzly
  - Turn Green at Viper Manor
- New Character (Techs as well)
- small update on weapon list
- FAQ #1 edited
- New Gameplay Tip

Version 1.10 (Started: October 17, 2000)

-----

- A lot of updates in a day. I enjoyed it :)
  - Walkthrough Update:
    - Guile's Scenario at Viper Manor
  - New Section! (Bend of Time)
  - New Contact Information, Check the top of the page
    - New e-mail address dedicated to Chrono Cross
    - You can chat with me when you see me (aaron020) on DalNet (IRC) go to #chrono\_games which is my channel

- New Supporting Character
- Correction on Shiny Items (Check item list)
- Chrono Trivia Updated
- New FAQ
- Credits Section Updated!
- Major Spell Check (Manual)

Version 1.09 (Started: October 6, 2000)

-----

(As I promised, I'll always update this guide. I've been very busy and I'm having trouble updating. I restarted the game again (for the 5th time!) and I'm taking note of the details that I missed, especially about endings. Now, I have a sad news. I lost e-mails from September 17, 2000 up to October 20, 2000 because I upgraded my e-mail and they were deleted! I sincerely apologize for that.)

- Walkthrough Update:
  - Additional Info. Check beginning of Walkthrough
  - Vita Uno and Vita Tres
  - Plates stolen from the 6 Dragons
- New Character
- E-mail policy. New!
- Weapons Section updated!
- Chrono Trivia Section Updated!
  - Correction about Toma
- New FAQs
- New Gameplay Tip
- New Sites! Check FAQ #1
- Credits Section Updated
- Included my Home Page on top of this guide!

Version 1.08 (Started: September 24, 2000)

-----

(I apologize once more for a late update. I re-formatted my hard drive and my Guides are lost. Luckily, I was able to input just a few and I was able to re-type it again. With regards to this, my Inbox from September 26 to October 3 (Philippine Date) was lost too. Sorry but I needed to re-format due to Hard Disk Failures (stupid me, forgot to set the jumpers for primary IDE. I placed the HD on Secondary and it generated Bad Clusters). Anyway, Here's the update. I can now reply to e-mails as fast as I once did back in July.)

- Walkthrough Update
  - Nikki's Scenario at Viper Manor Complete
- Enemy List Updated

Version 1.07 (Started: September 15, 2000)

-----

(I'm really sorry to those who sent in their e-mails. I've got very urgent business to take care of and there's practically no more time to update. But here it is now. My current status is: Finished ENTIRE game 4 times already, listing every enemy that I see and info about it, Updating infos on bosses, locating chests that I missed.)

- Walkthrough Update:
  - included the HP, and some more info of the Bosses.
  - Fixed guile, Nikki and Pierre Events again (not complete yet)
  - How to get Glenn. (not complete yet)
  - finally, the WATER DRAGON's ICE BREATH!!! (Protection for Mt. Pyre)
- New Characters and Techs
- Element List Updated
- Dual Techs! (New!) I've no Triple Techs discovered yet.
- Key Items Updated

- Shops List Updated
- Equipments Updated
- Chrono Trivia Updated!
- GamePlay tips Updated
- Credits Section Updated!

Version 1.06 (Started: September 13, 2000)

-----

(My apologies to those who sent their messages through ICQ. I rarely check my ICQ. Let say, once in a blue moon. I've been able to use my excess hours from my Internet account to log in a few days ago. I wish to congratulate those who say me online. Before that, it was almost 1 year since I used ICQ so please understand. If you want a quicker response from me, e-mail me at my address above. Thank you.)

- Walkthrough Update:
  - Fixed some choices in the walkthrough:
    - Choosing whether you want Kid to join your or not during your first meeting with her at Cape Howl
    - Choosing how to get to Viper Manor (between Guile, Pierre, Nikki)
- New Ending!
- How to get the Shiny items (included in the Item List)
- How to use Summon Elements (included in Game Basics)
- Weapon List Updated
- Accessories Updated
- Credits Section Updated
- MAJOR Spelling/Grammar Check (again)
  - (This time, with the spell/grammar checker. Only the some of the pronouns are mistakes. I.e. I used the word 'His' for a female character. It took 25 minutes to finish the spelling/grammar check.)

Version 1.05 (Started: September 11, 2000)

-----

- Walkthrough Update:
  - Walkthrough is finished! At last!
- New Ending
- Enemy List Updated (just a bit)
- New Characters and Techs
- New Supporting Characters and Arch-Enemies.
- Spelling/Grammar Check (again)

Version 1.04 (Started: September 8, 2000)

-----

- Walkthrough Update:
  - Walkthrough typing, finished up to the end of the quest for the 6 Dragon Relics.
- New Endings!!!
- New characters
- New Techs as well
- Rainbow Shell equipments included
- Check out at the top of the guide (Special Credits)
- New FAQs
- There's a new site where you can find this guide. Check it out at FAQ #1.
- Major spell/grammar check (with spell checker)

Version 1.03 (Started: September 6, 2000)

-----

- Walkthrough Update:
  - I've finished typing my walkthrough up to the Rescue of Riddel.

More walkthrough updates on the way. I'm still transferring it  
From paper to MS Word.

- New characters and Techs!
- MAJOR info at Chrono Trivia!!! CT fans check it out. Trivia #1
- Major spelling/grammar check (w/o spell checker)

Version 1.02 (Started: September 3, 2000)

-----  
- Walkthrough Update:

I started the game once more, now in New Game+ mode so I it was not that hard to re-create what I missed. For ze walkthrough, I finished typing up to ze beginning of ze Fort Dragonia. Oi! I'm beginning to zound like ze Harle character! I'm glad to tell everyone that I'm almost finished with writing the walkthrough in paper. I have typed up to Fort Dragonia as of now. Please bear with me. I still did a MAJOR facelift for the guide. The next update will come again very soon. Until then.

- Characters section updated! (New characters!)
- Endings Section (New!)
- New Game+ Information included
- New Items and Key Items
- New Elements (also, previous Element List Updated!)
- New equipments
- New Layout for Weapons, Armors, Accessories! (AGAIN?! Well, even I am confused when I see the list. I changed it so that it would be easier understood.
- New Layout for Elements also!

Version 1.01 (Started: August 27, 2000)

-----  
- Walkthrough Update:

To those who will view this guide, I apologize for a quite late Update. A question hinders me to complete the walkthrough. "Where is that damn paper?!". I was typing this guide, when unfortunately, the next part of the walkthrough that I wrote is missing. As for the game, I'm already at Disk 2 at Chronopolis. Again, I sincerely apologize. BTW, below are the updates that I've made & I did these now so that I'll have less things to worry about in the future.

- Characters' Section Major Update!
- New Layout of Elements Section
- Tech List (NEW!)
- Trap Elements and Summon Elements (NEW!)
- Elements List Updated
- Weapons, Armors and Accessories Updated
  - New layout on equipments
- Items and Key Items lists Updated
- GamePlay Tips Updated

=====

GAME INFORMATION

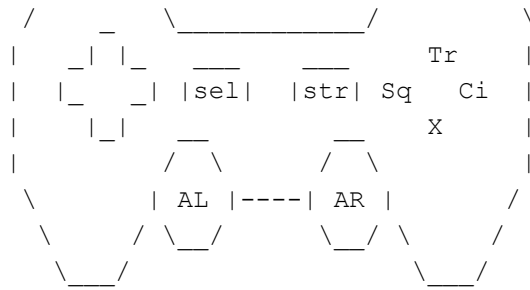
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A. GAME CONTROLS

-----





Here's a not so perfect but efficient image of the Analog Controller of the Sony Playstation console. Here are the descriptions of the different uses of each of the buttons.

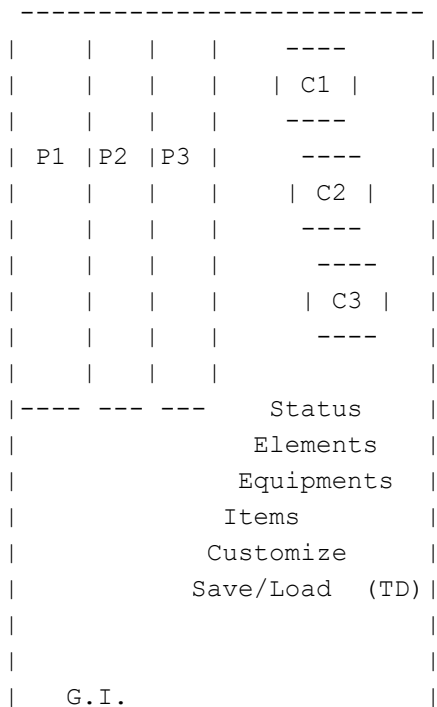
- Start Button - Start the Game
  - Pause the game anytime
- Select Button - Change the leader of the party
- Directional Pad - move the characters on screen
  - select options
  - Browse menus/Inventory
- X Button - Ok and Examine Button
- Circle - Cancel, Run Button
- Triangle - Open the menu screen
- Square - Open Key Item Window
- L1, R1 - The same as X and O buttons, respectively
- L2, R2 - Most of the time, not used

Of course, you can always change the settings according to your needs in the Customize sub-menu.

-----  
 B. GAME MENU  
 -----

You can open up the game menu by pressing the Triangle Button. Here's a brief description of the main menu and its contents.

#####  
 MAIN MENU  
 #####



P1,P2,P3 = they are the picture of the three members of your current Party.  
C1,C2,C3 = they are the Character Stats of the three members of your current Party. Below is a representation of this.

```
-----  
|          |      |  
| Name     |      |  
|-----|  
| HP   100/100   Innate |  
| Str. 10 Acc. 8  Mag. 20 |  
| Res.  7 Agl. 2 M.Res. 7 |  
-----
```

HP - Total Hit Points or life of the character  
Innate - Elemental Affiliation of a Character  
Str. - Strength or power of physical attacks of the character  
Acc. - Accuracy or the Chance to Hit  
Mag. - Magic Power of the Character  
Res. - Resistance or Evade  
Agl. - Agility or Speed  
M. Res.- Resistance against Magic  
(There's a brief explanation of these in the Character Stats Section)

TD = is the time dial you can find on the lower right side, used to select From the different sub menus.  
Status, elements, Equipments, etc. are Sub menus. To select one, use the time dial and press X to select it.  
G.I. = Represents the Game Information. The Star Level, Time Elapsed, and the Total amount of G your party currently has.

```
#####  
SUB-MENU: STATUS  
#####
```

```
-----  
|          |      |  
| | C      |      |  
| |        |      |  
|-----|  
|          |      |  
|-----|  
| |         |      |          AP  
| |         |      |  
| | P      |      |  
| |         |      |  
| |         |      |  
|-----|  
|          |      |  
| G.I.     |      |  
|-----|
```

Here's the description of each.

AP = The full body, actual picture of the currently selected character  
G.I. = is the game information, also the same as the one in the main menu  
C = Character Stats. The same as the one in the main menu with the exception  
Of the Stamina Recovery Stat which is now included.  
P = the profile of the Character  
(Sample Profile of Serge)

```
-----  
| Profile                |  
|                        |  
| Silent Protagonist (char)|  
| Age: 17 (M)           |  
| Origin: Arni          |  
| Height: 5'7"          |  
| Weight: 128 lbs.      |  
| Built: Ordinary       |  
| Right-Handed          |  
-----
```

```
#####  
SUB-MENU: ELEMENTS  
#####
```

If you select Elements, the time dial will now have 2 options. One is Use and one is Allocate.

-Use Menu-

```
-----  
|   |   |   |  
| C1 |   |   |  
|-----|   | EL |  
|   |   |   |  
| C2 |   |   |  
|-----|-----|  
|   |   |   |  
| C3 |   | ED |  
|-----|-----|  
|   |   |   |  
-----
```

Here's the description for each.

C1, C2, C3 = The Character Stats of the 3 party members. It's the same as the  
One that you'll see in the Status Sub-Menu

EL = It is the current elements available for use.

ED = The Description of the Element that is currently selected. It has info  
About the Level of the Element, if it is consumable or not, How many and  
Who will be affected by the element if it is used (whether Ally or  
Enemy), and the description of how it will work.

-Allocate Menu-

```
-----
```

ASL	EL
AS	ED

Here's the description of each.

- EL = It is the current elements available for Allocation.
- ED = The Description of the Element that is currently selected. It has info About the Level of the Element, if it is consumable or not, How many and Who will be affected by the element if it is used (whether Ally or Enemy), and the description of how it will work.
- ASL = (not Age, Sex, Location) Allocation Space Levels
- AS = Allocation Spaces that are available

#####  
SUB-MENU: EQUIPMENTS  
#####

CS1	
WS2	W,A,Ac
W1	
A1	
AC	D

Here's the description for each.

- CS1 = It is the character stats for the currently selected party member
- WS2 = It is the Stats of the equipment currently selected
- W1 = The weapon that is currently equipped
- A1 = the armor that is currently equipped
- AC = the 3 accessories that are currently equipped
- W,A,Ac = You select the equipments here
- D = Description of the equipment currently selected

#####  
SUB-MENU: ITEMS

#####

L		
I	PIC	
S		
T		
	D	

Here's the description for each.

List Column = it contains the list of the Key Items

PIC = it is the image/picture of the Key Item currently selected

D = Description of the Key Item currently selected

#####

SUB-MENU: CUSTOMIZE

#####

Sound	Stereo	Mono	
Window Frame	Default	Custom	
Cursor Position	Default	Memorize	
Accuracy Selection	Manual	Auto	
Controller	Default	Custom	
O Button Pressed	Run	Walk	
Vibration Function	Off	On	
Left Stick Sensitivity	Digital	Analog	

For the Window Frame, you can select 3 types. The default one is the Arnian Wood. The other 2 are the Simple Line and the Iron Plate.

To select one, just use the Directional Pad. Here's the menu for the Controller Custom Setup

-Controller Menu-

X	Choose/Confirm/Talk
O	Cancel/Hold down to run
	Open/Close Key Item window
	Open Menu

	L1	Same as X	
	R1	Same as O	
	L2	Not used	
	R2	Not used	
	Analog		
	Left	Run/Choose	
	Right	Change direction on spot	
	L3	Same as X	
	R3	Same as O	

-----

Just use the buttons to arrange it according to your convenience. To exit this menu, press Start.

```
#####
SUB-MENU: SAVE/LOAD
#####
```

Graphical representation need not be shown as it is very self-explanatory. I'll just give you info about it.

To save, select save. You can only save a game when you're in the world map or at Save Point. After selecting save, select the Memory Card Slot to use and the Memory Card Block where the data will be saved. Note that Chrono Cross needs only 1 Memory Card Block to save. Same process is done in loading saved games.

-----  
C. GAME BASICS  
-----

Here are the basic things that you should do in order to survive the world of Chrono Cross.

1. Moving About  
-----

It is the basic thing you must do in the game. You have to explore the world to advance through the story. In the world map, you can easily walk around by using the Directional Pad. You can also use the Left Analog stick of your controller to walk (I think the Analog option is very convenient to use).

When you're inside dungeons, caves, towns, villages, etc. You can select your own configuration. You can check the customize sub menu to specify how your characters walk. You can use the Directional pad or the Analog Stick. You can also customize the Cancel Button whether you want to run or walk while pressing the Cancel button. That's about it regarding moving around.

2. Attacking and Battle System  
-----

The way of attacking the enemies is VERY UNIQUE and INNOVATIVE. It is the first RPG to use it. During Battles, your party won't have time bars as with other square games. The battle system in Chrono Cross is Real-time turn-based system. Real-Time in the sense that you can attack whenever you like as long as it's your turn. Turn-based in the sense that once you finish your turn, you cannot attack until the enemy finished his/her/its turn.

When the battle menu appears, you can select from 4 options. 1, 2, 3, element. 1-3 options have a percentage to its right. It is the probability of hitting the opponent. If #1 has 99%, it means that there is a 99% chance of that attack to be successful. Now, you'll notice that most of the time, #3's probability is lower than #1 and #2. As for #2, it is lower than #1. It is because #3 is a level 3 physical attack. We can conclude now that there are 3 levels of physical attacks. Level 1, is the weakest attack. Level 2, is the medium attack. And Level 3 is the strongest attack.

In attacking, we also take into consideration the stamina of the characters. You'll see the stamina of the characters in the character box. It is labeled Sta. The number to its right is the stamina and it determines the number of attacks you can do. Example, if the stamina is at 7.0, you can use Level 1 attacks 7 times. It means that, the stamina will decrease depending from the level of the attack you made. Another example, if you have a stamina of 4.0, you can use Level 2 Attacks 2 times. That's all about attacking. The stamina will, however, recover. The amount depends on your Stamina Recovery.

After the battle, you will be asked if you want to use your elements to heal your characters. Do so, but I suggest not using the consumable elements. This will prepare you for future battle that cannot be avoided.

Here's a tip. Use level 1 then Level 2 then finally Level 3 Attacks. Their hit percentage will go up faster.

Another note in attacking. Unlike in other Square games, wherein there is a time bar, the enemies in Chrono Cross won't attack you until you finish your turn.

### 3. Elements and Innate system

Chrono Cross adds a new twist to the elemental system. Here, the Innate of a character or an enemy determines the elemental affiliation of that particular character or enemy. Example, Serge's Innate is White, therefore, Serge's elemental affiliation is also white.

Here is the list of the opposites of each Innate

-----  
White - Black  
Red - Blue  
Yellow - Green

There is another system, which is the element system. Elements in Chrono Cross is what we may call Abilities (compared to other games, it is like Magic. In Chrono Trigger, it was called Techs). Elements have 2 types, Consumable and non-Consumable. Consumable Elements disappears after its use as the non-Consumables doesn't.

There are also 2 kinds of Elements depending on where it can be used. The first one are the elements that can only be used during battle, specifically Attack Elements (Elements that damage your enemy) and Support Elements (Elements that alter the characteristics of a character/enemy. I.E. Weaken, HiRes, LoRes, etc.). Second, are the ones that can be used during or outside of battles, specifically Curative Elements (Elements that restore HPs and heal status effects).

To use Attack elements, you have to Allocate them to your characters. Use the Allocate command in the Element Sub-menu when you press Triangle. Just allocate the Element to any vacant Allocation space to the left. Remember

that, the Allocation spaces also have levels. The higher the level, the stronger the effect of the Element. Example, Cure Element in Level 4 Allocation Space heals more HP than a Cure Element in Level 1. The Level of Innate you can use is the one denoted above the word Lv. In the battle menu. It has those tiny bars, just like an equalizer for a sound system. Example, if your Lv. Is at 4 and you used Level 2 Elements, you can still use another Level 2 elements as 2 will be left.

The elements also have what we call a Level Range. Example, the Aerosaucer Elements. It's Element Level is 2 and the Level Range is +-6. It means that you can place this particular level from 1 to 8. How did I get to this? Here's how. +-6 is the range.  $2-6 = -4$  but there is no Level -4 so the least level is 1. Then  $2+6 = 8$ . So, you can put this element anywhere from Level 1 to Level 8 in the Element Allocation Grid.

Remember that you can only use non-Consumable Elements once per battle. It will be available again in the next one.

Here's another important information regarding Elements. Each of the Elements has their own Innates. You can use these to your advantage. If you use an Attack element, which has opposite Innate with your enemy, you will do more damage. Example, If you have PhotonRay, which is White Innate, and you used it against a Black Innate opponent, you will do much more damage than usual.

There is also another concept about elements. The Field effect. During battles, you'll see a "field" in the upper left hand corner of the screen together with 3 concentric circles. The element you use will fill the field effect. If you happen to fill the field effect with the same color, that Innate will become much more stronger. And it's opposite will get weaker. Example, if you managed to fill the field effect with White, all White Innate Elements will be much stronger when used. The Black Innates will definitely get weaker and more susceptible to the white. You can use this as a strategy to beat your opponents faster.

To find elements, you can just buy them from Element Shops in town or receive them from enemies. Some of the most powerful Elements can be achieved by trapping them.

#### 4. Using Summon Elements

-----

Using Summon Elements is easy. Here's what you should now if you want to use the Summon Elements.

- Summon elements can be put on the Element Grid of a character, if and only if, he or she has the same Innate Color as the summon. I.e. Sonja, who has, a Green Innate, can only be used by Green Innate Characters.
- Summon elements can only be used if the entire Field Effect is filled with the same color as the Summon. I.e. Sonja can only be used if the field effect is filled with Green Color.

Don't worry, Summons are non-consumable. They can only be used once per battle like other non-consumable elements though.

#### 5. Items and Key Items

-----

Chrono Cross adds yet another twist to the Items. Items are those that you use to Forge weapons, armors and accessories (these 3 are explained later). The Key Items however, are those that are essential for the story of the game.



Items can only be used during forging of equipments. To use the Key Items, press the Square Button and a menu will show up. It will display all the key items you have. To select/use one, just press the X button.

## 6. Weapons, Armors and Accessories

-----

The equipment system in Chrono Cross is much like the ones in Vagrant Story. In Chrono Cross, you have to get particular items so that the Blacksmiths (more like a weapon shop) can forge a weapon for you. You cannot buy weapons, armors and accessories. You have to let the Blacksmiths Forge a weapon for you. And remember that there is a payment for forging equipments.

You can also Disassemble a weapon into its items. This will be useful if you want a stronger weapon wherein one of its item requirement is included in your current weapon.

For a list of weapons, armors, accessories, refer to its section in the later parts of this Guide.

## ----- D. CHARACTER STATS -----

Here are the brief descriptions of the Character Stats in the game.

In the main menu, you'll see the character Stats in the upper right corner? Here are the descriptions of Each.

Innate - the Elemental Affiliation of the Character. It is indicated by a colored Circle

HP - Stands for Hit Points. The total amount of damage a character can receive. If it drops to 0, that character is considered dead.

Str. - Stands for Strength. It determines how strong the physical attack of the character is. It is the same as Atk. Or Attack.

Acc. - Stands for Accuracy. It determines the chances your character can successfully attack an opponent. If it is at 99%, it means that there is a 99% chance that your attack will be successful. It is the same as Hit%

Mag. - Stands for Magic. It determines how strong your character can use the elements. The higher the Magic is, the stronger the Element. It is the same as Mgc.

Res. - Stands for Resistance (same as Evade from Chrono Trigger). It determines the chances of your character to resist a physical attack. If it is at 0%, it means that there is 0% chance of evading an attack.

Agl. - Stands for Agility. In simple terms, Speed. This determines how fast your characters' time bar fills during battle. Although, you can't see the time bar unlike in Chrono Trigger.

M. Res. - Stands for Magic Resistance. Same as Resistance, the difference is that it is concerned about Magic. If it is at 50%, it means that there is a 50% chance of evading a Magic attack.

In the status screen, one additional information can be seen. The Stamina Recovery, which indicates how much stamina, is recovered after one turn.

I haven't discovered the Maximum Character stats yet. If you have any information, please send it through my e-mail found at the very top of this Walkthrough/FAQ. You will be duly credited, as always. :) Thank you.

-----  
 E. STATUS AILMENTS/ABILITIES  
 -----

Status Ailments can also be called Abnormal Status in the sense that it makes your character do unnecessary moves or even lower the characters ability to fight. Status abilities, on the other hand, raise the capabilities of your characters during battle. Here are the list of Status Ailments and Abilities.

STATUS AILMENTS

these may make your character's life miserable. Ailments will hinder you from playing well, especially in battles.

Name	Effect on Character	Cure/Remedy/prevention
Blind (Black)	During this condition, your character's hit% will be halved	Black Out Element Panacea Element, Holy Healing
Burns (Red)	---	
Diminish (Black)	Decreases the damage done by elements to 50%	No cure
Flu (Blue)	You cannot control your characters well in the field. Like a person with a flu, you cannot walk straight.	Medicine/Purify/Panacea Element Star Fragment Accessory Holy Healing
Imbecile (Black)	Your character's element attacks' damage will be temporarily havled	I'm not sure about the cure.
Poison (Green)	Slowly depletes you character's Hit Points. It will still be in effect after the battle so you have to cure it right away.	Antidote/Purify/Panacea Element Star Fragment Accessory Holy Healing
Sprain (Yellow)	The speed of your characters Will decrease. Also, you cannot Run in the field/world map.	Brace/Purify/Panacea Element Star Fragment Accessory Holy Healing
Weaken (Yellow)	Your character's attack will be temporarily decreased	I'm not sure about the cure.

STATUS ABILITIES

-----  
 These abilities temporarily boosts your characters stats/ability during battles. You can achieve some of them from Elements, and most of them from Accessories.

Name	Effect on Character
Genius (Black)	this will temporarily increase your character's element Attacks.
Magnify (White)	This will multiply the damage done by elements by 1.5

=====

CHARACTER INFORMATION

=====

-----  
A. MAIN CHARACTERS  
-----

\* - In alphabetical order, except for Serge and Kid.

\*\*\*\*\*  
Serge  
\*\*\*\*\*

Weapon: Swallow  
Innate: White

A young boy from the town of Arni. He never realized he will be on an adventure to discover who he really is and who is trying to disrupt him through time and space. (We, Chrono Trigger fans, thought the main character will finally talk. Unfortunately, he still makes decisions only. )

How to Acquire: Automatically Acquired

Profile:  
-----

Description: Silent Protagonist  
Age(Sex): 17 (M)  
Origin: town of Arni  
Height: 5'7"  
Weight: 128 lbs.  
Build: Ordinary  
Right-Handed

\*\*\*  
Kid  
\*\*\*

Weapon: Dagger  
Innate: Red

A young mysterious girl that helped Serge all the way. From escaping the Dragoons to discovering the whole truth about Serge.

How to Acquire: Automatically Acquired

Profile:  
-----

Description: Mysterious Traveler  
Age(Sex): 16(F)  
Origin: Unknown  
Height: 5'5"  
Weight: 99 lbs.  
Build: Slender  
Ambidextrous

\*\*\*  
Doc  
\*\*\*

Weapon: Shots  
Innate: White

The frustrated Doctor from Guldove. He was scared that another life will just pass by him (Kid's). He will also join you later on.

How to Acquire: Choose not to save Kid from the Poison and then talk to him.  
He will now join your party.

Profile:

-----

Description: Village Physician

Age (Sex): 27 (M)

Origin: Zenan Mainland

Height: 5'9"

Weight: 146 lbs.

Build: Ordinary

Left-Handed

\*\*\*\*\*

Draggy

\*\*\*\*\*

Weapon: Glove

Innate: Red

Just hatched at Fort Dragonia from the Big Egg. It will think that you can find it's parents so it will join your party.

How to Acquire: On your first visit to the Fossil Valley, get the Big Egg Key Item from the Bird's Nest. And then, when you are at Fort Dragonia for the second time (after fighting Dark Serge), use the elevator at the back to go to the floor below. Now, examine the middle incubator using the square button and selecting the Big Egg, Draggy will now be born. Then, let him join your party

Profile:

-----

Description: Cute Baby Dragon

Age (Sex): 0 (M)

Origin: Fossil Valley

Height: 2'2"

Weight: 265 lbs.

Built: Tiny

Front-Left-Clawed

\*\*\*\*\*

Fargo

\*\*\*\*\*

Weapon: Sword

Innate: Blue

As the captain of the ship S.S. Invincible, although at high rank, he's also high in cheating. An arch-rival of the manor, he disguised the ship as the ghost ship to prevent being seen. He'll be disturbed about what really is happening to Serge, he'll help you in your quest.

How to Acquire: you'll automatically get him after saving Miss Riddel at the Viper Manor.

Profile:

-----

Description: Pirate Captain

Age (Sex): 40 (M)

Origin: Unknown

Height: 6'0"

Weight: 163 lbs.

Built: Macho

Right-Handed

\*\*\*\*\*  
Funguy  
\*\*\*\*\*

Weapon: Axe

Innate: Yellow

He accidentally joined your party when you gave him the Mushroom. He was once in human form, but changed into a Mushroom Man. He hopes that he can return back to his human form when you get the Frozen Flame.

How to Acquire: At the Shadow Forest in the Another World, go to the place behind the small waterfall (while you're saving Nikki at the beginning of the game), and talk to the man. Next, talk to him again using the Mushroom (from another Man at the end of the Forest). He will eat it and will turn into a Mushroom man. He will now join you and demands that you find a cure for him.

Profile:

-----

Description: Mushroom Man

Age(Sex): Unknown(M)

Origin: Termina

Height: 6'0"

Weight: 66 lbs.

Built: Light

Right-Handed

\*\*\*\*\*  
Glenn  
\*\*\*\*\*

Weapon: Sword

Innate: Green

He is the brother of the Dario, the best swordsman among the 4 Devas. After Dario's death, Glenn took the role as one of the best swordsmen of the Viper Manor. Puzzled by what is happening, he will join in you to see for himself what really is happening between Viper and Lynx.

How to Acquire: You'll automatically acquire him at Termina if you choose not to save Kid from the Hydra Poison.

Profile:

-----

Description: Noble Knight

Age(Sex): 20(M)

Origin: Termina

Height: 5'9"

Weight: 141 lbs.

Built: Average

Right-Handed

\*\*\*\*\*  
Greco  
\*\*\*\*\*

Weapon: Glove

Innate: Red

He lives at Termina, in the old near Dario's resting place. He is such a helpful guy so, he'll join and help Serge and company.

How to Acquire: Go to Termina before going to Viper Manor to Meet Norris.  
Now, head to where you saw Miss Riddel for the first time.  
On your way, you'll see Greco serve a funeral. Follow him  
inside the house and talk to him and then allow him to  
join your party.

Profile:

-----

Description: Psychic Ex-Wrestler

Age (Sex): 33 (M)

Origin: Zenan Mainland

Height: 6'7"

Weight: 271 lbs.

Built: HeavyWeight

Right-Handed

\*\*\*\*\*

Grobyc

\*\*\*\*\*

Weapon: Glove

Innate: Black

Although a Cyborg, he can still think and act on his own. He never accepts  
orders from those weaker than him even officers. He'll find Serge and company,  
very strong, so he decides to join the group.

How to Acquire: Right After saving Miss Riddel in the Viper manor, you'll  
Automatically get him after the Small Dragons' rampage.

Profile:

-----

Description: Cyborg Assassin

Age (Sex): 26 (M)

Origin: Unknown

Height: 6'8"

Weight: 401 lbs.

Built: Bionic

Right-Handed

\*\*\*\*\*

Guile

\*\*\*\*\*

Weapon: Rod

Innate: Black

A very mysterious Magician from Termina. He helped our hero to arrive at Viper  
manor and end up helping them in their true quest.

How to Acquire: When you reach Termina for the first Time, you can choose 3  
characters here. To have Guile in your party, go to the bar  
and ask him to join you.

Profile:

-----

Description: Masked Magician

Age (Sex): 26 (M)

Origin: Zenan Mainland

Height: 6'2"

Weight: 152 lbs.

Build: Slender

Right-Handed

\*\*\*\*\*

Harlequin

\*\*\*\*\*

Weapon: Shot

Innate: Black

Although very young, she already has great abilities! You'll get to call her, Harle, for short. She will join you later after the Swap of Serge and Lynx. You'll never know, maybe she really has something to do with what REALLY is happening :)

How to Acquire: You'll automatically get her at the Temporal Vortex

Profile:

-----

Description: Enigmatic Jester

Age(Sex): 18(F)

Origin: Unknown

Height: Unknown

Weight: Unknown

Built: Unknown

Right-Handed

\*\*\*\*\*

Irenes

\*\*\*\*\*

Weapon: Pick

Innate: Blue

She was the mermaid who was heard every night, crying at Marbule. She will then join Serge to the S.S. Zelbess. She is a demi-human who is actually the sister of Zelbess, wife of the captain of S.S. Zelbess, which is Fargo. She still hopes that one day, humans and demi-humans can live together in peace.

How to Acquire: Rest on the house near the entrance of Marbule and choose to Investigate the noise outside. When morning comes, she will Join your party. But, you must visit Nikki's Ship afterwards Right after beating the Sage of Marbule. This time (on Nikki's Ship) talk to Irenes and let her join you.

Profile:

-----

Description: Late Zelbess's Sister

Age(Sex): 16(F)

Origin: The Ocean

Height: 5'10"

Weight: 115 lbs.

Built: Mermaid

Right-Handed

\*\*\*\*\*

Janice

\*\*\*\*\*

Weapon: Carrot

Innate: Red

She is the girl with the bunny costume at the Grand Slam in S.S. Zelbess. She is pretty good at training monsters so watch out for her.

How to Acquire: You must beat her 3 times in a row in the Grand Slam. After that, she'll join your party. Note: She has tough monsters on her side, to the best way to win is to be able to get the toughest monsters in the game using the Forget-me-not-pot. Try to get the monsters from the areas around the Dragon Gods as they are very strong against Janice's.

Profile:

-----

Description: Bunny-Girl Trainer

Age (Sex): 22 (F)

Origin: S.S. Zelbess

Height: 5'7"

Weight: 104 lbs.

Built: Plumpish

Right-Handed

\*\*\*\*\*

Karsh

\*\*\*\*\*

Weapon: Axe

Innate: Green

One of the 4 Devas of the Viper Manor. He was the first one to meet Serge in the Other World. After a while, he joins Serge, together with the other Devas, as gratitude for helping their lady, Miss Riddel.

How to Acquire: You'll automatically get him during or after Riddel's Rescue.

Profile:

-----

Description: One of the 4 Devas

Age (Sex): 27 (M)

Origin: El Nido

Height: 5'11"

Weight: 159 lbs.

Built: Solid

Right-Handed

\*\*\*\*\*

Korcha

\*\*\*\*\*

Weapon: Lure

Innate: Blue

A young boy from Guldove. Known as the naughty kid. He is very good in handling boats but quite poor in fishing. At the end, he'll join Serge's forces in solving the mysteries of Time and Space.

How to Acquire: To have him permanently join your party, just choose to save Kid from the Poison and he will gladly join you.

Profile:

-----

Description: Fisherman and FerryMan

Age (Sex): 16 (M)

Origin: Guldove

Height: 5'6"

Weight: 123 lbs.



Built: Thin  
Right-Handed

\*\*\*\*  
Leah  
\*\*\*\*

Weapon: Axe  
Innate: Yellow  
This Kid is super strong! She's almost as strong as Ayla from Chrono Trigger! Although she has a lot in common with Ayla, she's just a simple girl living at Gaea's Navel. She'll join you, hoping to see her family.

How to Acquire: You'll automatically get her when you reach Gaea's Navel during the quest for the 6 Dragon Relics.

Profile:

-----

Description: Cave Girl  
Age (Sex): 6 (M)  
Origin: El Nido  
Height: 3'5"  
Weight: 71 lbs.  
Built: Infantile  
Ambidextrous

\*\*\*\*\*  
Leena  
\*\*\*\*\*

Weapon: Utensils  
Innate: Blue  
She is the childhood friend of Serge in the Home World. The other Leena, in the Another World, will join your party to help you in your quest.

How to Acquire: In the beginning of the Game, choose NOT to go with Kid After fighting with Karsh, Solt and Peppor. Leena will join you when you wake up.

Profile:

-----

Description: Sweet Country Gal  
Age (Sex): 16 (F)  
Origin: Arni  
Height: 5'5"  
Weight: 93 lbs.  
Built: Ordinary  
Right-Handed

\*\*\*\*\*  
Luccia  
\*\*\*\*\*

Weapon: Shot  
Innate: Black  
She is General Viper's Scientist. She has a resemblance to Lucca, the scientific genius of Chrono Trigger. Although, not related, they know each other.

How to Acquire: 1. You have to release Pip the first time you get to Viper

- Manor. After you return from Guldove, go back to the Manor however you want. Go back to Luccia's lab, and ask her to join you. She says "I have nothing here now that Pip is gone", and then she joins your party!
2. After beating FATE, you can go back to Viper Manor. The Porre soldiers will be gone now and you may talk to Luccia, she will then join your party.

Profile:

-----

Description: Scientific Genius

Age (Sex): 28 (F)

Origin: Zenan Mainland

Height: 5'9"

Weight: 97 lbs.

Built: Thin

Right-Handed

\*\*\*\*\*

Lynx (Serge)

\*\*\*\*\*

Weapon: Swallow

Innate: Black

The time will come that Lynx will swap bodies with Serge. You will gain every ability (Techs) of Lynx and your Innate will be black. But, Lynx' really did this on purpose, because, I won't spoil it! :)

How to Acquire: You'll automatically acquire Lynx

Profile:

-----

Description: Feline Demi-Human

Age (Sex): 17 (M)

Origin: Arni

Height: 6'4"

Weight: 178 lbs.

Built: Solid

Right-Handed

\*\*\*\*\*

Marcy

\*\*\*\*\*

Weapon: Glove

Innate: Blue

One of the 4 Devas of the Viper Manor. You really can't underestimate her powers and abilities even though how puny she looks. Once an enemy, together with the 3 other devas, they joined forces with Serge as gratitude for their help.

How to Acquire: You'll automatically get her after Riddel's Rescue.

Profile:

-----

Description: 'Diva' of the 4 Devas

Age (Sex): 9 (M)

Origin: Zenan Mainland

Height: 4'9"

Weight: 84 lbs.

Built: Smallish  
Left-Handed

\*\*\*  
Mel  
\*\*\*

Weapon: Boomerang  
Innate: Yellow

She is the naughty sister of Korcha. She's cute but she's so naughty. She'll do everything so that everyone will notice her.

How to Acquire: You must satisfy these 3 conditions. First, you must save Kid from the Hydra Poison. Second, you must chase Mel after she steals the elements of Kid. Lastly, you must be good to her even after what she did. If you meet these 3 conditions, go to Guldove in "Another" World before after the scene at Lucca's House onwards. Bring Kid with you and talk to Mel. Eventually, she'll join your party.

Profile:  
-----

Description: Doodling Brat  
Age(Sex): 10(F)  
Origin: Guldove  
Height: 4'3"  
Weight: 84 lbs.  
Built: Thin  
Right-Handed

\*\*\*\*  
Miki  
\*\*\*\*

Weapon: Gloves  
Innate: Red

The main dancer of the Magical Dreamers. She'll play a major role in the concert of Nikki. She will join your party after the concert.

How to Acquire: After Nikki's concert, go to the bar in the S.S. Invincible. talk to Miki and have her join your party.

Profile:  
-----

Description: Dancer Extraordinaire  
Age(Sex): 19(F)  
Origin: S.S. Zebess  
Height: 5'7"  
Weight: 95 lbs.  
Built: Slender  
Right-Handed

\*\*\*\*  
Mojo  
\*\*\*\*

Weapon: Glove  
Innate: Black

He's a Straw Voodoo doll at Kiki's house in Arni in the Another world. He will join your group if your intentions are for the cause of good.

How to Acquire: To get Mojo, talk to the fisherman in home world, and he'll give you the shark tooth. Give it to him in another world and Mojo will join you before you leave.

Profile:

-----

Description: Cursed Voodoo Doll

Age(Sex): Unknown(M)

Origin: Far East

Height: 6'3"

Weight: 20 lbs.

Built: Waistless

Dominant Arm Unknown

\*\*\*\*\*

Neofio

\*\*\*\*\*

Weapon: Gloves

Innate: Green

A small flower girl living at Viper Manor.

How to Acquire: Give her the Life Sparkle after beating Chronopolis and she will join you.

Profile:

-----

Description: A 'Flower Child'

Age(Sex): 5 (F)

Origin: Viper Manor

Height: 4'0"

Weight: 44 lbs.

Build: Undefinable

Omnidextrous

\*\*\*\*\*

Nikki

\*\*\*\*\*

Weapon: Pick

Innate: Blue

He is the lead singer of the Magical Dreamers. He has a heart for the Demi-humans at Marbule and follows the steps of his father, Fargo and his Demi-Human mother, Zebess.

How to Acquire: When you reach Termina for the first Time, you can choose 3 characters here. To have Nikki in your party, save him at the Shadow Forest.

Profile:

-----

Description: Rockin' Bard Superstar

Age(Sex): 19 (M)

Origin: S.S. Zebess

Height: 6'0"

Weight: 115 lbs.

Build: Thin

Right-Handed

\*\*\*\*\*

Norris

\*\*\*\*\*

Weapon: Gun

Innate: Yellow

A young soldier from Porre. Idolizes Lynx, but finally knew the truth behind Lynx's plans therefore, joins Serge and his company.

How to Acquire: He'll automatically join you when you first meet him.

Profile:

-----

Description: 'Black Wind' Leader

Age(Sex): 26(M)

Origin: Porre, Zenan

Height: 5'10"

Weight: 137 lbs.

Built: Average

Right-Handed

\*\*\*\*\*

Orcha

\*\*\*\*\*

Weapon: Frypan

Innate: Red

He was one of the best cooks in Viper Manor. He turned into a monster way back. He will voluntarily join Serge's group afterwards to help.

How to Acquire: He'll join your party after beating him as Hell's Cook during the rescue of Riddel.

Profile:

-----

Description: Fiery Cook

Age(Sex): 44 (M)

Origin: Guldove

Height: 5'7"

Weight: 203 lbs.

Built: Chubby

Right-Handed

\*\*\*\*\*

Orlha

\*\*\*\*\*

Weapon: Glove

Innate: White

She a very strong Barkeeper from Guldove. She offers her aid to you when you Serge returns to his original state. Orlha is one heck of a strong woman!

How to Acquire: After returning to Serge's own body, go to Guldove in the "Another" World and talk to Orlha using the Sapphire Brooch. She will now join your party.

Profile:

-----

Description: Gladiatrix Barkeep

Age(Sex): 23(F)

Origin: Guldove

Height: 5'5"  
Weight: 119 lbs.  
Built: Muscular  
Left-Handed

\*\*\*\*\*  
Pierre  
\*\*\*\*\*

Weapon: Sword  
Innate: Blue

A young and famous Hero. First, joined Serge in entering the Viper Manor and ended up together in the real adventure of Serge.

How to Acquire: When you reach Termina for the first Time, you can choose 3 characters here. To have Pierre in your party, go to the Smith Shop and talk to Pierre. After talking to him, go outside using the south door and talk to the Kid who is running. She will give you the Hero Medal. Now give it to Pierre and he will let you join him.

Profile:

-----

Description: Self-proclaimed Hero  
Age(Sex): 23(M)  
Origin: Termina  
Height: 5'11"  
Weight: 130 lbs.  
Built: Weakling  
Right-Handed

\*\*\*  
Pip  
\*\*\*

Weapon: Glove  
Innate: White

He has been experimented at the Viper Manor. You'll catch him as a stow away in Fargo's Ship. He will then join your party to aid you in your quest. He's not as frail as he looks.

How to Acquire: On the S.S. Invincible, during the appearance of the ghosts, you'll see Pip on one of the rooms behind the door you opened with the key. Examine it and it will run. Just follow it and it will eventually join your party.

Profile:

-----

Description: Guinea Pig Experiment  
Age(Sex): Unknown(M)  
Origin: Viper Manor Lab  
Height: Unknown  
Weight: Unknown  
Built: Unknown  
Dominant Paw Unknown

\*\*\*\*\*  
Poshul  
\*\*\*\*\*

Weapon: Glove

Innate: Yellow

A dog from Arni. She will join your party, together with Leena, in the another world. She is quite big for a dog.

How to Acquire: In the beginning of the Game, choose NOT to go with Kid  
After fighting with Karsh, Solt and Peppor. Poshul will join you when you wake up.

Profile:

-----

Description: The 'Wonder Dog'???

Age(Sex): Unknown (F)

Origin: Arni

Height: 3'8"

Weight: 26 lbs.

Built: Roly-Poly

Dominant Paw Unknown

\*\*\*\*\*

Radius

\*\*\*\*\*

Weapon: Staff

Innate: Green

The respected Leader of Arni Village in the home World. He was one of the 4 Great Acacia Dragoons. He and the Masamune blade had a close encounter that led to something tragic.

How to Acquire: He will automatically join you after your visit to Serge's mom after Serge turned into Lynx.

Profile:

-----

Description: Arni Village Chief

Age(Sex): 62 (M)

Origin: Zenan Mainland

Height: 5'8"

Weight: 119 lbs.

Built: Thin

Right-Handed

\*\*\*\*\*

Razzly

\*\*\*\*\*

Weapon: Rod

Innate: Green

She is one of the fabled fairies at the Water Dragon Isle. Serge and company will save her and then she will join your party hoping she could return to her homeland.

How to Acquire: during the quest for the Hydra Humour, go to where the Beebas Are found and continue going north and beat the Wingapede.  
Then, go step on the crack and examine the cage below.  
Beat the Pentapus and release Razzly from the cage.

Profile:

-----

Description: Forest Fairy

Age (Sex): Unknown (F)  
Origin: Water Dragon Isle  
Height: 3'7"  
Weight: 11 lbs.  
Built: Tiny  
Dominant Arm Unknown

\*\*\*\*\*  
Riddel  
\*\*\*\*\*

Weapon: Rod  
Innate: White

The daughter of the most powerful man in El Nido, she joins your group to lend a hand in Serge's Quest.

How to Acquire: She will automatically join you at the Hermit's Hideaway after rescuing her.

Profile:

-----  
Description: Lady of Viper Manor  
Age (Sex): 24 (M)  
Origin: El Nido  
Height: 5'7"  
Weight: 104 lbs.  
Built: Slender  
Right-Handed

\*\*\*\*\*  
Skelly  
\*\*\*\*\*

Weapon: Glove  
Innate: Black

He a skeleton with its spirit still inside it. His grandmother missed him so much so he wants to be put back together again so he could meet his Grandma again.

How to Acquire: You must collect his bones first. You must have the Heavy Skull, Good Backbone, Sturdy Ribs, Mixed Bones, Angry Scapula and the Pelvic Bone. After that, head to Termina and go to his Grandma you'll now see Skelly together again. After that just ask him nicely so that he'll join you.

Profile:

-----  
Description: Skeleton Clown  
Age (Sex): 32 (M)  
Origin: Zenan Mainland  
Height: 6'2"  
Weight: 51 lbs.  
Built: Boney  
Left-Handed

\*\*\*\*\*  
Sneff  
\*\*\*\*\*

Weapon: Shot



Innate: Yellow

He was a magician at S.S. Zelbess. With his magic skills, you were able to reveal the secret of Fargo. He will then join your party when he reaches a winning streak at the casino.

How to Acquire: After discovering the cheating of Fargo, go to the Casino. After seeing Sneff will continuously, go to his room (not the room which he used as the stage for his acts). Here, you'll see him bid goodbye to his friends and he will now join you.

Profile:

-----

Description: Aged Illusionist

Age(Sex): 53(M)

Origin: Unknown

Height: 5'6"

Weight: 139 lbs.

Built: Ordinary

Right-Handed

\*\*\*\*\*

Sprigg

\*\*\*\*\*

Weapon: Staff

Innate: Green

She's an odd old lady. She has not seen the world for years due to what happened to her on the other dimension. She'll help you to get out of the Dimension and she will come and aid you in your quest.

How to Acquire: You'll automatically get her at the Temporal Vortex

Profile:

-----

Description: Lovable Old Lady

Age(Sex): 224(M)

Origin: Dimension Vortex

Height: 4'4"

Weight: 86 lbs.

Built: Dwarfish

Left-Handed

\*\*\*\*\*

Starky

\*\*\*\*\*

Weapon: Gun

Innate: White

Starky is perhaps the cutest character in Chrono Cross. You'll find him in the sky Dragon Isle. He will then join you to find his lost spacecraft. Although, puny, he is a very valuable asset to the party.

How to Acquire: Get the Star Fragment at the El Nido Triangle in the Home World. Now, go to the Sky Dragon Isle in the "Another" World and go to where the Sky Dragon was. You'll see Starky here. you have to fight him first. After that, you must chase him and he'll now join your party.

Profile:

-----  
Description: Stray "Gray" (Goes by "Starky")  
Age (Sex): Unknown (M)  
Origin: Another Planet  
Height: 2'11"  
Weight: 11 lbs.  
Built: Alien  
Ambidextrous

\*\*\*\*\*  
Steena  
\*\*\*\*\*

Weapon: Sword  
Innate: White

This young and pretty woman is the chief of Guldove in the Home World. She knows different things about the world, about the Dragons and about Fate. Eager to help, she'll join your party to aid you using her sword skills.

How to Acquire: After giving the Dragon Tear to you, she will automatically join your party.

Profile:

-----  
Description: Shrine Maiden  
Age (Sex): 24 (M)  
Origin: Guldove  
Height: 5'9"  
Weight: 110 lbs.  
Built: Tall and Slender  
Right-Handed

\*\*\*\*\*  
Turnip  
\*\*\*\*\*

Weapon: Sword  
Innate: Green

It will sprout out of the ground at Hermit's Hideout. Although he has an uncanny resemblance to Frog back at Chrono Trigger, it is a totally different character.

How to Acquire: After saving Kid at Lucca's House, go to the Hermit's Hideout in the another world. Use the Ice Gun when you see that the ground is hot and vegetation won't grow. After using the ice gun on the ground, go to the Hermit's Hideout in the "Home" World. Now, you'll see a small vegetable on the ground, and you must pull it. The only one who can pull it is Poshul. After pulling it, it will join your party.

Profile:

-----  
Description: A total Vegetable  
Age (Sex): 3 (M)  
Origin: Hermit's Hideout  
Height: 4'9"  
Weight: 62 lbs.  
Built: Round  
Right-rhizomed

\*\*\*

Van

\*\*\*

Weapon: Boomerang

Innate: Green

Besides being smart, he also loves paintings. Although they were not that rich back in the Home World, Van tries to make up to it by joining Serge in his adventure.

How to Acquire: Go to Termina in the home World and go to his small house to the north of the Smith Shop. Talk to his father and then go to the right room and talk to Van. Eventually, he'll join your party.

Profile:

-----

Description: Penny-Wise Artist

Age(Sex): 14(M)

Origin: Termina

Height: 4'11"

Weight: 88 lbs.

Built: Smallish

Left-Handed

\*\*\*\*\*

Viper

\*\*\*\*\*

Weapon: Sword

Innate: Yellow

The most powerful man in El Nido. Fooled by the traitor, Lynx. Although quite old, his built is more than useful in Serge's campaign.

How to Acquire: He'll automatically join you after saving Riddel.

Profile:

-----

Description: Lord of El Nido

Age(Sex): 57(M)

Origin: El Nido

Height: 6'7"

Weight: 216 lbs.

Built: Solid

Right-Handed

\*\*\*\*\*

Zappa

\*\*\*\*\*

Weapon: Hammer

Innate: Red

He's the blacksmith at Termina. He'll give you the Smith Spirit, which can call a blacksmith anytime you want. He'll also join Serge in his quest.

How to Acquire: Go to Termina in the Home World. Talk to Zappa in the Smith Shop and he'll join your party.

Profile:

-----  
Description: Obstinate Blacksmith  
Age (Sex): 52 (M)  
Origin: Zenan Mainland  
Height: 5'8"  
Weight: 181 lbs.  
Built: Solid  
Right-Handed

\*\*\*\*  
Zoah  
\*\*\*\*

Weapon: Glove  
Innate: Yellow

Another one of the 4 Devas. He joined Serge, together with the other Devas, as gratitude for helping Miss Riddel

How to Acquire: He'll automatically join your party during or after the rescue of Riddel.

Profile:

-----  
Description: One of the 4 Devas  
Age (Sex): 28 (M)  
Origin: El Nido  
Height: 6'3"  
Weight: 203 lbs.  
Built: Solid  
Right-Handed

-----  
B. SUPPORTING CHARACTERS  
-----

Belthasar

-----  
He is one of the 3 Guru's of the Zeal Kingdom. He was thrown in the future after the incident with Lavos in 12,000 BC. His knowledge will be very valuable to your quest.

Marge

-----  
As the mother of our hero, she will give you some advice during your quest.

Chief Direa

-----  
The chief of Guldove at the "Another" World. She will be glad to share to you her knowledge about the Dragons. She will also give you the dragon Emblem so that the Chief at the Home World will entertain you.

Miguel

-----  
The Father of Leena. He was with Wazuki, the Father of Serge, during the Night of the Storm. Due to the storm, he was stuck in the Sea of Eden until FATE began operations again. He wasn't able to go out anymore.

Crono, Marle and Lucca  
-----

They are the 3 kids that you'll see in this game. They will help you understand the story better, why did this thing happen, and so on. They are the same Heroes in the previous game.

-----  
C. ARCH-ENEMIES  
-----

FATE  
-----

A Super computer interface that intervenes with the lives of people. Created from the Mother Brain from the future.

Lynx  
-----

A very mysterious cat-man. Imbued with the powers of the Dark Elements, he will be one of your most formidable foes. Rumor has it that somehow, He and Serge are related. You'll know who he really is once you play the game, I won't spoil it.

Solt and Peppor  
-----

These 2 weirdoes are members of the army of Viper. They insist on being able to beat you, but unfortunately for them, they only have an ounce of a brain and can't think right making them very much vulnerable than you are. They can't even hurt you. Except for their friend, Ketchop.

The 6 Dragon Gods  
-----

The six dragons, which gave you their relics to be able to enter the sea of Eden. But there is something beneath the fact that they are helping you. It seems they have other plans that you'd never expect.

-----  
WALKTHROUGH  
-----

Note: There are a lot of Characters in chrono Cross. But, you cannot get all of them in a single game. Just remember that, if you want a certain character to join your party, you have to refuse others. This is applicable to some characters only, not all.

THE BEGINNING  
-----

Right after you press start in the main menu, you can select a New Game or continue a saved game. If you selected a new game, you will be asked whether you want the Vibration Function (Analog controllers only) on or off. After selecting, you'll then be asked, the name of our hero. The default name is Serge. Then, the opening FMV will be shown.

UNKNOWN  
-----

After the FMV, you'll be inside the tower featured in the FMV. You'll be with 2 girls, namely Kid and a third party member (the third party member will be at random. The game will choose from all the characters that can join you later in the game). After their talk, there are 2 paths to take. Take the left

one first. Your party will see a pillar and a switch. Unfortunately, you're on top of a balcony so head back and take that right path. In this area, walk/run up the set of stairs that you see. Fight the Cybot here if you want. Then, head down the next set of stairs on to the next screen. Now, climb the stairs to the left towards another screen. In this new area, keep on moving forward. Ignore the stairs for now and enter the door at the end. This room contains the pillar you saw earlier. Head up to it and examine it. The pillar will disappear. Now, head back out. Climb up the second set of stairs that you'll see so that you can reach the Teleporter in the middle. Move your characters in the middle of the Teleporter then press X to examine it. On top, walk forward. An FMV will be shown afterwards.

#### ARNI VILLAGE (HOME WORLD)

-----

##### Key Item:

Shark Tooth  
Heckran Bone

After the FMV, your mom will wake you up at your house in the Village of Arni (Much like Chrono Trigger). After talking to her, exit your room and talk to your mom. She'll tell you about your meeting with Leena and that you shouldn't disappoint her. So, head right to exit the house. You'll be in the village. You can talk to the woman in the middle to shop for Elements and forging of Weapons, Armors and Accessories. You can talk to everybody in this area if you want. Now, after you've done what you want, go to the second house from the right. Go down the basement and talk to the man inside. He'll give you the Key Item, Shark Tooth. Now, exit the house and go north to the pier and talk to Leena. She will scold you because you didn't come on time. After a few words, she will order you to go to Lizard Rock and collect Komodo Dragon Scales so that she can create a necklace. But before you do, head back to where the woman who sells Elements. Don't talk to her, just head all the way to the left. You'll be in an open space in the town. You'll meet the chief of Arni, Radius. If you talk to him, he will teach you the basics about the Battle System and he will also give you some strategies. After learning valuable information from him, head back one screen and then go all the way to the right until you exit to the world map.

You can also get another character to join Serge. Go to the restaurant, which is the rightmost hut, and use the door at the back. Examine the bed and you'll be able to get the Heckran Bone. After getting the Heckran Bone, return to where Radius is. Now, talk to the running Pink dog by using the Heckran bone. The dog, Poshul, will now join Serge. Now, in the world map, head South West to reach Lizard Rock.

#### LIZARD ROCK (HOME WORLD)

-----

##### Items:

3 Komodo Dragon Scales	Ivory Helmet
Bone	Silver Loupe

##### Elements:

Fireball  
Tablet

After you get inside, examine the pink rock to push it out of your way. Now, fight the green enemy that you see. Then, get the chest for an Element, the Fireball. After getting the chest, it's now time to get the first Dragon Scale. From the chest, go left and you'll see the Komodo Dragon. It will run the instant that it sees you. Now, after it ran, push the rock from the left so that it will cover the cave-like opening. Then, go around to the right and go near the Komodo Dragon again. It will run through the cave-like opening

but it won't be able to escape because you blocked its path. Now, go to it and fight it. You'll get a Komodo Dragon Scale if you win. Now, let's move on. Exit this area by using the Upper Leftmost path. You'll see a Komodo Dragon. There is only one thing to do, run after it. Remember that you always should run in a counter clockwise direction. If you try to run in a clockwise direction, you'll never be able to climb the small cliffs. After you finally caught up with it, beat the Dragon. You'll get the second Komodo Dragon Scale afterwards. Now, notice that there are chests in this area. To get it, first, jump into a hole, which is found in the rightmost part of this area. You will get an Ivory Helmet (by going through a cave to the north), and a Bone (in the small island in the middle). There is also another chest under the wooden bridge. To get it, climb down a small set of ladder at the end of the bridge. You'll get a Tablet from it. Now, to get the last Komodo Dragon, use the southernmost exit in this Area (from the wooden bridge, it's to the lower right). In this next area, defeat the monster guarding the pink stone first. Then, push the stone until it sinks and the chest slowly goes ashore. It contains a Silver Loupe. After that beat the enemy that is on the Bamboo-like tree. From there, go up. You'll arrive in the first section again, the difference is that you're above it. Now, beat the enemy here then go south from there. You'll be back to the area where the Komodo Dragon is. Go to the end of the cliff. It will tell you to push X to jump. Time it right that the Komodo Dragon will be right below you right after you jump. You have to be exact. Now, after beating the Dragon, the Mother will come and attack you.

Boss: MOTHER KOMODO DRAGON

Innate: Green

#####

HP: 160

Spoils: ?

+1 Growth Level

This battle will be very easy. Use a level 1,2 then 3 attack at least 3 times to beat it. Use Cure Element if you need healing.

#####

After defeating the dragons, head to area where you got the second Komodo Dragon Scale. Exit to the world map by using the left exit. In the world map, head south and enter Opassa Beach.

OPASSA BEACH (HOME)

-----

Upon entering, walk/run left and then Leena will come to you. You'll give the Dragon Scales to her and she will be delighted. There will be a touching scene here. After that touching scene, something strange will happen. It seems time and space has been disrupted. An FMV will be shown.

Now, after that event, a man will wake you up. After you regain control of Serge, head back to the World Map. You'll notice that the song is different. It is because you're in the alternate world. Now, head to Lizard Rock.

LIZARD ROCK (ANOTHER WORLD)

-----

Items:

Feather Bone

Ivory Helmet

There are new enemies here once you enter. Remember that your goal here in Lizard Rock is to exit to the right so that you can reach Arni. Before exiting, you can get new items here. You can get a Feather from where you got the bone in the chest in the other world. There are also 2 more chest

scattered, containing a Bone and another Ivory Helmet. Move on and exit to the World Map. Go to Arni Village.

#### ARNI VILLAGE (ANOTHER)

-----

When you enter the village, no one will recognize you. Even Gonji doesn't recognize you. Remember that you spoke to Gonji, who was beside Radius in Serge's real world. Well, he is now the chief and he doesn't even remember Radius. Now, go talk to Leena at the pier. She won't recognize you either. No matter what option you selected she will not believe you. She will then tell you that the Serge she knew is buried at Cape Howl. She suggested that you go there and visit the grave. So, exit to the world map and head north of Lizard Rock to the Cape Howl.

#### CAPE HOWL (ANOTHER)

-----

Item:

Bone

Element:

Electrojolt

Upon entering, just move forward. Get 2 chests on the way that contains an Electrojolt and a Bone. Continue moving north until you come to the grave. Examine it. 3 men will suddenly appear and tried to arrest you. Not until a girl comes in and joins you into battling the 3 weirdoes.

Boss: KARSH, SOLT and PEPPOR

#####

Karsh's HP: 115

Solt's HP: 52

Peppor's HP: 60

Spoils: Bone Axe, Ivory Vest, And Ivory Helmet

+1 Growth Level

These 3, although stupid, can kill you because of their strong attacks, especially when Sols and Peppor combines. So, attack Peppor first, then Solt, then finally Karsh. You can use Cure to heal your HPs. You can also use some Attack Elements but I prefer the Level 1, 2 then 3 physical attack combination.

#####

After the fight, you'll name the girl. The default name is Kid (she was the one who was with you in the opening of the game). Then, she will ask you if she could travel together with you. Accept her help as her attacks are quite powerful. (If you decided not to go with Kid, Leena and Poshul will join you instead. You can get Kid later at Termina) You will then agree to spend the night in Arni. After waking up, Kid will give you the Tele-Porter Key Item. She will then suggest that you go to Termina. So, leave the house then leave the Village. In the World Map, go north of Arni and enter the Fossil Valley.

#### FOSSIL VALLEY (ANOTHER)

-----

Key Items:

Heavy Skull      Big Egg

Bellflower

Element:

Uplift

Upon entrance, the 2 men will talk to you. Now, move on and go up to the man,



which is in front of the ladder. Talk to him and tell him that you are the exorcist. He will let you go up the ladder. On top, talk to the men again. There are 2 paths to take. Go north first and you'll see a skull come to you. It will join you then you'll receive the Heavy Skull (more like Norstein Bekkler from Chrono Trigger). Now, back at the intersection, head west. Go up and fight the monster there. After the fight, continue moving up and get the Bellflower. From here, you can go south using the skeleton. You'll see a big bird there. Fight it then examine the Egg and you'll now have the Key Item Big Egg. Now, go back all the way up then down the ladder. After going down, head left. You'll see Solt and Peppor again. You have to fight them again. Not to worry, they will make another mistake. It will be an easy battle. After fighting them, you'll receive the Uplift Element. They will then, escape. Follow them and you'll exit to the World Map. Go to Termina, which is west from where you are.

#### TERMINA (ANOTHER)

-----

Key Item:

Hero Medal

This has got to be one of the biggest cities I've seen. Now, right after you enter, you'll see a short scene of a man who wants to buy flowers from the lady. She has none of that flower so the man left. After you regain control of your characters, you can talk to the Lady and she will tell you that the man you saw is Glenn. After talking to the Lady, go right and you'll see the Inn. You can sleep here for 100G. There is also a Record of Fate, or Save Point, inside. After resting, save then leave the Inn. Now, head up the set of stairs. Enter the bar. Just talk to the people here to gain information. A man named Guile is here also. After talking to the people here, leave the Bar. Now, go right and enter Lucy's Store. You can buy new Elements here. If you try to go through the door inside the store, you'll arrive in another room with a man. He will give you a hint about Viper Manor. After buying Elements, exit the Store. Go right until you reach the next area. In the area, there is an intersection. Go Up first. You'll see the Smithy blacksmith shop here. Enter the shop. Talk to the woman in the counter to buy weapons. There a lot of strong weapons here but unfortunately, there aren't enough iron to forge these weapons. Not even copper. Now, go past the lady in the counter and talk to the blacksmith. After talking to him, there is a door to the south west. Enter it. You'll be in a room where a man is. His name is Pierre. He will tell you that he will go to the Viper Manor but he lost his Medal that proves that he is a hero. After talking to Pierre, use the South door. You'll be just outside the blacksmith shop. Talk to the girl who is running. She will tell you that she found something. Kid will tell that girl that she knows someone who is looking for it. She won't give it to you now so let's move on. There is a large house, north from the blacksmith shop. Enter it and talk to the Maid. Enter the room on the second floor. You'll see Van here. Talk to him, then his father, Gogh, will come in. After talking, leave the house and go back to the intersection. Now go right. Examine the dark tent and an elder will come out. It will offer to read your fortunes. He will say something disturbing about Serge and a bit weird for Kid. After reading the fortunes, continue walking/running right. You'll see a mermaid show. Suddenly, a boy comes up and throws stones to the customers. The man will get mad and the boy will run away by boat. The boy's name is Korcha. After that scene, head right and go down the set of stairs that you see.

In this new area, move on. Go past the house and go to where the man and a lady are. The man will come to you ask asks you if you can give the Bellflower to him. You can give it for free, name a price, or don't give it to him. Give it to him for free. Both of them will thank you for your kindness. After a short scene, Glenn and Miss Riddel will leave. Now, head all the way back

where the Inn and the Bar is. Go all the way up the stairs until you reach the statue of Viper. Talk to man polishing the statue. He'll talk about Viper and his Manor. Kid then, suggest that you go there to discover why Karsh and co. wants you badly.

From here, you can reach the Viper Manor in 3 ways (note that you can only choose 1):

1. Now, go to Korcha. To reach him, go to the grave where Glenn and Miss Riddel were. From there, go under the house and around, and you'll reach Korcha. You'll ask him if he can take you to the Manor but he doesn't know how to get there. So, there's one person in mind, Guile. Go back to Guile in the bar. Talk to him and he will join your party. Now, head to Korcha and he will give you a ride to the back of Viper Manor. Go to Viper Manor part 2a.

2. Go back to Pierre and talk to him again. Now, go outside and talk to the running girl. She'll finally give the Hero Medal to you. Now, go back to Pierre and talk to him using the Square button. Give him the Hero Medal. He will then go to Viper Manor. He also doesn't want to go alone and will ask you if you want to go with him. Accept his offer. Now, put him in the lead of your party. Use the Select button. Now, don't go back to Korcha. He won't be there. Instead, exit to the World Map from where you came in. In the world map, head a bit north east to Viper Manor. Go to Viper Manor part 1a.

3. From the Bar, head left towards the next screen. Go to the ship to the north. Go in the door below. You won't be allowed to have access to the top door. Inside the room, Miki will come in and tells you that Nikki has headed off to the Shadow Forest. Miki will have a proposal to you. She will try to make a diversion for you so that the guards at Shadow Forest won't be a trouble for you to enter the forest. After that, leave Termina and head to the east to the Shadow Forest. Go to Viper Manor part 3a.

#### VIPER MANOR (ANOTHER)

-----  
Key Items:

Manor Key  
Aroma Pouch

Items:

Copper            Bone

Equipments:

Bronze Sword            PenDragon Sigil C  
Silver Pendant           Hero's Shield  
Silver Earring           Dragoon Gauntlet  
Dragoon's Honor           2 Bronze Mails  
Bronze Helmet           Iron Vest  
Knee Pad

Elements:

IceBlast            Meteorite  
Brace               Turn Yellow  
Recover All        Revive  
AeroSaucer        2 Uplifts  
ElectroJolt        Heal  
Magma Bomb        TurnGreen

Note: 1a. follows 1. it depends on your choice back at Termina. 2a follows 2 and 3a follows 3. 4 will be where these events meet together.

1a. With Pierre in your party  
-----

With Pierre in the lead, move forward. The guards won't allow you even with Pierre's Medal. Now you can come up with a plan or just charge in! Choosing any of the two won't make a difference except, when you chose to plan you'll fight an extra batch of enemies. The 2 Acacia SGTs. Will give you +1 Growth Level. Move forward and you'll fight Solt and Peppor gain, now with reinforcement.

Boss: SOLT, PEPPOR and KETCHOP

#####

Solt's HP: 80

Peppor's HP: 90

Ketchop's HP: 260

Spoils: Brace, Silver Earring

+1 Growth Level

This is very surprising. On the first move, Ketchop will KILL your lead character. He will do 400+ damage. After that, Peppor will Revive that character so that they can see what Ketchop can do. I agree with Solt, what Peppor did was stupid. Now, head the Revived character. Then, attack and use Elements to beat Solt. In while, Solt will notice that they are losing again. He's right. Ketchop will pound Solt then uses Peppor as a bat. It will hit one of your characters. But, Solt and Peppor will be killed also. Now, it a showdown between you and Ketchop. Just attack him with the Level 1,2 then 3 combination. You can also use Elements. Use Red Elements as it damages more.  
#####

After that fight, get the chest behind the gate for a TurnYellow. Move forward. Your party will then suggest to wait for the night. At nightfall, you'll find yourself near the front door of the Manor. Head north first, beat the guards there, if necessary, and then get the chest for an Ointment. Then, go all the way to the south past the main door then go to the door on the lower right. In the next area, go all the way to the right. There is a door there. Go in and take the chest for a Turn Blue. Exit this small room and go north. Try to get past the green light without being seen. Enter the large door to the north. You'll see a Save Point here. Save your game. Go to part 4.

#### 2a. Infiltrate Viper Manor with Guile (Sonic Boom!!! ... nah)

-----  
As soon as you reach the shore, go up the set of ladders that you'll see until you reach the next area. Keep on moving until you reach the ladder to the right where water shoots out. If you climb up that ladder and let yourself be washed away by the water, you'll be able to get a tablet. Now, head to the ladder again and time it right that you climb up just as the water stops shooting out. After climbing this ladder, you'll see 3 sets of stairs that lead up. If you go up the leftmost ladder, you'll find a Meteorite element on top. Now, go back down and then up the middle ladder. Move on until you reach the next area.

Here, you can climb 2 sets of stairs. Go up the left one first and then take the next left ladder. You'll get a Freefall Trap element. Now, go back down 2 stairs and then go up the right one. Move on until you see another ladder to your left and a ladder above which shoots out water. Go down the ladder which is to the left. Then, go to the far left and go up the leftmost ladder. On top, you'll be attacked by Acacia PVTs. They are not that hard. They will give you +1 Growth also. Now, the lone Acacia PVT will throw a stone at you which fortunately missed. But, the stone went to the nest on the upper right and woke up the Kingmoaman. It will attack the Acacia PVT. Now, go up to it and fight it in order to move on.

Boss: KINGMOAMAN, BLUE AND RED MOAMAN

Innate: Green, Blue and Red

#####

Kingmoaman's HP: 350 (approximately)

Blue Moaman's HP: 300 (approximately)

Red Moaman's HP: 300 (approximately)

Spoil/s: Power Glove, 2 Feathers

+1 Growth Level

They are quite difficult in low levels. First, attack the Kingmoaman as it can deal a much more greater damage to your party than the other 2 moamans. Use your blue elements on the Red Moaman and the red elements on the Blue ones. You can use any attack on the Kingmoaman though.

#####

After this, you'll move on. Now, you will wait until nightfall. Go to part 4.

### 3a. Save Nikki

-----

Upon arriving at the Shadow Forest, head left immediately to the next screen. Here, get the chest for an AeroSaucer. Go down and then left. You'll see a man here (Nikki) trying to persuade the monster by singing. After this, he'll leave. Follow him. Get the chest on the way for an Uplift then continue following him. Now, when you reach the man, he will be attacked by monsters. Help him defeat the monsters. You'll get +1 growth after afterwards. After saving him, he will leave immediately and go behind the small waterfall to the right. Follow him again. Now, talk to him. Your party members will be disappointed at first because not even a word of thanks came out from the man's mouth. After thanking you, Nikki will now join your party. After joining, you'll talk about how to lure the small monsters to remove the monster that is blocking the path. So, you have to get the scent from the bushes that are outside and bring it near the small monsters. It will follow you and lure it to the big monster. To do this, get the Aroma Pouch from the chest first. Then, exit the waterfall. Go to the bush that is above the waterfall. Examine it and you'll see the scent follow you. After that, return back behind the waterfall. Go around the monster so that the scent will be near enough to lure it. Once it moves, leave the waterfall immediately. Outside, RUN to the big monster to the left and watch as the small monster is killed by the big ones. After that, defeat the big monster (it's easy). Then, go left to the next screen. Here, you'll be attacked by Solt, Peppor and one of the 4 Devas, Zoah.

Boss: SOLT, PEPPOR AND ZOAH

Innate: Yellow

#####

Solt's HP: ?

Peppor's HP: ?

Zoah's HP: ?

Spoil/s: Electrojolt, Uplift

+1 Growth Level

Beat Solt and Peppor first by using physical attacks and Green Innate Elements. They might annoy you. After beating the two, use your most powerful elements (except Yellow ones) and heal if necessary. Just beware of Zoah's physical attacks and Techs because it's pretty strong.

#####

After beating them, get the chest that is partially hidden to the north east for a Heal. Then, enter the big tree in the middle. In here, move north. On the way, get the chest for a MagmaBomb. Then, continue heading north to the next screen. In here, you can't get past the water because of the current and

the enemies. So, you have to defeat a wraith on the left cliff and then push the stone to stop the enemies from gushing out. Now, go back to the water and continue heading north to the next screen. Here, there's nothing much to do, so continue heading north and climb the vines at the end. You'll now find yourself in the premises of the Viper Manor. From the well, head right to the next screen. In this area, go all the way to the right. There is a door there. Go in and take the chest for a Turn Blue. Exit this small room and go north. Try to get past the green light without being seen. Enter the large door to the north. You'll see a Save Point here. Save your game.

#### 4. The Meeting Point

---

Now, go up and talk to the man that you'll see. Tell him that you are the helpers. He will then, give you the Manor Key in exchange for your services. Specifically, you have to feed the dragons (they more or less look like a deformed cow to me). Here's what you have to do. You have to go to the leftmost feed station and press X to gather feeds. You are allowed to carry 3 servings at a time. Then, go to a Hungry Dragon and feed it to that dragon by pressing X. You'll know if a dragon is hungry when it starts to growl and shake its head. Now, if you were not able to feed a dragon, it's color will turn reddish. If you failed to feed that same dragon for 4 times, the man will stop you. You can select the number of times you have to feed the dragons. There is a prize waiting for you for each number. Here's the number of times you have to feed the dragon and its corresponding prize.

10 times	= Knee Pad
20 times	= Bronze Helmet
30 times	= Bronze Mail
40 times	= RecoverAll (element)
100 times	= Iron Vest

Although the man will tell you that 100 times is impossible, I myself was able to get to 100! Here's the strategy I did. Every time I'm at the feed station, I always get 3 servings. Now, to make it easier, I always make sure that the 2 leftmost Dragons must be fed quickly. I mean, I should prioritize them more than the first 3 as they are near the feed Station. I almost fainted trying to get to 100 times, and after about an hour and a half, I finally made it. My rightmost dragon is already dark red!

After feeding the Dragons (you can choose any of the 5 choices of number of times to feed the dragons), the man will tell you that you can now get the Manor Key from the cupboard behind him. Get the Keys. You can now open the Main Door. But first, you can choose all 5 choices to win every prize. You can do the feeding as many times as you want. But, you cannot win the prize that you've already won. If you already won in each of the 5 choices, there's no more point in doing the feeding anymore. After that little, let's say Mini-game, head back out and go all the way back to the Main Door of the Manor. Examine it to use the Manor Key. Inside, you'll see a panel to the north and 2 steel doors to your left and right. Examine the panel, it will ask you to turn it to the left and to the right. The code here is random so just try your luck. If you were not able to get the correct code, which I doubt you'll get in your first try, a hole will appear below you and you will drop inside a cage. Kid will tell the guards here that they are chicken! This will agitate the guard and opens the cage. Go out and you'll have a fight with the 3 soldiers. After you win, you will wear the uniforms as a disguise. Now, head to the left steel door. Examine it to open it up. Move in and enter the first door you'll see. Inside, talk to Glenn (the one you saw at Termina with Miss Riddel) until he leaves. After he leaves, there is a chest to the north, which contains a Dragon's Honor. Then, go left to the kitchen and examine the

cabinet behind the cook. You can get a TurnGreen Element. Now, leave this room. Now, head left and enter the door nearest the ladder that you'll find to the left. You'll see Glenn here. Go to the north wall and examine it. The code for the panel in the main room is written here. After knowing the code, head left to the other side of this room and get a Revive element from the chest. Next, use the Save Point near the door. Leave the room then go up the steps to your left. Now, enter the door nearest the stairs. You'll see Harlequin or Harle sleeping. There are 2 chest to the north. Get the Big One (right) for a Turn Black Element. Next, examine the small chest. Here's something new! You'll enter in a battle wherein your enemies are a small and a large chest. They will tell you to choose from one of them. One of them contains treasure. If you got the other one, you'll have to fight the chests and you'll get only Gs after the fight. Now, exit this room. Now, go back to the floor below and use the save point (where you saw the code to the panel) again. After saving, go to where the cage is. Examine the right steel door and move in. Talk to the 2 guards here. They will ask a code from you. Answer with the top option ("I don't know") and they'll let you in. If you made a mistake, you'll have to fight them. Now, go inside. Get the small chest near the entrance. Then, go all the way to the left. Examine the sword, armor and shield. You'll get a Bronze Sword, Bronze Mail and Hero's Shield. Now, check the shining medal on the side wall. Choose to get it (any way you want, just get it). You'll receive a Silver Pendant but you'll get caught in a trap. You'll be in room inside wherein you're inside another cage. You'll meet Luccia here. Oddly, she will let you go. But you'll have to fight her experiment, the Bulbs. They are just moderately hard. Use your most powerful Elements and don't forget to restore your HPs if needed. You'll get +1 Growth after you win. After the battle, Luccia will set you free. Right before you exit, she will tell you that you can come to her anytime if you need help. Now exit the room. Outside, beat the door, which has an enemy on it. After beating it, go inside. If you have very Low HPs, I suggest that you do not go here yet, or restore the HPs of your characters. Inside, you can get a Bronze Helmet, then a Decor Shield off a wall. At the back of the room, you'll see 5 knights. One of them has no shield. If you use the button and use the décor shield on it, the 5 knights will come to life and attacks you. Mind you, they are quite hard. Their attacks slice quite a big chunk of HP. After the fight, you'll notice 2 statue-like panels here. Push the one on the left to the small square near the one on the right. Do this so that the 2 panels will be beside each other. Now, the wall will open. You can't get the treasure in there yet so exit the room. Outside, use the stairs on the right. Now, fight the enemy on the door, which is nearest the stairs where you came from. Go in. you'll see Zoah sleeping inside. Examine the chest, Zoah will then wake up. Talk to him. You can learn from him about the 4 Devas and their leader, Dario. After talking to him, leave the room as you can't get the chest now. In the next room to the left, fight the enemy and then go in. Go in and talk to Karsh (he's the one who tried to capture Serge back at Cape howl). You can talk to him about Serge, General Viper and a small info about the Frozen Flame. After talking to him, examine the chest 20 times to get the Dragoon Gauntlet. Now, leave the room. Go to left until you reach the main room. Examine the panel to the north and use the code you saw from a wall. This will open the door. Go in. When you reach another room, go left and go through the steel door to the left. Don't go up yet. Move on until you reach another tower. In here, go up the spiral ladder. Talk to Marcy (the girl). Then, the prophet will come in. He will then try to explain what happened to Serge. Then, after talking, you'll fight Marcy.

Boss: MARCY

Innate: Blue

#####

HP: 525

Spoil/s: Ice Blast Element

+1 Growth Level

Marcy is quite hard. But, you can take advantage of her Innate, which is Blue. Remember that Kid's innate is red and Red Elements can beat the Blue Innates. So, try to fill the field effect with Red. This will weaken Marcy's Blue Elements and will turn the tide of battle to your advantage.

#####

After the fight, talk to the prophet and he will tell you something about the pillar in the large room. After that, return to the other tower. You'll see Harlequin here. After some dialogues, she will exit the room. Now go up. Examine back of the pillar, which is second to the left of the center of this room. A chair will come down and the guards will come at you. After beating them, go to the chair. Examine it, then push the switch. Go to the door on top.

In here, you'll see 2 doors, a ladder to the right, and a save point to the left. Save you game first and prepare you characters for another boss fight. I suggest that you allocate white attack elements for each of your characters (use these elements: PhotonRay, Meteorite, RecoverAll, Revive). After preparing, eliminate the enemy on the right door. Go in. Examine the shining blue crystal in the table. General Viper and Lynx will come in. Kid recognizes him and wants revenge. After the talk, you'll fight Lynx.

Boss: LYNX

Innate: Black

#####

HP: 820

Spoil/s: Pendragon Sigil C

+1 Growth Level

He's a tough one. You're only advantage here is Serge's Tech (Dash & Slash) and other White Elements (Photon Ray, Meteorite). The problem is, Lynx will use the AntiWhite element that temporarily disables your character to use White elements. Just make sure that your HPs are above 70.

About his attacks, there is one that can cause instant death, the Hell Bound Element. So, make sure you have the Revive Element (I told you that back at the save point). Also, when his HP is low, he will restore 200 HPs. So, be sure that you can pound him with strong attacks or else, you're done for.

#####

After the fight, an FMV sequence will commence. Back in the room, Miss Riddel will come in. Kid will take Miss Riddel as a hostage so that they can get away. Kid will bring Miss Riddel to the balcony. Lynx will be able to fool Kid into looking down. He will then release a sword and it will hit Kid. She will fall down. Serge and Pierre will then follow. When the menu comes up, you can save the game.

GULDOVE (ANOTHER)

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Key Items:

Astral Amulet

Pelvic Bone

After saving, you'll wake up in a house in Guldove. The woman here will tell you that your party is waiting outside. Now, go out the door (not the ladder). Outside, Kid'll greet you. She will keep on talking until he finally fades away. In the doctor's house, the doctor will tell you that Kid has been inflicted with "Hydra Poison".

From here on, you can do 2 things. Either Save Kid from the Poison or not.

Follow the sequence below. I separated the 2 events. You'll also get different characters for your party.

#### I. You plan to save Kid from the Poison

-----

After that, Harle will come in. She will tell you a hint on how to find the cure. After you regain control of Serge, talk to Kid. She will give you the Astral Amulet. Remember the event in Opassa Beach? You'll be able to use the amulet there. Now, back to Kid. After your talk with kid Korcha will now come in. Have him join your party. After that, you'll be outside the doc's house. Now, Korcha will give you time to prepare yourselves, let's do so. Now, you'll see a person here, he will trade your elements with items. After talking/trading with him, he'll give you the Pelvic bone (this has something to do with the Heavy Skull you got back at Fossil Valley. We'll deal with these later). After receiving the Bone, head left and you'll find the Equipment Shop. After buying equipments, if necessary, head left on to the next screen. In this new screen, go to the upper left and go up the ladder. On top, head left to the next screen. Go inside the large tent, which is the Dragon Shrine. Inside, talk to both Chief Direa and Shrine Maiden Steena. Steena will give a hint on how to get the Hydra Humour. Apparently, the only way to get the Humour is to return to the Home World. After talking to both, head back to Korcha and talk to him. Tell him that you are now ready to leave. Korcha will then give you a ride on his boat to Termina. Go to walkthrough part Ia.

#### II. You don't want to save Kid from the Poison

-----

Now, choose NOT to save Kid. Tell Korcha that you can't do anything. Korcha will be pissed at your decision not to save Kid. So, he'll tell you to leave the Astral Amulet in Kid's room. Now, once you regain control of your characters, go to the residential area. From the Clinic, head left to the next screen. In here, climb up the ladder to the left and on the second floor, go right to the next screen. This is the residential area. Now, go inside the door (don't go down the right ladder). Inside, you'll see Korcha. Talk to him. You'll want to borrow his boat but he still won't let you. Then Macha, Korcha's Mom, will come in. Macha can't persuade Korcha to let you borrow the boat, so she borrowed it for you!

After that scene, go back to the docks (near the clinic). You'll see Macha here. Talk to her and she'll tell you to visit the shaman. So, head back to the right one screen and climb the ladder again. But now, go left. You should see a big tent, which is the Dragon Shrine, then go in. You'll automatically talk to Chief Direa and Steena. They will tell you that you might find a clue where it all started, "Where Angels lose their way". But you don't need to as you decided not to find the cure. So, leave the Dragon shrine and head back to the docks. In the docks, talk to Macha and tell her that you're ready. She will then give you a ride to Termina.

#### TERMINA (Another)

-----

Once you arrive in Termina, Macha will bribe the Port Manager. Now, when you regain control of your characters, go to the entrance of Termina, where you saw Glenn for the first time. You'll see Glenn talk to the Flower Lady about Fort Dragonia and that Viper and Lynx went there too. Now, Glenn will leave for Fort Dragonia. You now know where to go next, so head back to the docks to borrow Macha's boat. When you talk to Macha, tell her that you want to Straighten Things Out. So, she will let you borrow the boat. Then, Glenn will come in. Apparently, he also needs a boat to reach Fort Dragonia. Glenn will now try to borrow it from you. But Macha suggests that you go together. And



then, Glenn will agree and will join your party. After that, Macha will now offer you to let her join. Have her in your party! Now, let's go to that island which Glenn talked about. So, on the world map, from Termina, go north to the first intersection of the waterways. Then, go all the way to the right until you see an island with a huge black smoke. Go to its shore and then press X. You'll be in the Hermit's Hideaway. Now continue at Meeting Place #2 in the walkthrough.

Ia.

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#### TERMINA (ANOTHER)

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After Korcha bribes the Port Manager, he will temporarily join your party. After that, you can wander around and buy Elements or upgrade equipments if you need it. Now, go to where you first saw Riddel and Glenn (the place where the sacred sword where the dragoons lie). When you reach the hut a scene of a funeral will commence. After that, you'll see Greco head to the hut. Follow him inside. Talk to Greco and he will now join you party. When you're ready, leave Termina. In the world map, don't forget to fill in the Element Grid of Korcha. Now, save your game. Go to Opassa Beach and head to the Home World. In the home world head for Arni.

#### ARNI (HOME)

-----

Key Item:

Heckran Bone

In here, go to the restaurant, which is the first house from the entrance. Go directly to the back room. Examine the bed that you see and you'll receive the Heckran Bone. Leave the restaurant. You can buy elements or upgrade equipments if you want, then leave Arni. In the World Map, head to the right and enter the Hydra Marshes.

#### HYDRA MARSHES (HOME)

-----

Key Items:

Hydra Humour

Items:

Feather x3

Bone

Elements:

Brace                   CurePlus

BushBasher           AeroSaucer

3 Tablets              Uplift

Equipment/:

Bronze Helmet

Inside, to the man. He will recognize Serge and will let you through. In the first intersection, go right then around to get a chest containing a Feather. Go back to the intersection again then head left. There will be an automatic scene with a ghost here, then your characters will have a short dialogue. After that, follow the ghost to the left to the next screen. You'll see a Wingapede pass through. After that, continue moving left. You can also get the chest here for a Brace. Go left to the next screen. Korcha will notice something, it's a Beeba! It will then attack you. You'll get a Cure Plus and 2 Feathers after the short battle. If you win, he'll give you the Beeba Flute that can call on the Wingapede. He will then tell you that you can use it at a large space. After this Beeba leaves, save your game. Head to the upper right

on to the next screen. You'll see another Beeba here. Challenge him (tell him you're as strong as Mr. Universe) and then beat him. You can now get the chest behind him for a BushBasher. After that, there's still no point in moving to the right now because your characters are still weak on your first play. So, head all the way back where you saw the ghost.

-----  
If you want to get Razzly (if not go to Continuation...):

If you're confident and strong enough, move on to the right. Now, you'll see a wide area the Beeba was talking about. Use your Beeba flute by pressing the Square button. Now, a Wingapede will come and attack you.

Boss: WINGAPEDE Innate: Green ? (I forgot)  
#####  
HP: ?  
Spoil/s: ?  
+1 Growth Level

The wingapede isn't as tough as it looks. Just concentrate on using physical attacks and use your characters' Techs. Heal your party when deemed necessary. You'll eventually beat it.  
#####

After beating the wingapede the floor will crack. Now, don't be afraid and step on the crack. Your party will fall down. Here, you'll see a big Pentapus. Now, go a little bit to the south and you'll see a fairy inside a cage. Free the fairy and the Pentapus will attack your party.

Boss: PENTAPUS Innate: Blue  
#####  
HP: ?  
Spoil/s: Aquaball  
+1 Growth Level

She's rather tough on low levels. Make sure you are equipped with a lot of Red Innate Attack elements so that you can quickly finish her off with minor damage to your party. If any of your party members' HP drops to 0, heal him/her/it at once.  
#####

After beating the Pentapus, Razzly will now join your party. After having one of the cutest character for party, head north and up the ladder to reach the next area. Continue at Continuation #2...

-----  
Continuation...

Move north. You can also get the chest to the right for a Bone. After that, move north to the next screen (you can't go to right as the current of the mini falls is strong). Continue at Continuation #2...

Continuation #2...

In this area, go up the fallen tree trunk and examine the green plant. It will then lower its body down the water. Pass through it. On the way, you can get a chest for an AeroSaucer. Now, go to the upper left towards the next screen. In this new area, just head right to reach another area. You can now save here using the Save Point. After saving, head to the right to meet the dwarves. They will then engage you in battle.

Boss: DWARVES

Innate: ?

#####

HP: ?

Spoil/s: Uplift, Bronze Helmet, 3 Tablets

+1 Growth Level

Here's another tough battle for you. Although you've seen 3 dwarves only, you'll actually battle 6 of them. They are quite strong, especially when they combine their attack. For the strategy, Concentrate Serge in attacking one of the dwarves. Then have the 2 other characters heal. If your HPs are already at Max, that's the time you use the other 2 characters to attack. You can also use elements that damage every foe, i.e. MagmaBomb. This way, you'll wore out more HPs.

#####

After the battle, the chief dwarf will head right. Save first as another battle awaits you. After saving, follow the chief dwarf. Your party will be shocked at what they will see. A real Hydra! You'll now have a battle with it!

Boss: HYDRA

Innate: Green

#####

HP: 700

Spoil/s: ?

+1 Growth Level

This battle will not be too tough nor it would be too easy. Just keep on using the Level 1, 2 then 3 attack and use every attack element in your Grids. You'll eventually beat him without hassle.

#####

After that battle, the chief will say something about the consequences of what you did. After that, he will leave and so are the other dwarves. Examine the dead Hydra. You'll now get the Hydra Humour that will cure Kid. Now, go back. On the way, you'll see a very short scene then you'll be taken automatically to the first section of the Marsh. Exit to the World Map. Go to Cape Howl first.

CAPE HOWL (HOME)

-----

Element:

Heal

Item:

Bone

In here, you'll get 2 chests. One contains a Heal element and the other, a bone. After getting these items, head back out to the world map again. Go to Opassa Beach and head for the Another World again. In the world map of the Another World, head to Termina.

TERMINA (ANOTHER)

-----

In Termina, head back to Korcha's boat. Examine it and then choose to return to Guldove. The boat will then leave and you'll arrive at Guldove.

GULDOVE (ANOTHER)

-----

After you regain control, go to the doc's clinic. Inside, go to Kid's room, which is to the right. Talk to the Doc using the square button and using the

Hydra Humour. After a few moment, Kid will ask for you. Go to her and talk to her. In the next scene, the Doc still can't believe how you got the Humour. The assistant will then tell the doc not to worry about that thing, what is important is that Kid is alright. During the night, you'll see Mel snooping around Kid's room then she will leave the room. The next morning, your party will have a conversation and a short FMV sequence kicks in. After a few moments, Kid will notice that her Elements are gone. You'll then go to the next room to ask the doc. In here, you'll see Mel. She will challenge Kid to find her if Kid wants her elements back. When Kid asks you, always choose to go after Mel and that Kid needs those elements. When you regain control of your characters, head outside the house and go left to the next screen. In here, go left and climb up the ladder. Go left to the next screen. In here, talk to the man guarding the Dragon Shrine. Korcha will ask him if he saw Mel. He didn't see her. So, the only place to go is the Residential Tower. Go to the right to the next screen. You'll see Mel here. Now, go right again to the next screen. In here, you finally got Mel trapped. Afterwards, your party will finally get Mel. After the scenes with Mel and the party, you can choose your party members. Korcha will tell you then that he will be on the boat. Mel will now be a friend of Serge. Now, head back to Korcha's Boat. It doesn't matter if you use the ladder or the door, it leads to the same way. When you reach Korcha, he will leave your party then sends you off to Termina.

#### TERMINA (ANOTHER)

-----

Try to leave Termina. There will be an automatic scene right before you leave. You'll see Glenn and he will speak about the plans of Viper and Lynx. They are headed for Fort Dragonia because Porre already knows about the Frozen Flame. When he finally speaks to your party, he will suggest that you speak to a man, who lives in an island north east of Termina. After that, Glenn will leave. Now, go back to Korcha. You will borrow his boat but he will give 2 conditions. First, you must give him the Dragon Tear if you find it. Second, he wants Kid to be his wife! Kid will refuse! When 2 options appear, choose "just tell him you will", Kid will then kick Serge in the b#@%\$ (Ouch!). After Kid settles it, Korcha will agree. Then, he will ask you if he could join you, so, take him with you! Then, examine the boat. You'll now be in the World Map and you can control the boat. To go to where the old man Glenn is talking about, from Termina, go north to the first intersection of the waterways. Then, go all the way to the right until you see an island with a huge black smoke. Go to its shore and then press X. You'll be in the Hermit's Hideaway. Just continue at Meeting Place #2.

Meeting Place #2...

-----

If you didn't choose to find the Hydra Humour, you'll end up here.

#### HERMIT'S HIDEOUT (ANOTHER)

-----

Element:

Photon Beam

Inside the Burned down Hermit's hideout, you'll see Harle again. He will tell you why she burned down the place. She burned it by Lynx' orders. And that she wants to teach you a lesson. Then, you will engage Harle. She is not touch. Just quite like an ordinary foe. When you beat her, you'll get the PhotonBeam. After the battle, Harle will leave. Radius will now enter the scene. After a short talk, follow radius to his house. Inside, talk to Radius and he will talk about the Frozen Flame, about Viper and Porre. Then finally, he will bring up the topic about the Ghost Ship. After that dialogue, you'll sleep. The next morning, leave Hermit's Hideaway and board your boat. In the world

map, head south west until you see a thick fog. Choose to go through it. You'll then see a scene with the ghost ship.

#### GHOST SHIP (ANOTHER)

-----  
Element/s:

MagmaBurst	AquaBall
Meteorite	FirePillar
Panacea	2 Capsules
Gravitonne	PhotonBeam
HellBound	

After the scene, you'll find yourselves on the deck of the ship. Captain Fargo will then come in. After explaining your situation to him, Fargo will test your skills. First, you'll fight an easy battle with 3 Man-of-Wars. Then, Fargo will call on his pet, Polly the giant bird. This battle isn't too tough either. You'll get MagmaBurst as spoils. Then, finally, you'll fight Fargo. You'll get a Meteorite after this fight. After those fight, you'll feel sleepy. It's because Fargo discreetly inflicted you with tranquilizers. You'll see also a FMV with a Black Panther. Then, you'll wake up in a room with a Save Point. Afterwards, you'll see a scene on the deck where the REAL Ghost Ship appears!

Back to Serge and co. They will head noises above then suddenly a skeleton comes in and attacks. After the fight Save your game then leave the room. The door to your right is locked so go left. Talk to the man sitting here. Then, head to the room to the left of the room with the Save Point. Get the chest here for an AquaBall then leave the room. Outside the room, head left past the stairs and get the chest for a FirePillar. I'll warn about the Wraiths. They always appear out of nowhere so beware of them because they are quite strong. Now back to the walkthrough, head right again and go up the ladder. Up in here, you can't go to the 2 rooms to the left so go right and enter the only door where you can enter. Talk to man and beat the Wraith to get the Panacea. In the upper right corner of this room, examine the Ducts so that you can pass through here to reach the other room to the right. In this new room, get the chest for a Capsule. Then, leave the room and go to the right. Talk to the man blocking the path, TWICE. Then, talk to man who told you that he was the one assigned for the key. He will then give it to you. After getting the key, go back to the room with the Save Point and save your game.

Now, leave the room and examine the right door. It will now open. Move on and go down the stairs to the next screen. Go past the cannons and exit through the door. The man here will offer a drink. Don't accept it because it will just poison your characters. Now, go left and gown down the ladder. Below, go all the way to the right and enter the room at the end. In this new room, go around to the left. You'll see a small cat-like creature. Examine it and it will run away to the left. Follow it then examine it again. It will now run to the south. Now, check below the boxes, which are nearest the ladder. Examine it there and it will run again to the right. Get the chest that you see here for another Capsule. Now go to the bottom left and you'll find the creature here. It will tell you to leave him alone. He wants to see the world and as you are not bad guys, he will offer to join your group. Name him Pip. Note: he was at Luccia's room at Viper Manor before. Now, back to the walkthrough. Get the chest here for a Gravitonne. Now, go right and up the ladder. You'll now be in the room opposite the Cannons. Get the chest here for a PhotonBeam. Then, leave the door through the south door. Here, save your game then head left and up the ladder. You'll see a scene on the deck then you'll fight a wraith. Then, Fargo will need some help and your party will automatically go left. When you see Fargo, he will beat 2 Wraiths. Then suddenly, his arms are injured and cannot fight anymore (I can't figure out if he just feigned or

not). When an option appears, choose 'Aye, Aye, captain'. Go left and fight the boss.

Boss: DEAD HEAD

Innate: Black

#####

HP: 700

Spoil/s: HellBound

+1 Growth Level

Those little things are pathetic. But, when their powers combine, they will sure give you a hard time. For this battle, take advantage of Serge's Elements/Techs. As for the other 2 characters, have them attack physically. If the party gets low on HP, have the 2 characters heal the party. Basically, Dead Head is an average boss. You might have troubles with him, but you'll eventually get the hang of it and beat it.

#####

After the battle, Fargo will suggest to you that you go find the Water Dragon for protection because Mt. Pyre is so hot and you'll get burned (it is really hot in there!). After talking with Fargo, you'll find yourselves back at the world map. Finally, let's head to the Water Dragon Isle in the Home World to acquire the protection from the lava at Mt. Pyre. So, head to Opassa, go to the Home World. Then go Arni.

ARNI (HOME)

-----

Here, go to the docks. Talk to the man here near the boats. You'll be asking him if he can give you a ride to the Water Dragon Isle (because the boat in the world map is not present), then he'll agree for 100g (small price to pay). After paying up, he'll transport you to the Water Dragon Isle.

WATER DRAGON ISLE (HOME)

-----

Key Item:

Ice Breath

Upon arriving, move forward. You'll see the drawves attacking the fairies. They want to claim this area for themselves. Now, after regaining control of your characters, climb the middle ladder and go on to the next screen. Here, go left and you'll see different paths. 2 doorways and 2 ladders. Head down the lower ladder until you reach the next area. Here, save your game. Continue heading down. Move on, until you reach a point where the dwarves will attack you with their most powerful weapon...

Boss: HI-HO TANK

Innate: Yellow

#####

HP: ?

Spoil/s: Knee Pad

+1 Growth Level

This battle will be average. Just use your most powerful Green Elements. Radius and Glenn is a Plus here. Just concentrate on attacking and heal your party members' HP if needed.

#####

After battling the tank, move on to the right to the next screen. Here, you'll see the Blue dragon. Talk to him. He'll give you the Ice Breath which can freeze even gushing magma. He'll also give you his underling, the Frog Prince, which is a summon element. After receiving the Ice Breath, you can now head

back to the Another World and enter Mount Pyre. So, head to Opassa once more and in the another world, board your boat. Head to where the fog was. To the small cave to the left of Fargo's Ship which is the Pyre Shore. Now, enter Mt. Pyre.

#### MOUNT PYRE (ANOTHER)

-----  
Elements:

Magmaburst    Capsule  
Tablet        Inferno Trap  
Eagle Eye

Equipments:

Sky Djinn ring      Magic Ring  
Iron Mail            Gold Earring  
Dancing Shoes

In here, you'll see Laval all over the place. There's no other way through here except by going through it. Unlike the poisoned Marshes, the Lava will deplete your HP to 1 VERY VERY FAST! So try to run as fast as you can. In this first area, you'll be able to get a MagmaBurst and a Tablet. Then, move go onto the next screen. You'll see Solt and Peppor once more! You'll engage them in battle.

Boss: SOLT AND PEPPOR

Innate: Yellow

#####

Solt HP: ?

Peppor HP: ?

Spoils: Sky Djinn Ring, Iron Mail

+1 Growth

This time, they will be talking about Summon and Trap Elements. Surely, if they are successful in their plans, its more likely that you'll lose. But here's what will happen, Solt will make a mistake again! He'll trap Peppor's Strong element. They won't be able to use it now. It's now time to beat them! After beating them. Plain attacks and some powerful elements (Level 3 up) will do them in.

#####

After the battle, head north first as you may have troubles if you head right. In this new area, you can get an Inferno Trap Element from the left chest and a Capsule from the right chest. Now go up using the ladders in the middle. You'll reach a Save Point. Prepare your characters for tough battles ahead then save. Now, go to the right onto the next screen. In here you'll fight the Red Mini-Dragon.

Boss: RED MINI DRAGON

Innate: Red

#####

HP: 850

Spoils: Magic Ring

+1 Growth

This battle is not as hard as it looks. Just make sure that you have Blue Attack elements in your grids. Now, use 2 characters for attack. I suggest Serge and Kid for this purpose. The other party member should just serve as the healer. You won't have any major problems for this battle.

#####

After the fight return to the Save Point and prepare for yet another tough battle. This time it's tougher. After preparing and saving, head to where you fought the Mini Dragon. Move on and you'll see very familiar faces. You'll now

fight the Acacia Dragoons!!!

Boss: ACACIA DRAGOONS (KARSH,MARCY,ZOAH)

Innate: Green,Blue,Yellow

#####

Karsh's HP: 370

Marcy's HP: 300

Zoah's HP: 436

Spoils: Eagle Eye, Gold Earring, and Dancing Shoes

+1 Growth

This is one heck of a difficult battle. Having Acacia dragoons as your opponents is, no doubt, very hard. To beat them, take advantage of their elements. Use Yellow for Karsh, Green for Zoah and Red Elements for Marcy. Try to retain at least Level 2 in your grid. You can't tell when you may need to heal. Concentrate on attack Karsh first, then Zoah and then finally Marcy. Good Luck! You'll need it.

#####

After ze battle they will leave ze place. (I'm beginning to sound like Harle!) Actually, you'll see Harle here. After the short talk you'll see a FMV of Fort Dragonia and then another disturbing FMV where Serge actually stabbed Kid. After those scenes, head north. You'll now be in the world map near Fort Dragonia. Save and then enter the Fort.

#### FORT DRAGONIA (ANOTHER)

-----

##### Items:

Carapace            Iron

##### Elements:

ElectroBolt        AquaBeam  
Antidote            Heal All  
BushBasher         AeroBlaster  
MagmaBurst         Volcano Trap  
Fire Pillar         Gravitonne

##### Equipments:

Earth Charm        Flame Charm  
Sea Charm           Angel Charm  
Daemon Charm       Dragoon Gauntlet  
PenDragon Sigil B

Once you get inside, keep moving north until you come into a large room with a save point. Save first as you'll be dealing with puzzles and mazes here. Now, let's head for the leftmost door first.

In here, move on until you see an eerie blue symbol on the ground. Your main goal here is to examine the pillar in the middle (just as you did way back in the beginning of the game, remember the black pillar you examined at the Unknown place?). Now, this is quite confusing so listen carefully. First, let's call the leader of your current party, the HEAD. The middle party member, the BODY. And the last member, the TAIL. If you can see who is the leader, run/walk straight. You'll then see the arrangement. Now, step on the Blue Symbol. After stepping, your party will be re-arranged randomly. Now determine of the new leader of the party is the Head, Body or Tail of the previous arrangement. To make it a bit clearer, here's an example:

Let's say, before you step in the blue symbol, the party leader is Serge. Therefore he is the HEAD. Then, the middle one is Kid, therefore she will be the BODY. Finally, the last one, is Pierre (for example), therefore he will be the TAIL. Now, after stepping on the blue symbol, your party will be re-arranged. Example, the leader now is Pierre, the middle is Serge, and the last



is Kid. Therefore, your arrange now is TAIL, HEAD then BODY. Because Pierre, Serge, Kid are TAIL, HEAD and BODY of the previous party, respectively.

Now, after stepping and determining the arrangement of your party, go to the room on the left. Examine the panel. When you examine this panel, a stone will move outside, where the pillar is, according to the arrangement of your party. First, get a HEAD, BODY, and then TAIL arrangement. Then, examine the panel. The stone will move in the previous room. So, go back. You'll see right away that a stone wall gave you access to the blue switch. Go and press the switch and the ladder to the right will open. Now, arrange your party so that their arrangement is now HEAD, TAIL, then BODY. Note that if you cannot make this arrangement, you can go back to the blue symbol and your party will be rearranged again. You can also use the select Button to change the arrangement of your party. Now, after getting the HEAD, TAIL and BODY arrangement, examine the panel in the left room again. The Stone wall will now give you access to the Chest with an Earth Charm. Use the newly opened ladder if you cannot reach something. After getting the Charm, create a TAIL, HEAD then BODY arrangement then head to the panel again and examine it. This will now give you access to another chest, which contains an ElectroBolt. Now, create a TAIL, BODY then HEAD arrangement. You can now access switch that will lower the platform where the pillar is. Examine the Pillar and it will disappear. A room will be shown also after you've examined a pillar. Now, head back to the big room with the Save Point. After saving, let's head to the 2nd to the left room.

Here, continue walking/running until you reach 2 chests side by side. Examine any one of them, and the path way will move to your location. Cross through it. Now, you'll see the 2nd pair of chests. Examine just one of them and the path below you will move in front of a door. Now, walk/run to the upper left and you'll reach the 3rd pair of chests. Examine them both, once each. Then, cross the path. When you reach a room, get the Sea Charm in there. Now, head back to the 2nd pair of chests. Examine one of them and the path below will now point to the south. Go back to the 3rd pair of chests. Don't examine them, instead, cross the path. Push the switch at the end to lower the ladder. Now, go through the Big Door. You'll have to fight the Giant gloop here.

Boss: GIANT GLOOP

Innate: Blue

#####

HP: 800

Spoils: AquaBeam

+1 Growth

With Kid on your party, you won't have a hard time against the gloop. Use your Red Innate elements to finish this Gloop once and for all. Don't forget to heal when your characters are low in HP.

#####

After the battle, examine the Pillar. Now, head back to the Big Room with the Save Point. Use the newly opened ladder now, you don't have to examine the chests again. Now, save your game. Let's head for the next one. The door, which is 2nd from the right.

In here, walk past the first ladder that you'll see. Move on until you reach the next screen. Go down the ladder. You'll now notice that there are 3 ladders here. First, go to the rightmost one. Climb the ladder and move on until you reach the next screen. You'll receive an Antidote. Now head back to there the 3 ladders are. Now, go to the southwest most one. You'll get 2 chests here, a HealAll and a BushBasher. After that, go back all the way to the very first ladder that you just passed by when you first entered this from the Big room. Go up to that ladder and move on until you reach a new screen. In here, go around to the left until you reach an intersection where you can

go North or South. Now, go to the north and move on until you reach yet another new screen/area. In this new area, you'll see 2 more ladders. Go down the south ladder first and get the AeroBlaster. Go back and now, go up the north ladder. Continue walking/running until you see another one of the blue switches. Push the switch. The ladder will now be accessible. But before going through that ladder, go left first then north, move on until you see a Big Room. Enter the Big Room. You'll now fight a giant version of the Cybots.

Boss: TAURUSOID

Innate: Green

#####

HP: 1,200

Spoils: Carapace

+1 Growth

He is quite challenging. He is very good at physical attacks. So prepare to use your Healing elements. Although challenging, it's quite simple. Just attack, then use elements, then Heal if necessary. You'll eventually beat him.

#####

After the battle, go back to the Big Room using the ladder beside the blue switch. Save your game once more. Let's now head for the last room, the rightmost one.

Now, move on inside until you reach the WatchKeeper. There are four holes here, lets call them the North Hole, East Hole, West Hole and South Hole. Now, examine the plate below the dragon. Now, notice where the dragon is facing. The plate says that the watchkeeper is facing north. So let's assume that the direction the dragon is facing, is north. Example, if the dragon is facing to the South, then assume now that it is pointing to the north temporarily. Now to enter the East Hole, you must choose WEST. Because the East Hole is to the West from the Dragon's point of view. Got it. Now, here are the descriptions of each hole. In the West Hole, you'll see a Red Save point. Actually it's not a save point, it will actually heal your party's HP and MP. Now, go to the exit. You'll be in a place with 4 doors, one of which is where you came from. Now, go left then up the ladder. You'll be familiar with this place. Go right and go to the Dragon again. Take note again to where the dragon is facing. In the South Hole, you'll find a Flame Charm, a Volcano Trap Element, MagmaBurst and a FirePillar. Go back again. The north Hole only has enemies so don't go there unless you want to fight. The West Hole will bring you to the Pillar. Examine it and then you'll see a new room rise up in the big room. Go back to the Big Room and then Save. Enter the New Door in the middle.

Inside, you'll fight a quite strange enemy that is in front of the white pillar.

Boss: SUNOFAGUN

Innate: White

#####

HP: 365

Spoils: Iron

+1 Growth

This battle will be funny. But keep in mind that he is powerful. Now, Sunofagun will change his mood every time, from happy to sad to angry. His attacks will depend on his mood. Of course, expect the strongest attacks when he is angry. Just prepare your Curative elements. Then when you get a chance kick in some powerful or medium strength attack elements. Just be patient.

#####

Now, Examine the White Pillar. An elevator will be lowered at the back. Use it to go up. Now, you'll see a VERY FAMILIAR place! It's the unknown place where

you started the game. So, it is Fort Dragonia. Now, head to the Black Pillar. You can also get the chest scattered around for Angel and Daemon Charms. In front of the Black Pillar, you'll have to fight another Boss.

Boss: BUNYIP (2 forms) Innate: Red, then Black  
#####  
HP: 400 (1st form), 1,200 (2nd form)  
Spoils: Gravitonne  
+1 Growth

His first form is a little bit pathetic. After inflicting a certain number of HPs, he will revert to a new form and will change to Black Innate. He is Powerful! Have Serge Attack with White Elements and his Techs. Have Kid for support attack and the third character as the healer. Red Elements can also inflict a little more damage. The most important thing, keep your HP up!  
#####

After fighting Bunyip, examine the Pillar. The teleporter is now ready. Head back to the previous room and go to the Teleporter. Examine it and you'll be taken to the top of the Fort. Here, move forward and examine the door. An FMV will kick in once more. This FMV keeps on troubling me. Now, inside the room, you'll see Viper and Lynx. Viper will then attack your party.

Boss: VIPER Innate: Yellow  
#####  
HP: 820  
Spoils: Dragoon Gauntlet  
+1 Growth

This person is big! Actually 6'7". Concentrate on attacking rather than healing. He's got quite a few HPs compared to other bosses. Just heal when necessary.  
#####

After that fight, you'll see something terrible. Lynx will stab Viper. After disabling Viper, Lynx will now attack you.

Boss: LYNX Innate: Black  
#####  
HP: 1,000  
Spoils: PenDragon Sigil B  
+1 Growth

He is now harder than when you fought him back at Viper Manor. He'll use his new Tech to you. The Feral Cats. Use Serge as the front liner for the attack. Have your 2 characters Heal the party. He will eventually go down.  
#####

After a short dialogue, a FMV of a panther will be shown. Then, suddenly, Serge loses it! Then you'll see an evil grin on his face. Serge will now tell kid that it is her chance to kill Lynx. Now, a new battle begins.

Boss: SERGE, KID, Third Party Member Innate: White, Red, N/A  
#####  
HP: about 3500 EACH!  
Spoils: none

Now, this is weird. You'll be fighting as Lynx. By now, you should know that Lynx and Serge actually swapped bodies. Now you'll have to defeat your party! They are strong! And they have a very high HP. Don't waste your elements as

there's no difference if you win or now.

#####

I managed to beat them (of course, I'm in the New Game+ mode). The same thing happens. Kid will hesitate on killing Lynx then Serge will come in and stab Kid so hard, that she immediately dropped to the ground. Serge, I mean Lynx in Serge's Body will tell you to go to the Sea of Eden if he really want to fix everything up. Then you'll see a FMV of Kid. After a while, you'll find yourself on an eerie place.

#### TEMPORAL VORTEX

-----

Elements:

Revive

Items:

2 Mythrils

Equipments:

PenDragon Sigil B

Upon regaining control of Lynx, go around down to the left. You'll see a door here, but it's locked. Cross the fallen branch and head all the way up. It's pretty easy. On top, you'll see a door and a stone. Push the stone down. It will fall on the left side of the falls. Go down to the falls and pass through it to get to the stone. Push it down once more and it will remove the stone blocking the chest. Go back to the first door you saw and go around to the left to get that chest for a Revive (very useful). Now cross the branch again. Notice the fruit hanging from a branch to the right? Go near it and a fruit will fall. The first door you saw will now open and a strange creature will come out. Use this opportunity to go in while the creature is getting the fruit that fell from the branch. Once you get inside, the creature will talk to you. She is Sprigg, a very old woman living here for years. After a short talk, Lynx will sleep. Upon waking up, try to exit the house. Sprigg will call your attention. She will then join you hoping that she can finally leave the place. Then, go down the ladder inside the house first. You'll now be in the save point that you saw earlier. Save your game now. After saving, leave the house and go inside the door at the very top. Inside, you'll meet Harle once more. When an option appears, choose any. Then Harle will talk to you for a while trying to persuade you that you are Lynx now. And she is correct. Nobody will immediately believe that he is Serge. So Serge must accept the truth. Serge's body will now appear on the top floor. To pass this test, if the body of Serge goes in the North room, go also to the North room at the lower floor (remember that you're at the lower floor). After following Serge's body 3 times, you'll end up in a new area. In here, Harle will finally join your party! Now, move on and hit the switch that you'll see. You'll see the paths below. They will change. Move on and get the chests in this area for a PenDragon Sigil B and a Mythril. Go back up and hit the switch once more. The path will change again. Move on. You'll see another Mythril here. Now, head down the Big set of stairs. Move on until you see a Big hole on the ground. Examine it and you'll jump in. you'll be teleported to a VERY FAMILIAR place. It's the Hydra Marsh in the Home World. Now after a few dialogues from your party, exit to the World Map. Head to Opassa Beach.

#### OPASSA BEACH (HOME)

-----

In here, you'll see something very shocking. WHERE IS THE PORTAL?! Harle will then tell you that the missing piece in this world was found therefore the Portal Close. But what about Serge? His body? Sprigg will tell you to go back to your Movver (Ahem.. Mother). So, exit to the world map and head to Arni.

ARNI VILLAGE (HOME)

-----

Element/s:

Heal

Upon entering, the man will be shocked to see a demi-human. After that short scene, go to Serge's house and talk to Marge. Of course, she will not believe right away that you really are Serge. But after explaining, she'll understand. Then, Marge will tell you a short story about the Storm and about your father, Wazuki and his friend, Miguel (Leena's Dad). You'll see that Wazuki is carrying you in a place with an advanced technology. After telling you the story, Radius will come in. He is the chief of Arni. He will then recognize you as Lynx and will begin to fight you.

Boss: RADIUS

Innate: Green

#####

HP: 750

Spoils: Heal

+1 Growth

He is quite easy. There's nothing to worry about. Just use your physical attacks and some Elements and you'll beat him in a short while.

#####

After fighting with him, he'll sense no Malice, or evil in your attacks and then finally believes at what you are saying that he is Serge in Lynx' body. Now, Radius will join your party. It's now time to replace Sprigg. He only has 4 Grids :( After having Radius in your party, leave Arni and go north to the Fossil Valley once more.

FOSSIL VALLEY (HOME)

-----

Items:

2 Mythrils

Infrared Vision Frame

Basically, you really have to pass through here again. Because the Fossil Valley you passed through earlier in the game was in the other world. Now, inside, you'll get new items from chest. Behind the big skeleton where you found Skelly, there is a neat item there, the Infrared Vision Frame. It's time go change the menu! There is also a Mythril from a Chest to the west of that big skeleton. Go to where you got the Big Egg, you'll get another Mythril from a chest. Now, leave Fossil Valley through the left. Go to Termina.

TERMINA (HOME)

-----

Key Item:

Smith Spirit

You'll now see a very different Termina. Go to the left of the bar. The soldier won't let you pass. He'll tell you that you can meet the Commander, Norris, at the Viper Manor. After this, go to the Black Smith Shop. Talk to the Blacksmith twice. He'll give you the Smith Spirit. With this item, you can forge equipments on the world map without the need to go to blacksmith shops and equipment shops. After giving you the item, Zappa, the blacksmith, will now join your party. Now leave Zappa's house and head north to the small house. You'll see a man, painting. He is Gogh. He'll tell you that his son, Van, is on the other room. Go to the right room. You'll see Van inside. When an option appears, choose to hire him. After that, a scene between the landlord and Gogh will commence. The landlord will now ask Gogh for the

payment but they are poor. Van will then bring up the topic about the Frozen Flame, that he will find it. When another options appears, choose to be serious about the Frozen Flame. The landlord will laugh but will still give Van and Gogh a chance. After that, a scene with Van will come in. You'll see him prepare his things, just like preparing for an adventure. His father will allow Van to go with you. Then, have him join your party. After getting Van, leave Termina, have radius in your party then head to the Viper Manor.

#### VIPER MANOR (HOME)

-----

Key Item:

Mushroom

Elements:

Carnivore Trap

Upon entering you'll see a scene with Radius. The place is in shamble. Now, head to the Well to the south. Go in. Upon entering the sewers, go south first to the next screen. You'll see a kid here and a monsters in front of a hole. Go to it and beat the monster. The father of the kid will now be free. He'll give you the Mushroom Key Item. Go south to the next screen. Here, you can find a chest with a Carnivore Trap element. Then, head south once more towards the next screen. In this area, you can see a small waterfall to the right. Notice that there is a hole inside. Go through the waterfall and inside a small cave. You'll see a man here. Talk to him and you'll give him the Mushroom that he oh so loves. But, he will turn into a Mushroom man for some odd reason. Then, Harle will tell him about the Frozen Flame that has the ability to change him back. He will then join your party. Name him Funguy (default). It think, it's not pronounced as Fun Guy, but Funguy like Fungi. Mushrooms are fungi, FYI. After joining the party, you can get the chest for a Forest Charm. Leave the waterfall then head back to the place below the well, where the 2 soldiers are. There is a waterfall to the left. You can go up to it and enter the sewers by using the steps beside it. Inside, you'll find yourselves in the sewers of the Viper Manor. In this area, you can get a Mythril Helmet. After getting that helmet, go around to the left and go up the ladder at the top left area of this area. Now, go to Norris. He will be amazed that you are actually not Lynx. He will then tell you how Lynx came in contact with Porre and that he is the one sent by Porre. He will tell you also that Lynx went to the Dead Sea. He suggest going to Marbule to gain more info about the Dead Sea. He will then join your party. After joining, you'll be taken automatically to the port area of Termina. Board the boat to the left, not the Ship. In the world map, go to Marbule, which is an island to the South East of the map.

#### MARBULE (HOME)

-----

Upon entering Marbule you'll see a few people inside. One of them is the Great Explorer Toma Levine (He was also the great adventurer from Chrono Trigger). You can ask about the Village, about the monsters that are lurking around, also about the Dead Sea. He will also tell you about the sound of a crying woman outside. After talking to Toma, head to the small house and sleep there. During the night, your party will hear the woman. Choose to check it out. Once you get out of the house, you'll see a silhouette of a mermaid. Then, Toma will come in. He will talk about S.S. Zebess and about it's captain, Fargo. He will hint you about the attitude of Fargo. After that scene, you'll wake up in the house. Leave the house and you'll see the Mermaid. She will go with you to the ship. Although, she will not join your party yet. Now, leave Marbule and use your boat to go to the ship S.S. Zebess.

#### S.S. ZELBESS (HOME)

-----  
Key Item:

Fiddler Crab

Equipment:

Mythril Helmet

Once you reach the ship, go up to the deck then head right and down the ladder to the cabins. Below, enter the first door that you'll see. You'll meet Miki, the backup dancer of Nikki. After that, leave the room and head left and go down the ladder. To the left of you is the Inn, you can sleep or save there. After saving, if necessary, go to the room, which is on the right of the ladder. Inside, go near the stage and you'll automatically watch a magic show. Sneff will first show his levitation magic with the woman volunteer. After that, a man still won't believe him. So he turned him into a cat. After the show, leave the room. Go right and enter the 3rd door. The room next to the magic show room will be locked. After entering the third door, ask for the sage of Marbule. A demi-human will leave the room. Leave the room too. You'll see the demi-human go through the door. You can't follow him because you must have permission to do so. The man will also tell you that the man you saw was actually the Sage of Marbule himself. After knowing that, go left and up the ladder again. Above, go left and go to the room on top. Talk to Fargo. You'll then see a scene between him and the mermaid, Irene. After the scene, talk to Fargo and you will now ask for permission to go to the Grand Slam. He won't give you permission yet. You must defeat him at the casino. Accept his challenge, then follow him to the casino, which is the door, just below the captain's room. You have to win the roulette. The one who ends in South will lose. You will not win in this match. Fargo will then take your boat as prize. After Fargo leaves, your party will smell something fishy about the roulette. Go to the Inn. You'll notice that there is a ladder behind the counter and the man in charge of the Inn comes up the ladder often. You have to be small and sleek in order to go up without being noticed. So, go back to Sneff. You'll now volunteer and you'll all be turned into cats. After you regain control, Sneff will catch you. You'll find yourselves in the staff room of Sneff. Sneff will apologize to you because he has a bad back and cannot stand up, therefore, he can't change you back to normal. After you regain control, you can go through the wall to the Magic show room. You'll see the hole when you reach the other room. Now, leave the room and head to the Inn. Go behind the counter and go up the ladder. You'll see a scene where Sneff loses again. Then, you'll see that the Casino Table is controlled below. Go to it and examine the shining handle. You'll now receive the handle as proof that there is cheating. Go back to the Staff room of Sneff through the hole in the Magic Show Room. He can now stand up and he'll turn you back to normal. Go back to the Inn and Save. After saving, head back to Fargo's room and challenge him again. Now, go to the casino. He will now lose. He will then notice that you have discovered his secret. He will now give you back your boat and his permission so that you can go to the Grand Slam.

From now on, you can play in the Casino for prizes. The rules are:

If the pointer is to the North, your points will be doubled

If the pointer is to the East, you'll receive 50 points

If the pointer is to the West, you'll be deducted half of your points

If the pointer is to the South, you lose

Here are the prizes:

Rank 1 (from 10000 pts. Onwards): Rainbow Shell

- when you win again, you'll receive Denadorites instead.

Rank 2 (between 5001 to 10000 pts.): Mythril

Rank 3 (between 1501 to 5000 pts.): Iron

Rank 4 (between 500 to 1500 pts.): Copper

Leave the Casino and head to the right and you can now enter the door to the Grand slam. In this area, you'll see 3 doors to the south. Go in and out of the 3 doors and catch the Sage. When you finally caught up to him, ask about the Sea of Eden. Then, tell him that you'll have to use Brute Force if that's what's needed. Now you'll have to fight the Sage.

Boss: SAGE OF MARBULE

Innate: White

#####

HP: 1,500

Spoils: Mythril Helmet

+1 Growth

He has a quite nasty collection of Elements. There will be times that he will use a TurnX Element on your party members and will use an attack element which has opposite Innate. Just concentrate on attacking. He only has a low HP so you really don't have to worry about him. Attack, then Heal if necessary.

#####

After your battle, Nikki will come in. He will ask the sage if he could teach him how to sing the Song of Marbule. Note: Nikki is a HE not a SHE. Thought he was a girl eh? Now, the Sage will tell Nikki that he still have to mop the floors, while humming a song. Nikki will be delighted to know that. Then, Nikki turns his attention to your party and invites you on his ship. So, save your game at the Inn. Head all the way up to the Deck of the ship. Do not leave Zelbess yet. Go left and go up the ladder and you'll see a man up there. Talk to him and he will let you hop on the platform. You'll now be on Nikki's Ship.

Go to the first door that you'll see. Everyone is here, the Sage, Nikki, Miki and Irenes. Nikki will then plan on how to liberate Marbule from the monsters that are lurking around. They will sing the song of Marbule together with the other demi-humans on Zelbess. That time, you and your party will have to terminate ALL monsters at Marbule. But you'll have a problem, Fargo won't let go of Nikki's ship. So you have to come up with a plan as to whom will Fargo succumb. After Nikki leaves, talk to Irenes. Have her join your party. Have her in your main party. Then, have her lead the party. Try to talk to Fargo. He still won't be persuaded to release Nikki's ship. Then, go to the casino. You'll see Sneff on a winning streak! He can now pay off his debt to the captain. After that, have him join your party also and bring him with your main party. Talk again to Fargo and still, you can't persuade him. After doing that, it seems that no one can persuade him so go back to your boat and leave S.S. Zelbess. We'll come back here later. In the world map, go to the Sea of Eden. It is to the east. The place where a big whirlpool is. Enter from the south of it. But it is blocked. Remember what the sage gave you? Now, press the square button and use the fiddler crab when you see the words "Sea of Eden" on screen. The path will now open up and you can go in Death's Door.

DEATH'S DOOR (HOME)

-----

Before entering, bring Radius with you. Inside, you'll see the Masamune, which won't allow you to come in. Radius will tell you that the Einlanzer is the only sword that can match up with the power of the Masamune. But before getting the Einlanzer, Radius will tell you that you must head first to the place where he and Garai once trained. Then, after getting that item, you can head to the Isle of the Damned for the Einlanzer. Leave Death's Door and head to the Hermit's Hideaway.

HERMIT'S HIDEAWAY (HOME)

-----



Key Item:

Garai's Keepsake

Upon entering, you'll see flashbacks of Garai and Radius training in the field. You'll also see another scene where Radius took the Masamune Blade. Radius will then tell your party what the purpose of the Masamune is, that it brings out the hatred and sorrow of whoever touches it. After that, Radius will tell you to wait for him. Just wait for him, don't move. He will then come back with Garai's Keepsake. Then, you'll be taken to the world map. Board your boat and go east to the Isle of the Damned.

ISLE OF THE DAMNED (HOME)

Equipments:

Dragoon's Honor

Earth Charm

Key Item:

Einlanzer

In here go to where the fiery enemy is. Have a fight with it. After you win, you'll notice that it explodes! It can open blocked doors! In this area, there's another blocked door to the North West. Go near the fiery enemy and have it follow you to the blocked door. Just stand in front of the cave and wait for the enemy to come to you. After beating it, the cave will open and you can get the Chest for an Earth Charm. After getting that equipment, go to first door that was opened here, it's to the west, then to the next screen. In this area, you'll see a large skeleton to the left. Walk INSIDE the RIBS. Go south in there to the next area. Move on north until you see a mirror. Stand in front of it and use the Square button and select Garai's Keepsake. The mirror will turn into a liquid like thingy and you can now pass through it to the next screen. In here, go in the fiery cave. In the next area, you'll now see the Einlanzer. Examine the tablet on the ground. Then, a flashback to what really happened to Radius and Garai. Radius has the Masamune and it brought out the jealousy of Radius. It drove him mad and he stroke Garai from behind. Garai fell on the spot. After this, Radius throws the Masamune and he will grieve for what he has done. Then, in front of your party, Garai will show up. You'll have to fight him to prove that you are worthy for the Einlanzer.

Boss: GARAI

Innate: White

#####

HP: 1,987

Spoils: Dragoon's Honor

+1 Growth

He is big and strong. With the Einlanzer, he packs physical attack so hard on your party that one of them might be incapacitated. Have Lynx use his Techs as he will be in an advantage over Garai. Have Radius support the attacks of Lynx. Meanwhile, have the third party member, whoever he/she is, ready to heal the party anytime.

#####

After you win, you've proved your worth to Garai. The Einlanzer will be yours. Leave the Isle. Then, go back to Death's Door.

DEATH'S DOOR (HOME)

Inside, move forward to where the Masamune is. Radius will use the Einlanzer and the Masamune will be gone...for now. Go north and you'll finally see the Sea of Eden. This is just like the world map so you can save your game now.

After saving, go right to the Highway Ruins.

#### HIGHWAY RUINS (SEA OF EDEN - HOME)

-----

##### Elements:

Capsule  
Nimble

Upon entering, go up the ladder. There is an intersection there where you can either go North or South. Go south first and get the chest there for a capsule. Then, go back to the intersection and go north towards the next screen. Move on to the right and you'll have to fight Highway man.

Boss: HIGHWAYMAN

Innate: Black

#####

HP: 2,000

Spoils: Nimble

+1 Growth

He is pretty easy, even if Lynx has a Black Innate. You can give him high damage from your physical attacks. You can also use your White Innate Attack Elements as support. And don't forget to heal from time to time. Make sure your HPs are at MAX, or just near it, and you'll have no trouble at all.

#####

After that battle, move on and you'll reach the other side of the Highway Ruins in the Sea of Eden. On the map, you can get an AntiYellow element. After getting the element, go to the City Ruins.

#### CITY RUINS (SEA OF EDEN - HOME)

-----

Upon entrance, go to the right for a Resistance Belt. Then, go inside the small dome in the lower right area. Inside, press the Examine button (X) and you'll get a pair Kung-Fu Shoes. Now move southward until you exit to the Sea of Eden again. In this area, you can go to the Tower of Geddon now. But before doing so, get the chest in this area for an AntiGreen. Go to the Tower of Geddon.

#### TOWER OF GEDDON (SEA OF EDEN - HOME)

-----

##### Key Item:

Prop Sword  
Medical Book

##### Elements:

Purify            SealAll  
HealAll

##### Items:

2 Feathers  
2 Mythrils

##### Equipments:

Trashy Tiara

Inside, always remember that there are 3 floors in this area alone. Now, go up the escalators and on the 2nd floor, head left, go around and get the feather. Return to the escalators. Now, go to the 3rd floor and go left. Examine the switch at the end. Pick 1F. The elevator to the left will now go down to the first floor. Go back to the escalators. Down go down yet. Head right and get a Mythrill at the end. Then, head back to the escalators and head to the 1st floor. Go left and go to the elevator and examine the chest inside it for a



area, Miguel will then tell you that you are the Chosen one by Fate. It now seems that you can no longer leave the place. But the Sky Dragon will come in and rescue you. You will now see a FMV of the destruction of the Tower of Geddon. As well as the other structures at the Sea of Eden. After the FMV you will know that you need the 6 Dragon's Relics in order to enter the Pearly Gates. After the short talk, you'll find yourselves in the World Map, near Marbule. Now, go to Opassa and head to the Another World. Upon entering the other Opassa beach, you'll see a boy chased by spirits. Your party will then be able to disperse the spirits. The boy will now tell you about a certain Serge that seeks the destruction of El Nido. After that, leave Opassa Beach and head to the Fossil Valley. Just pass through here to reach Termina.

#### TERMINA (ANOTHER)

-----

In Termina, go to the Bar. The bartender will open the door to the left. Inside, examine the wall to reach an area behind the bar. Inside, you'll see Karsh and Zoah of the Acacia Dragoons. They will believe who you really are because they saw and know what happened at Fort Dragonia. They will then join forces with you, temporarily, to save Riddel. They also tell you that Marcy is with Viper right now who is resting. Now, choose from Karsh or Zoah. Either of them will do. After that, try to leave Termina. On your way to the exit, you'll see Norris. You'll have a short talk then when you regain control of your party, you can now leave Termina. Head to the Viper Manor.

#### VIPER MANOR (ANOTHER)

-----

##### Elements:

Turn Black      FreeFall  
Nimble

##### Item:

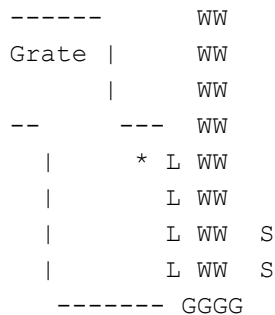
Humour  
2 Mythrils

##### Equipment:

Elbow Pad

With Lynx with your party, you are allowed to enter the Manor. Go to the Main Door. You'll see a scene wherein Riddel is under the custody of a Porre Officer. Norris is also in this room. You'll also see Grobyc, an android from Porre. After regaining control of your characters, go to the left steel door. Enter the leftmost wooden door. You'll see Norris inside. You will now talk about Serge and Lynx and then the plan to rescue Riddel. Norris will give you the prison key. Your party and Norris will then agree on meeting at the main hall after the rescue. After Norris leaves, get the chest for an TurnBlack Element. Leave the Room. You'll see a scene where the cook turns into the Hell Cook. After that scene, go down the stairs to the left. Below, you'll see 3 doors and a Grate. Examine the Grate and choose to go down. Go right into the waterway. You'll be swept due to the strong current, so, you'll have to minimize the current somehow. Now, in this area, go up the first 2 sets of stairs. You can choose to either go right or to the lower right to the waterways. Go right first and head all the way to the north to get a Humour from the chest. Now, go left from the chest and push the barrel that you see here. Now go back and go to intersection and into the waterway. In the water ways, go right and you'll see an intersection of waterways, to the right, to the North and to the South. Go right first until you come into a new area. Examine the bars and the monster will panic and the chest will fall into the water. Now head back to the waterway intersection. Go all the way to the north and push another barrel into the water. Go back to the where you pushed the first barrel, it is still on the ground, push it into the water. You'll now see the 2 barrels lining up to make a path for you. Go to the 2 barrels and

walk over them. Head left to the next screen. Here, examine the valve and tighten it. The waterways will now be partially blocked. Now, head right to the previous screen. See the ladder to the north? That's our next destination. Head down to the waterways and go around to reach that ladder. When you reach the ladder, get the chest just a little bit to the south of it for a Denadorite. It is somewhat hidden below the waters. Go up the ladders. Above the ladder, you'll see the prison area itself, but you cannot enter it from there. So go up the ladder to the left (go up, not the ones from the sewers). Now, in this area, you'll see the cage where you fell in early on in the game. Go left through the steel door and go down the grate again. Now, the water flow is mild. Here's a diagram to where you must cross the water.



Here's the explanation. Grate is where you came in (the grate of course). Now, the asterisk (\*) is where you should be. The L's will be the steps. WW is the water. GGGG is where the gate you closed by using valve. The S is the place that you must reach. From the Asterisk (\*) RUN to the right while pressing the UP button on the Directional Pad. You'll be able to cross the waterways and reach a new section of the sewers. Whew!

Now, move on until you reach a place with a big intersection. There are 2 doors to the right. 2 Ladders to the left and a path leading to the upper left. The waterway is in the middle. Go to the upper left path first and examine another Valve. Now, Open it. Now, return to the intersection and head to the ladder to the Upper Right. In here, tighten the valve that you'll see. You will see the gate move below. Then, go back to the intersection. Go to the lower left ladder. You'll reach the place where the valve you just opened so that you can now go to the waterway. Go into the water. Go right all the way to the next area. In this area, the waterway will be blocked. Go up the 2 sets of stairs. Now, go to the lower right and get the chest for a Nimble. Now go into the water again. Go left and go up the ladder that you'll see. You'll be in front of the valve when you get on top. Examine the valve and open it. The gate will move again revealing a new path. Go down the ladder and to the new path. There is a ladder here, but you'll have to fight the Roachester first.

```

Boss: ROACHESTER                               Innate: Blue
#####
HP: 1,245
Spoils: Elbow Pad
+1 Growth

```

This one is eeky! Yet so strong! Beware when it uses its Jitterbugs. They are harmful. Use Red Innate Elements and prepare to heal numerous times. You can also use your character's Techs. They deal quite a decent amount of damage to the Roachester.

```
#####
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After the battle, go up the ladder. You'll see yet another 3 ladders. Go up to the rightmost ladder. You'll see Fargo. He'll thank you for saving him and will help the other prisoners out. Leave the jail cell through the door. Don't go back down. Now, go right and SAVE! No, go in and you will see Riddel. But,

you'll have to fight the Hell Cook first!

Boss: HELL'S COOK

Innate: Red

#####

HP: 2,800

Spoils: Gold Pendant

+1 Growth

He is not that hard. Same strategy applies. Level 1,2 then 3 physical attacks. Use elements if you have the chance and heal when the HP gets low. There's no problem in beating him.

#####

After the battle the soldiers will run out. Orcha, the cook, will then join your party. He was given some spices that when you hear a bell, you'll go nuts! After saving Riddel, you'll automatically be taken to the Main Hall of the Manor. Riddel will tell you to go to the Hermit's Hideaway. Then, Norris will tell ask you to distract the soldier for them to make an easy escape. Norris and co. will now leave. After regaining control of you characters, go up the big room. In here, you'll fight 3 pathetically pitiful soldiers! Heh! But, after that you'll have to fight the Bionic Grobyc.

Boss: GROBYC

Innate: Black

#####

HP: 2,800

Spoils: FreeFall

+1 Growth

Although Grobyc is very strong, you can just beat him by using the Level 1, 2, then 3 attack technique. You can also add in some Elements. Use your white elements, especially PhotonBeams.

#####

After beating Grobyc, the Porre officer will panic and will call for a big reinforcement, and I do mean BIG! Fight Guillot!

Boss: GUILLOT

Innate: Yellow

#####

HP: 1,101

Spoils: Mythril

+1 Growth

Just when you thought you are facing a weaker enemy. He is incredibly strong! With that flaming sword, it can easily cut of half or more than half of your characters' total HP. Although Guillot has a quite few HPs, use your most powerful elements to tear him down and you'll eventually beat him. Heal every time!

#####

After beating Guillot, your party will start to leave. But, to your surprise, Guillot stood up again. You will then automatically run to the right towards the tower where you saw Marcy and the prophet. When your party reaches the higher floors, Guillot will catch up with you and you'll have to fight it. Not again!!!

Boss: GUILLOT

Innate: Yellow

#####

HP: 1,101

Spoils: Mythril

+1 Growth

Just like before, use your most powerful elements to tear him down and you'll eventually beat him. Heal every time!

#####

After beating Guillot, it won't give up yet. You'll then climb up the ladder. Suddenly, Guillot jumps up and threatens your party once more. Grobyc will now enter the scene and helps you by cutting the rope, plunging Guillot and Grobyc to the ground. Then, Porre soldiers will come in. You'll have to jump through the window to escape. Do so. You'll fall in the Dragon's Stables. The man here will also help you leave the place. He will let loose the dragons and they will stampede and crush the soldiers outside. After that scene, Grobyc will now join your party, seeing that you are strong. After that, you'll be automatically taken to the world map. Now, use your boat to go to the Hermit's Hideaway.

#### HERMIT'S HIDEAWAY (ANOTHER)

-----

Inside, go down the ladder to Radius' house at the end. In here, if you have Radius, he will have a short talk with the other Radius from the other world. After that, talk to Zoah, Karsh, Marcy and then finally, Riddel. She will then join your party. After joining, she will ask if you want to rest. Do so. After resting, you'll hear a loud sound outside and you'll also hear a VERY FAMILIAR voice. It's Kid! Serge will now go outside. You'll see Kid trying to kill Serge. Then Dark Serge or Lynx will enter. He will tell you that, there is no escape. Suddenly, Fargo will come in with his pet, Polly. They will carry you out of Hermit's Hideaway. After that, you'll find yourselves at the ship of Fargo.

#### S.S. INVINCIBLE (ANTOHER)

-----

You'll see a scene where Serge will be alone on the deck. He will be reminiscing the times when he was still with Kid. After that scene go down to the cabins. You'll see Fargo and Viper ready to square off. Viper will then see Serge and will talk to him. He will tell you that Lynx has made it to the Sea of Eden. He will then join you. So do Fargo, Marcy and Zoah. After joining, you'll automatically be brought to the Sea of Eden. In here, you will be told that this is the Pearly Gates. You need the blessings/relics of the 6 dragons so that you will be allowed to enter. Also, you will know that the entrance through the pearly gates is found in the other world. After this, Harle will ask you something. It doesn't matter how you answer. She will be talk to herself at the deck of Fargo's Ship and she will leave your party permanently. Now, go back to the Home World and go to Fargo's Ship and bring the Fargo in your party.

#### S.S. ZELBESS (HOME)

-----

With Fargo in your party, go talk to the Fargo in this ship. Your Fargo will be able to convince the Fargo of this world to head to Marbule. Now, S.S. Zelbess will tag along the ship of the Magical Dreamers to Marbule. You'll see a scene where the Sage of Marbule and the other Demi-Humans sing the song of Marbule. After that, the concert of Nikki will start. I'll just give you a brief description of the concert. The concert's plot is, in my opinion, the same as what happened to Fargo and Zelbess. Zelbess once thought that humans and Demi-humans can live together in harmony. Then she met Fargo in a ship. Just as the play did. And the song of Marbule will be taught. You'll also see Nikki, put a much more lively rhythm of the Song of Marbule (the Song of

Marbule was already lively). That's basically the concert. After the concert of Nikki, your party will be heading towards the boat to go to Marbule. Fargo will then receive his Tech, Invincible. Once you board the boat, you'll be taken automatically to Marbule. Here, you'll have to beat ALL the blue monsters (Lagoonates), to finally liberate Marbule. There are 9 of them. 7 are in the first area, and the other 2 are the back. You'll hear the sound of the dragon after you've beaten every monster. After that, you've liberated Marbule!! Now, exit to the World Map. Save, and head to Opassa to the 'Another World'. Then, use the boat and head to Guldove.

#### GULDOVE (ANOTHER)

##### Key Item:

Sapphire Brooch  
Pelvic Bone

##### Item:

Mythril

upon entering, you'll see Orlha fight off Porre soldiers. Their leader will tell you to help them beat the girl. They thought that you are really Lynx. Then, Orlha will come in and fight you.

Boss: ORLHA

Innate: Blue

#####  
HP: 1,800

Spoils: Mythril  
+1 Growth

She is much tougher than she looks. Just concentrate on attacking and using strong Red elements against her. She'll go down in no time.

#####

After fighting, you'll order the Porre Officer to pull back. Then, a scene with Orlha will commence. You will explain to her how you got your body and that you are really Serge. She will give you the Sapphire Brooch. When you return to your body again, show it to her and she'll help you in your journey. Now leave the clinic and head to the Dragon Shrine. Talk to Direa and Steena about the Dragons. Now after receiving info, head back to the boat. Before leaving, talk to the trading man here and he'll give you the Pelvic bone. Now leave Guldove. Let's start the quest for the 6 Dragons. In the world map, head to the Hydra Marsh once more.

#### HYDRA MARSH (ANOTHER)

##### Key Items:

Ancient Fruit    Good BackBone  
Safety Gear      Life Sparkle

##### Elements:

FreeFall  
Hydra Shadow (Tech)  
Tablet

Go to the area where you saw the Beeba who gave you the Beeba Flute. You'll see the Beeba in trouble so help him. After saving his life from the other monsters, he will give you the Ancient Fruit that can tame even the wildest among the Wingapedes. After receiving the Ancient Fruit, go to the area to the right. Get the chest in this area for an Electrojolt then head to the upper right until you reach yet another area. Talk to man here and he will give you his spare Safety Gear. Now, you don't have to worry about walking through the poisoned marshes. Now, see the big hole in the middle? Jump in! At the bottom,



you'll fight the De-Hydrate.

Boss: DE-HYDRATE

Innate: Black

#####

HP: ?

Spoils: Freefall

+1 Growth

He isn't tough. Just use the regular Level 1, 2, then 3 combo and punch in some nasty elements to easily beat this monster. Try to use as much white elements as you can. Also, you can trap a BlackHole Element from it.

#####

After the battle with the de-hydrate, you'll receive the Hydra Shadow Tech. After that, get the chest at the bottom for a Pendragon Sigil B. Now, leave this area and you'll be back at the Marshes. Move on to where you fought the Hydra way back in the beginning when you were trying to save Kid from the poison. Fight the enemies here. Get the Life Sparkle from the chest in the middle. You'll need it to get one of the characters in the game. After retrieving the Life Sparkle, head back to the Save Point. Then, go south to the next area. In here, go south to the 2nd intersection where you can go either North, East, South, or West. Go east first and go inside a small cave opening. Once inside, press the examine button (default is X). You'll get the Good Backbone. You'll also see a chest here, right? There is a Tablet inside. From this chest, head south until you reach the next screen (don't go back to the intersection). Get the chest here for a Copper then go down the small waterfall to the left. You'll now be able to exit the Hydra Marsh. Do so. In the world map, go to Opassa and head once more to the Hydra Marsh at the Home World.

HYDRA MARSH (HOME)

-----

Elements:

AeroSaucer

RecoverAll

Go to where the Beeba once more. Move on and save at the save point. Go to area where you got the Safety Gear (it is a wide-open space). In here, blow the Beeba Flute by using the square button and selecting Beeba Flute. The wingapede will come and attacks you.

Boss: WINGAPEDE

Innate: Green

#####

HP: 430

Spoils: AeroSaucer

Another weak boss. Just attack! Attack! And attack again! :) He won't give you any problems at all.

#####

After beating the Wingapede, the floor will crack. Walk over it and you'll fall down. In here, you'll see the monster. Fortunately, it was knocked unconscious by your fall. After regaining control of your characters, get the chest in this area for a RecoverAll. Now, leave the Hydra Marsh just as you did a while ago. When you reach the world map, go in Hydra Marsh once more!

Go back to where the Beeba was. You'll fight another set of Beebas here. After fighting it, it will tell you to go to his friend at the next area. Save first then go right to the next area. There's a new Beeba here. Talk to it and it will tell you that you can blow the flute here. After talking with the Beeba,

blow the flute right away. The wingapede will now come in. This time, you will be able to tame it. On the world map, you'll be riding the wingapede. Just press left and you'll head to Gaea's Navel. When you are already on top of Gaea's Navel, press X to enter it.

GAEA'S NAVEL (HOME)

-----

Key Items:

Green Relic

Element/s:

Inferno

Genie

Equipment:

Green Brooch

Resistance Ring

Items:

6 Denadorites

Upon entering, you'll be greeted by a Cave Woman by the name of Leah. She reminds me of Ayla from Chrono Trigger. After a short talk, she will join your party. To get the chest that you see here on top of a ledge, you have to go right. The tree will cover your party. During this time, press up and left to go around and get up the ledge. Get the chest for a Denadorite. Now, head back to the large area where the Wingapede dropped you off. Go left and go up the ladder to where Leah jumped from and get the chest for a Green Brooch. You'll have to fight Pterodacts here. Go back down. To be able to reach the Dragon, you have to fight as many enemies as you can in this place. So, just keep on pounding every enemy you meet. Now, from the ladder, head left towards the next screen. In here, save your game. Then, get the chest to the north for another Denadorite. Now head left (don't go back down to the save point) and go down the Stone Ladder (I'll use this term for the ladders here at Gaea's Navel). After getting down the stone ladder, go right and get another chest for yet another Denadorite. After that, go all the way to the left to the next screen. In here, go left past the ladder and get another Denadorite. Go back and climb up that Stone Ladder. Then, go right to the next screen. Get another Denadorite (there sure are a handful of them!). Go left back to the previous room. Go up the Stone ladder that you see here. Get another Denadorite and fight another batch of Pterodacts. Go down this stone ladder. Go around to the right, up the ramp, so that you can cross the bridge that you see to your left. You'll reach another area after crossing that bridge. In this area, go up the stone ladder. Head left to the next screen. In this new screen, which is where you started, go down the vines. Now, go left again to the save point. Before saving though, head up the stone ladder just beside the save point. Get another Denadorite and fight another batch of Pterodacts. Go down and Save your game. Now back right to the first area. You'll notice that it's quite quiet around here. Then, you'll have to fight a boss.

Boss: TYRANO & PTERODACT

Innate: Red

#####

HP: 1,600 (Tyrano)

Spoils: Resistance Ring, Inferno

+1 Growth

Although considered a boss, they are pretty easy. Tyrano's advantage is his HP. Just use physical attacks and you can beat them easily. Use your Curative Elements if every you need it only. Tyrano is quite small here compared to the ones in Chrono Trigger

#####

After that fight, Leah will notice something and runs to the north. After

regaining control your characters, I suggest you save first as a VERY tough battles lies ahead of you. After preparing, follow Leah. In this new area, you'll see the Green Dragon God. Go to him and tell him that you're seeking the blessing of the Dragon. Now fight!

Boss: GREEN DRAGON

Innate: Green

#####

HP: 3,700

Spoils: Genie

+1 Growth

This boss is really rough! If you've played FF8. Which attack from a NORMAL enemy (not bosses) scared you most? Of course, Malboro's Bad Breath! This dragon has this attack also! Although compared to the Bad Breath, this one causes a random status ailment while Bad Breath inflicts ALL status ailments. After the first or second Bad Breath you will start to lose accuracy, not being able to use elements, decrease in your evade, Poison, Burns, etc. But all you have to do really is attack. Try to retain at your element level so that you can use at least level 3 elements. Just heal your party members, which I think you'll do the most. You can trap a Carnivore Element from the Dragon though.

Note: You can steal a Green Plate from the dragon. It will protect you from Green Innate Attack elements.

#####

After the fight, seeing that you truly deserve the dragon's blessing, the dragon will give you the Green Relic. After a little chat, Leah will officially join your party. Now, head back one screen. If you happen to forget where you should use the Flute, stay beside the Yellow Rock (stand to the right of it) and blow the Beeba Flute there. Once you reach the hydra marsh, just leave this place. In the world map, save your game. Now go to the Water Dragon Isle to the south of Arni to get another Relic.

#### WATER DRAGON ISLE (HOME)

-----

Key Items:

Blue Relic

Element/s:

IceBlast

BlueWhale

Equipments:

Scaley Dress

Magic Ring

Upon entering, you'll see a couple of big leaves and small islands. Your goal here is to be able to reach the end by stepping on the leaves. Here's what you should do. Jump to the first leaf. It will take you to the next island. In this island, use the northern leaf. In the next island, Go to the lower right leaf first. You'll get an Ice Blast from a chest. Now go back 2 islands. Hop on the upper right leaf. You'll reach a save point. Save your game. Head up to the next screen. You'll see a couple of blue monsters here (Lagoonates). At the end, you can go up to either 1 of the 3 ladders. Go up using the middle ladder and you'll reach another area. In this particular area, there are 2 doorways and 2 ladders (one of which leads to the northern door. Go down the southern ladder. Move on south until you reach a Save Point. Save your Game. Go down the ladders. You'll see a blue monsters behind the waterfall. Defeat it and go inside to the back and get the Scaley Dress. After that, return to outside and continue going down. At the end, beat the big monster blocking the door. After beating it, go inside. You'll see the Water Dragon God. Go to it

as near as possible, then press examine button. Ask also for the blessing of the Dragons and the dragon will test you.

Boss: WATER DRAGON

Innate: Blue

#####

HP: 2,800

Spoils: BlueWhale

+1 Growth

As with the previous dragon. This will be a tough one (but not as tough as the Green Dragon). Use Lynx or a Red Innate character (if you have one in your party) be the attacker. Have the 2 other characters heal your party. If you have a chance, have the other 2 attack also.

Note: You can steal a Blue Plate from the dragon. It will protect you from Blue Innate Attack elements.

#####

After the fight, the Water Dragon will give you the Blue Relic. Leave its chamber and head back up to the Save Point and save. At the area where there are 2 doors and 2 ladders (one of which leads down to the save point), go to the top door and get the Magic Ring. Now, leave the place. In the world map, save again if you wish. Now, go to the Earth Dragon Isle, which is to the north of Termina.

#### EARTH DRAGON ISLE (HOME)

-----

Element/s:

ThundaSnake

Key Item:

Yellow Relic

Explosive

Item/s:

2 Mythrils

2 Denadorites

Upon entering, you'll see a quicksand at the north. Go in! Press and hold the right button at the same time RUN. When you reach the area below, you have to go to the right. After that, fight the enemy that you see for a chest containing a Mythril. Go to the right and jump down the hole at the end. You'll be taken back outside. The man outside will be shocked that you actually survived the quicksand. Talk to him and he'll tell you that they have to prepare so to remove the big thing blocking the way at the bottom (we need not go there a while ago to save time). In the world map, save and then go in the Isle once more. Go in the quicksand again. Now, go left again here. There's a chest is press left. It contains another Mythril. Then, continue down. Go south and talk to man here. He will explain to you how to remove those big things, the RockRoaches, out of the way. He will then give you the Explosives. Go south to the next area. Get the chest to the left for a Denadorite. Now go all the way to the right until you reach a stagnant RockRoach. Stand directly in front of it and use the square button and select Explosive. The RockRoach will fall down and cover the hole. Now, go down the ladder here and talk to another man. He will explain to you how to be able to blast the RockRoach. First, you must defeat it when it is at the end of the cliff then you'll be able to make it a stagnant one and push it to the bottom. So, when the RockRoach is at the cliff, quickly run to it and defeat it. After beating it, it will remain stationary and you can push it over the cliff to cover yet another hole. Now, go south and talk to another man. He will tell you that something might happen if you cover the 3 holes. After that, head right first and get a chest for a Denadorite. Now go left and go down the

ladder there. You'll be at the bottom floor now. In here, go right, beat the RockRoach, and push it to another Hole. Now go to the new sand boil. After landing on top, move on south to the next area. Now you'll meet the Yellow Dragon. Talk to it and ask again for the blessing of the Dragons and it will begin to test you by attacking.

Boss: YELLOW DRAGON

Innate: Yellow

#####

HP: 3,100

Spoils: ThundaSnake

+1 Growth

Just use the same strategy you did on the Water Dragon. Except now, use Green Innate characters. Radius will be a good choice here.

Note: You can steal a Yellow Plate from the dragon. It will protect you from Yellow Innate Attack elements.

#####

After the fight, it will give you the Yellow Relic. Now, go back and use the sand boil again and then, leave the Earth Dragon Isle. In the world map, go to Opassa Beach and head for the Another world. Once you are in the Another World, go to Marbule.

MARBULE (ANOTHER)

-----

Element/s:

GrimReaper

Key Items:

Black Relic

In here, all you have to do is go to the back and beat the Black Dragon. This battle will be hard.

Boss: BLACK DRAGON

Innate: Black

#####

HP: 3,900

Spoils: GrimReaper

+1 Growth

Another tough battle. This Dragon has a very high attack rating and simple attack from him will surely shock you. He also some very nasty Elements especially its gravity attacks. For this battle, just prepare EVERYBODY so that they can heal the party anytime. Use Physical attacks and White Attack Elements.

Note: You can steal a Black Plate from the dragon. It will protect you from Black Innate Attack elements.

#####

After the battle, it will give you the Black Relic and will leave Marbule. Now go back out to the world map. You can now go back to the Home World and get Miki at the Restaurant in S.S. Zelbess. It's very optional though. After getting her, or not, go to Mt. Pyre at the Another World.

MOUNT PYRE (ANOTHER)

-----

Key Items:

Red Relic

Element/s:

MagmaBomb  
Salamander

Inside, go to where you fought Solt and Peppor before. There are 2 paths to take there. To the north and to the right. Go to right to the next screen. In here, there are 2 paths to take (note that you really have to walk on lava), take the left one. Get the chest here for a MagmaBomb. Move on to the next area. Now move on again until you reach another area. In here, you'll see the big salamander and the mini-dragon you fought earlier. Talk to the mini-dragon. You'll have to fight him again. But now, he'll show his true form.

Boss: RED DRAGON Innate: Red  
#####  
HP: 3,400  
Spoils: Salamander  
+1 Growth

This dragon now has 2 forms. First is the little and pathetic form. You can easily beat it by using physical attacks. Then, he will transform into a real mean dragon. It's fire attacks are really strong. Just concentrate on attacking physically and using Blue Attack Elements. Heal at once if your HPs get low.

Note: You can steal a Red Plate from the dragon. It will protect you from Red Innate Attack elements.

#####

After the fight, you'll receive the Red Relic. Now, leave Mount Pyre. With all the 5 Dragon Relics, go to the Sky Dragon Isle to the West of the World Map (North of Gaea's Navel).

#### SKY DRAGON ISLE (ANOTHER)

-----

Element:  
Saints  
Key Item:  
White Relic

After entering, move on and up the large set of stairs to the next screen. Here, you'll see the Sky Dragon. Talk to it and it will give you the final test of the Dragons. (Of course, another fight! Duh!)

Boss: SKY DRAGON Innate: White  
#####  
HP: 3,800  
Spoils: Saints  
+1 Growth

Another weak boss. Just attack! Attack! And attack again! :) He won't give you any problems at all.

Note: You can steal a White Plate from the dragon. It will protect you from White Innate Attack elements.

#####

After the battle, you'll receive the White Relic. The Relics are now complete. Leave to the world map. If you try to go to the Dead Sea at the Home world, you won't be able to enter. You must gain Serge's real body back first. So don't go there yet. Instead, go to Guldove.

GULDOVE (ANOTHER)

-----

Key Item:

Dragon Emblem

In here, go straight to the Dragon Shrine. Go in and use the Tear of Hate by pressing the square button at Direa. Direa will be shocked to see the shard of Dragon Tear. She will give you now the Dragon Emblem. This has been in the tribe for generations. This will help you gain the trust of the Shaman in the other world (HOME). So, leave Guldove, go to Opassa and head to Guldove in the Home World.

GULDOVE (HOME)

-----

Key Item:

Dragon Tear

Go to the Dragon Shrine. Talk to the guard by pressing the square button and using the Dragon Emblem. The Shaman will let you enter. She knows you somehow... because She's Steena!! She will now give you the Whole Dragon Tear. As an addition, she will join your party. Now, after having her join your party, leave Guldove and enter Pyre Shore.

MT. PYRE (HOME)

-----

In here, you just have to pass through Mt. Pyre to Fort Dragonia. If you haven't passed through here before, just go through. Our main goal is to Fort Dragonia.

FORT DRAGONIA (HOME)

-----

Equipment/s:

PenDragon Sigil A

Upon entering Fort Dragonia, Steena (if she not in your main party) will tell you to put the Dragon Tear on the Tablet. This will open all the dragon switches here. You don't have to go through the puzzles anymore. If she's with your party, just put the Dragon Tear on the tablet. The same thing will happen. Now, go to the Big Room where the save point is. Save, then head to the door in the middle. Upon entering, you'll meet Dark Serge (Lynx). You'll now have to fight him.

Boss: DARK SERGE

Innate: Black

#####

HP: 3,000

Spoils: PenDragon Sigil A

+1 Growth

He's moderately hard. He has the same Techs as Serge do. Just use White Attack Elements and heal if necessary. Beware of Dark Serge's Feral Cats. It will deal quite a big amount of damage.

#####

After beating Dark Serge, he will leave. If you have the Big Egg Key Item, use the elevator to go down. Below, examine the middle incubator with the Square button and use the Big Egg. You'll see the Egg hatch. Here comes Draggy!!! This Dragon is cute! He will think Serge is his mother for a while. Then, he will join your party, hoping that you could find his real parents. Now, use the Elevator to go all the way up. Further up from where you fought Dark

Serge. In here, you'll be back, again, in the place you first saw in the game. Go on and use the Teleporter. It is on. On top, move on. Steena will tell you that you must go on alone. So, Serge leaves for the room and leaves the party behind. When in control of Serge, examine the thing in the middle. It will show you the Evolution. From water, the creatures started to come out and dominated the land. Until one day, Lavos came and brought destruction. The humans evolved into a more intelligent ones after survive Lavos' arrival. After that, you'll see an FMV where Serge was reborn again. Finally, back to good 'ol Serge. Serge will now come out of the room to meet his friends again. (WHERE THE H@#L DID HE GET HIS CLOTHES?) After returning, you'll also get the other Dragon Tear shard, the Tear of Love. Now, leave Fort Dragonia. In the world map, prepare the Elements of Serge and then save. Time to go to the Sea of Eden.

SEA OF EDEN (HOME)

Equipment:

Earring of Light

Once inside, you'll find yourself in a place like the world map. Here, examine either one of the 3 Fate Distortions. A new map will show up. It's the real Sea of Eden. There are 4 islands here. One in the middle, which is elevated, and 3 small islands forming a Triangle. Go to the top left island and enter the Past Island. Inside, examine the Triangle in the middle (Atropos). Next, head to the Present Island below the elevated ones and examine another triangle (Clotho). Finally, head left to the Future Island. Examine the triangle again (Lachesis). This time, you have to fight them.

Boss: VITA UNO, VITA DUO, VITA TRES

Innate: Green

#####

HP: 2,500

Spoils: Earring of Light

+1 Growth

They pack quite a punch! Their elements will surely deal a great amount of damage to your party. Take advantage of it's Green Innate. You can use Black, Red and Yellow elements against it. I saw that these 3 color does a decent damage to it. Just heal your characters if their HP reaches half already.

Note: if you last chose the Future, you'll fight Vita Duo, if Past, Vita Uno, if Present, Vita Tres.

#####

After beating Vita Duo, the Island in the middle will come down. Leave this island and go to the middle island (Future ruins) and enter Chronopolis.

CHRONOPOLIS (SEA OF EDEN - HOME)

Key Items:

Card Key

Elements:

PhysNegate HellBound

Nostrum

Equipments:

Yellow Brooch Magic Seal

Forget-Me-Not Pot

Upon entering, move on. You'll listen to the conversation of the 2 shadows at the right. You'll notice that they are talking about FATE and about experimenting time. Move on, at the end you'll fight one of the HARDEST



enemies in Chrono Cross.

Boss: POLISPOLICE

Innate: White

#####

HP: 3,200

Spoils: PhysNegate

+1 Growth

As I've said, this is one of the Hardest bosses in the game. It can KILL any party member in one turn with its Bazooka. It does around 700+ HP damage to you (of course, it's a different story in the New Game+ mode). The best way to beat it is to use your most Powerful elements and hopefully you will be able to beat it as fast as possible. Beware also of its MegatonPunch. It will deal a VERY BIG damage also. Things you need? 80% Luck (hoping he won't use Bazooka), and 20% strategy (Elements). In my first game, it did its Bazooka 2 times!!! Only Serge is left with only one Revive! How can I win? :)

#####

After beating that damn robot, go down the ladder to your left. Go around and get the chest for a Yellow Brooch. Now, head back up and enter the door at the end to the next screen. In here, the path will be closed. So, go right. Examine the cabinet here for a Nostrum. Then, examine the Hatch and go down. Upon entering, go up and examine the switch. It will reveal a path. But another path is missing, so go left. Examine the computer and you'll be able to control the Robo-Sewer-Wash. You can control it by using the Directional Pad. It can also walk or run. Be careful and don't let it fall into the water. Just follow the paths. To quit, just press Triangle Button. You can also get a White Brooch and a CureAll here. It's pretty easy. Your goal is to reach the other side to able to switch on the opposite switch you press a while ago. This will reveal another path. Quit by pressing Triangle. Now, when you regain control of your characters, go right and walk/run through the new paths. Go up the ladder at the end. You'll be in the opposite room of the hatch you came down before. Examine the computer here, and the door that was closed will now open. Now, go to the North to the next screen. You'll be in a large building of some sort with an elevator in the middle (which is locked), and 2 doors at the left and right sides.

Go to the right door. In here, don't go up the ladder yet. Go around it and get the Forget-Me-Not Pot from the chest. After getting it, go up the ladder up to the 2F. Go through the left door. In this new area, you'll reach a laser door. Just go through it. Beware of a robot also (nothing to worry about). Now, go through the lower left door to the next area because the door north of it is locked. In this area, go left past the elevator and enter the room there. In here, you'll see a LARGE map of El Nido on the floor. Now, talk to the shadow standing on the map. It will tell you that El Nido was originally only an Ocean (I compared it's location in Chrono Trigger and it really is an Ocean). El Nido was created by FATE. FATE scattered the Records of Fate to know what is happening to its people (so that's the reason why there are Records of Fate). FATE continued on watching El Nido until 14 years ago, when a boy came in contact with the Frozen Flame during the night of the storm (remember what Miguel told you? It was Serge). After knowing about FATE, go up and examine the Terminal next to the shadow at the top left. This will activate the Elevator in this building. Leave this room. Go to the elevator to the right and go up to the 4th floor. Upon reaching the 4th floor, go to the right and enter the door there. Upon entering, you'll see an automatic scene with the shadows in this room. First, they will be talking about the "Time Egg" which was supposedly able to affect time and space. They will also talk about Lucca and her genius theory about space and time. And then, you'll be able to use the Time Gates to be able to move through time and space back and forth. After that, leave the room. Go to the elevator and go up to the 3rd

floor. Upon arriving at the 3rd floor, go inside the left room. You'll gain A LOT of info here. You'll see Lavos shown in a screen. You can examine the different computers here for the info. There's info regarding the following:

-LAVOS-

An alien life-form believed to have arrived on the planet at 65,000,000 BC. He stayed there, sucking up the life forces out of the planet in order to sustain itself. He's also responsible for the Day of the Apocalypse at the year 1999 AD. It was because of the contact of the kingdom of Zeal with Lavos. Even though, a young band of heroes traveled through time. Knowing what the future will be, they did everything in their knowledge and power to beat Lavos and stop the Day of Apocalypse.

-HUMANS & REPTILES-

The reptiles are believed to have a more advanced technology than the first humans. Most of them are killed during the arrival of Lavos. This marked the beginning of the evolution of man.

-DNA-SEEDS OF LIFE-

The human body contains 50 to 60 million cells. Each body contains Genes that carry important genetic information about the body. There are also Chromosomes (46 total) and DNA (Deoxyribonucleic Acid). These are facts.

After learning these things, go up and enter the door on the upper left. Get the Rainbow Shell inside. Leave the room. Go right past the elevator and go inside the room to the right of the elevator. If you go inside, the shadows will reveal to you that they control the humans through a Neurotransmitter implanted in the brain. After knowing that fact, go to the door to the right of the entrance. Beat the robot and get the chest for a HellBound. Leave the room, where the brains are. Go to the elevator and go to the 1st floor. In this floor, go through the left door. In here, talk to the shadow at the end first. After it leaves, Save your game. After that, return back to the elevator and go up to the 4th floor. In here, go to the room to the left of the elevator. In this room, go to the left side and beat a robot there. Then, get the chest for a Card Key. Now, return back to the elevator and you can now go down to floor B1. Move on and fight just one of the robots. You pass through them after wards. Furthermore to left, examine the terminal beside the door. You will be allowed to enter! You are the Arbiter! So, that's why Lynx wanted to use your body. He wants to go in and control FATE or even become FATE itself. Now, go inside the Door. You'll see the Frozen Flame here and Kid! Then, Lynx will talk to you. He'll tell you that he is the incarnation of FATE, in short, he is FATE himself. He will then tell you about Miguel and Wazuki at the night of the storm. Here's what happened, a black panther at Arni attacked you. Miguel and Wazuki tried their best to find a good doctor to heal you. Instead, due to the storm, they arrived at the Sea of Eden. That was then the time Serge made contact with the Flame. It healed you but it damaged the FATE computer. He will also tell you that FATE was actually planned by Lucca. With her expertise in science and technology, she was able to create a more powerful computer than the Mother Brain computer from the future. Then, you'll hear the voice of Prometheus (He is actually Robo from Chrono Trigger). He will plead to you to destroy FATE. Then, the real fight between FATE begins.

Boss: FATE

Innate: Black

#####

HP: 5,000

Spoils: Magic Seal

+2 Growth

You'll think at first that this battle will be hard. It is :) Have Serge as

the main attacker with his Techs and White Attack Elements. Have the others Heal the party when needed. FATE will start counting down from 5 to 0. The problem here is that while FATE counts down, it is attacking! When it reaches 0, it will use the DarkEnergy and it will give you a beating.

#####

After beating FATE, Kid will wake up again. She will now try to destroy the Frozen Flame. Then suddenly, Harle will come in and will try to stop Kid from doing so. But Kid didn't listen and tries to destroy the Frozen flame. Then, you'll see a scene with the dragons. They seem to be happy with the elimination of FATE. Then, you'll see an FMV of the Terra Tower. Kid will now explain what happened. There has been a Time Crash in the year 2400 AD, where Chronopolis was hurled back 10,000 years. You will then know that this was a backup plan of Lavos, incase he will be beaten. In this case, he was beaten by Crono and co. But then, another city was hurled to the past of this reality. It's Dinopolis. The descendants of Azala, the leader of the Reptites, control this city, which is also known as the Terra Tower. After that, you'll see a FMV of the merging of the 6 Dragons. Then, after a few scenes, you'll find yourself in the Ship of Fargo together with some of your party members, the Dragoons (Zoah, Karsh, Marcy), Viper and Riddel, and Fargo. They will talk about what happened back at the Sea of Eden. Then, Riddel will tell you that Kid is resting up at Hermit's Hideaway with Radius. Then, you'll be asked to choose your party. After choosing, you'll be taken to the World Map in the Another World beside S.S. Invincible. From here, let's go to the Divine Dragon Falls. It is not marked in the map so I'll explain how to get there. From Arni, head east and you'll see a lake right? Directly to the north of this lake is a falls. Go there and press the examine button. You'll be able to enter the Divine Dragon Falls.

#### DIVINE DRAGON FALLS (ANOTHER)

-----  
Element:

CHRONO CROSS!!!

Inside, just move on until you reach a small room with 2 small pillars. Use the square button and put the 2 Tears that you have, one on each pillar. It doesn't matter which Tear you put on a pillar, what's important is that you put one on each. Then, you'll see the lights combine and you'll now get the Chrono Cross! After getting the Chrono Cross, go out to the world map. From here on, you can go to the Temporal Vortex (note: you can also do this anytime if you have the Chrono Cross). So, go to the Home World and go to the Hydra Marshes and enter the Temporal Vortex (the Dimension of Sprigg).

#### TEMPORAL VORTEX

-----  
Party Members!

After arriving here at the temporal vortex, a pop-up window will appear telling you that the Chrono Cross is having reactions because of the unstable conditions in the vortex. Then, right away, use the Chrono Cross item by pressing the square button. You'll now see Serge stand in the middle and then the Chrono Cross will teleport all the characters you acquired in your previous game. After doing this, you can now have the complete collection of characters. Now, head back out to the world map. Go to the "Another" World and head to Hermit's Hideaway.

#### HERMIT'S HIDEAWAY (ANOTHER)

-----  
Inside Hermit's Hideaway, go to the beds and examine Kid. The Chrono Cross

will shimmer. You will then find yourself (only Serge) at Lucca's House! (It is really the house of Lucca in Chrono Trigger!).

Note: You can also use the Mastermune here. If you use it, you can bring your 2 party members with you at Lucca's House.

#### LUCCA'S HOUSE

-----  
Key Item:

Ice Gun

Element:

Nostrum

Equipment/s:

Stardust Cape

Diva Dress

Item:

Rainbow Shell

Upon arriving at Lucca's House. Talk to the robot, Gato. It will tell you that there are persons trapped in the flame. Now, beat the fire monster in front of the door. After beating it, examine the clock to the right and a Kid will come out. He will give you a Rainbow Shell for freeing him. After that, go inside the door. Here, don't go up the ladders yet. Go inside the North room. Get the Stardust Cape inside and then leave the room. Now, go up the left stairs. In this room, get the Ice Gun from the Green Plate at the top right corner of the room. Then, go to the south door (don't go down the ladders yet). In here, you'll be at the second floor overlooking the first floor. Get the Diva Dress and return back inside the room and head down the stairs. Head up the right stairs. In here, go around to the left and go through the south door. Save the kid from the monster. Talk to him and he will tell you that there are some other kids trapped in the house. Then you'll receive a Nostrum. Return to the previous room. Now, go to the upper right corner and go down the hatch/panel. Now, in this area, just head south until you reach another area. This new area is fiery!

Now, you'll see pictures on the wall. These are the pictures of Crono and company from Chrono Trigger. You'll see Crono, Marle, Lucca, Robo, Ayla, and a picture of Lucca with Kid. That's all there is. By the way, the door where you came has Lucca's picture on it.

To the North room. To remove the fires, go near it and use the Square button then the Ice Gun. After the flame is vanquished, go to the north door. You'll see a FMV of the burning pictures of Crono, Marle and Lucca. And then, you'll see Harle and Lynx. They will leave immediately. After that, you'll save Kid (the kid here is Kid herself). After that, you'll see a Sad scene between Serge and Kid outside the house of Lucca. The powers of the Chrono Cross will start to fade and Serge will come back to Hermit's Hideaway. Here, Radius will tell you because of the love of Serge for Kid. After Kid wakes up, she will now officially, permanently, happily, join your party. Whatever... Before you leave, Radius will tell you that Lucca is looking for you. She has a message for Kid. Now, go to the World Map, have Kid in your party, and then save.

From here on, you can get Mel into your party. You must meet the following conditions to get her. First, you should have cured Kid from the Hydra Poison. Second, you should have chased Mel after she stole Kid's elements. And finally, you must not scold Mel. I mean, you should still be good to her after what she did.

If you think you've done these 3, then go to Guldove in the "Another World". If not, skip the next part about Guldove and continue at the Viper Manor.

#### GULDOVE (ANOTHER)

-----

Now, make sure you have Kid in your party. And then, go directly to the residential area. Talk to Mel. She will ask Kid if they could talk alone. I don't understand what they talked about. But after that, she will now join your party. After joining, you can now go to the Viper Manor.

#### VIPER MANOR (ANOTHER)

-----

Equipment:

Sight Scope

Item:

Rainbow Shell

Once you arrive at the Viper Manor, go in the main door. In the main hall, go through the right steel door and head down the ladder at the end. In here, go to the door, which is 2nd from the right. In here, talk to Luccia. She will give you Lucca's letter to Kid. Remember? Kid was in Lucca's house. Lucca made her house to an orphanage of some sort. The contents of the letter are mainly to ask how Kid is doing. Lucca will be talking about Janus also. I wonder, is Serge related to Janus somehow? (In Chrono Trigger, Janus is the sister of Schala during the Dark Ages, 12,000 BC. Janus is actually Magus. Janus was transported to the year 600 AD by Lavos and was known during that time period as Magus). After that get the Rainbow Shell. Then, go back up to the main hall. Go North through the top door. In here, you can now access the steel door to the right, which was guarded by a Robot a while ago. Go in and head to the right tower. In this room, you'll see 4 pillars and 4 squares. Push those pillars into the squares. It doesn't matter which pillar you put in the squares, there's no particular order. After that, you'll see a Chest in the middle. Examine it from behind. You will find a letter from Solt and Peppor. They took the contents for some good reason. They want to see you with Karsh in your party at the Isle of the Damned. After reading the letter, head back to the main tower. In here, go north and examine the Arm Rest again. Go up. Upon reaching a save point, you may save your game, then head right on to the next area. In here, you'll see a small creature in the pond. Examine it using the Life Sparkle Key Item and it will join you. You can name it. The default is NeoFio. Before leaving the manor, go to the upper right and go up the ladder. Get the Sight Scope from the chest. After that, leave the Manor and head to the World Map. Save your game. Bring Karsh with your party and head to the Isle of the Damned.

#### ISLE OF THE DAMNED (ANOTHER)

-----

Element:

Axiomatic (Tech of Karsh)

Key Item:

Momento Pendant

Items:

2 Denadorites

In here, it's pretty much the same as when you came here earlier in the game. Just head to the place where you fought Garai for the Einlanzer. There, you'll find Solt and Peppor. They will tell you about the murder of Dario. Then, you'll see a flashback at Termina where Dario and Karsh were practicing. Riddel will come in with flowers. She will give each to Glenn, Dario and Karsh. Then, the scene will change into them, being grown ups. Dario and Riddel will decide to get married. You'll now see that Karsh has feelings for Riddel also. Maybe this is the reason of Dario's murder. Not... :) We'll see

about that later, the Masamune sure has something to hide :) (remember what happened to Radius and Garai?) Now, you'll have to fight Solt and Peppor for the last time.

Boss: SOLT AND PEPPOR

Innate: Yellow

#####

HP: ?

Spoils: 2 Denadorites

+2 Growth

They are pretty easy, just as the way they were a while back when you fought them. This time, they won't make a mistake. They will now combine their attacks for their Dual Tech, CrossCut! It deals quite a big amount of HP on your character. But nothing much to worry about. Just attack and heal if necessary. This fight won't take long.

#####

After the fight, Karsh will receive his Level 7 Tech, Axiomatic. Then, Solt and Peppor will be sorry and will give you the contents of the Chest back at Viper Manor. It's the Momento Pendant! Now, leave the world map and SAVE! I mean it! Head to Opassa first and head for the HOME WORLD. Now, we will go to another unmarked location in the world map. At Hermit's Hideaway, there is a strong current of water there right? To the left of it, you'll see a very small island with white smoke. That's where were going. Go near it and press the examine button. Bring Riddel with your main party. Now, enter it. It will be marked later with the name, Forbidden Island.

FORBIDDEN ISLAND (HOME)

-----

Element:

SnakeFangs

Equipment:

Mastermune

In the island, there is a small house to the left. Before entering, prepare your characters' elements. Make sure you have the best equipment for your party. Now, go inside the house. You'll see Dario! He's still alive. At first, he will forget who Riddel is. Not until Riddel shows the Momento Pendant to Dario. After Dario remembers, the Masamune will take control of him. Karsh will now tell you the whole story. Dario, Karsh, Solt and Peppor were at the Isle of the Damned. Dario saw the Masamune and touched it. He was easily taken in by the Dark powers of the Masamune. Dario will begin attacking Karsh. Karsh has no other options but to try and defend himself. With one swing of Karsh' Axe, he was able to hit Dario throwing him away. Then suddenly, Lynx will come in. He convinced Karsh not to tell what happened. Then he took the Masamune. It has no effect on Lynx. Of course, he is a bad person already and is much stronger than the Masamune. He's FATE remember? So, Karsh really thought that Dario is dead and was able to keep the secret until now. After that, outside the house, you'll see Dario approaching your party. You will then have to beat him!

Boss: DARIO

Innate: Black

#####

HP: 3,500

Spoils: Dreamer's Scarf

He is extremely hard. His normal physical attacks to more than 100 HP damage each. And the worst thing is, he also attacks numerous times in one turn. His Tech, like the PolisPolice at Chronopolis, can KILL one party member immediately. Always use your most powerful elements, especially Serge's Techs.

You should have Flying Arrow by now. Just remember to heal EVERYTIME Dario attacks your party. Be patient.

#####

After beating Dario, you have successfully cleansed the Masamune from evil. Masa and Mune will talk to each other and they will form the New Mastermune, the strongest weapon for Serge. After that, you'll be taken automatically to the Viper Manor. Here, Dario gives the SnakeFangs Tech of Riddel. After a few scenes, you'll be taken automatically to the world map. Now, head for Arni.

#### ARNI (HOME)

-----

Item:

ShellFish Frame

Key Item:

Komodo Dragon Scale

Here, talk to the lady who sells elements. She will give you the ShellFish Frame. You can also get a Komodo Dragon Scale from the man beside the big Sawfish to the left of the Elements Shop. After getting these items, head back out to the world map and go to Nikki's Ship near Marbule. Have Kid in your party. Talk to Nikki and he will have a short dialogue with Kid. After that, head to Marbule and you'll see that it is now a very lovely and beautiful place.

#### MARBULE (HOME)

-----

Key Item:

Master Hammer

This is like a new place! The G Shop has it's own small hut. Now, after roaming around and viewing the place, head to where you fought the Black Dragon. Talk to a guy here (to the left of Toma) and he will sell you the Master Hammer for 10,000 G. It well worth it. Now, leave Marbule. In the world map, go to El Nido Triangle. It is located to the mid-South of the map. You'll see 3 small island forming a triangle and a place somewhat like the Fate Distortion you saw at the Sea of Eden.

#### EL NIDO TRIANGLE (HOME)

-----

Item:

Mythril

Key Item:

Star Fragment

It basically very easy to navigate here. In the first area, just move on and climb the ladder (which is to the north) down towards the next area. In this area, you MUST get the Star Fragment in a chest here. There is also a Mythril here. After getting these items, head back out to the world map. Now, go to the Sky Dragon Isle.

#### SKY DRAGON ISLE (HOME)

-----

Here, go to where you fought the Sky Dragon. Examine the chest in the middle. An alien will notice your Star Fragment and will attack your party.

Boss: MEGASTARKY

Innate: White

#####

HP: 2,800

Spoils: MagNegate

MegaStarky is very easy. His normal attacks do little damage only. Use your most powerful Black Elements. Namely, FreeFall and BlackHole. This will make the battle short. Again, heal if necessary.

#####

After that fight, you have to chase Starky. Once you catch him, press the examine button. He will now join your party! Now, leave the Isle and head to Opassa and go to the Another World. Now, have Zappa in your party and head for Termina.

TERMINA (ANOTHER)

-----

Go to Zappa's house. There will be a short scene with a soldier. After that, talk to Zappa and your Zappa will show the Rainbow Shell. After forging an Axe, Zappa will now be able to forge the strongest equipments in the game, the Rainbow Shell Equipments. You can forge weapons also by using the Smith Spirit Key Item. But before that, talk to Zappa twice to be able to buy forged equipments. After buying equipments, leave Termina. Rainbow Shell equipments has A LOT of item requirements, I'll make a separate section for that after I've discovered the locations of the Shiny Items. In the world map, bring Starky with you. Then, head for the El Nido Triangle.

EL NIDO TRIANGLE (ANOTHER)

-----

Now, go to the place where you got the Star Fragment in the Home World. Here, you'll see the ship of Starky. But you'll see a big jelly fish blocking the entrance. Before engaging it, make sure you have a lot of Red Innate Attack Elements. Now, defeat it.

Boss: ROYAL JELLY

Innate: Blue

#####

HP: 1,657

Spoils: Resistance Belt

+1 Growth

He is VERY easy. The only problem is that you can only harm it using Red Innate Attack elements. Physical attacks and other color innate attack elements will have no effect on it.

#####

After the fight, you'll go in the ship. Starky will be happy to see his ship. Then, Starky will find a way on how to get you up on the Terra Tower. Then, you'll be taken automatically to Chronopolis. After Starky finished installing the anti-gravity device, talk to Kid at the boat and you'll now fly to Terra Tower in FMV style.

TERRA TOWER (ANOTHER)

-----

Equipments:

Pack of Lies	Spectral Glove
Defender Plus	Earring of Hope

Elements:

2 Nostrums	Heal Plus
Yellow Field	Red Field
Holy Healing	2 Black Holes
Green Field	UltraNova



Blue Field

Item:

3 Rainbow Shells

Upon your arrival at the Terra Tower, save you game using the save point here. Now, go up the set of stairs and into the room. Here you'll fight a boss.

Boss: TERRATOR

Innate: Yellow

#####

HP: 2,200

Spoils: Yellow Field

+1 Growth

This boss is near difficult. It uses the Omega Yellow Element, which is the most powerful Yellow Innate Attack Element. Besides this one, you shouldn't have any problems at all. Just attack with Green Elements. You can also use Sonja or Genie here. Just heal every time the party's HP gets low (about half to make sure).

#####

After beating it, move on to the next area. Here, go around to the right first and get the Nostrum. Go back and head left from the door where you came in. Examine the pillar and it will fall, making a path. Continue left and enter the door that you'll see. In here, head down the ladders until you reach a small waterfall. Don't go there yet, go right, beat the enemy, and climb down the red vine here onto the next area. Here, get the Nostrum the head south east to a door there to the next area. Here, move on. You'll see a wooden branch above. Go to it, and let yourself fall. Now, continue moving left until you see a Big Face. After a short talk, continue left on to the next area. Here, move on until you reach a door to the right. Go in and get the Pack of Lies. Go back to the previous area. Now move on to the left and up until you reach an intersection going either to the right or left. Go left first and get the Defender Plus. Go back to the intersection and head right to a new area. Here, walk in the water and climb up the rightmost red vine. Then, get the chest behind the waterfall for a Rainbow Shell. Then, go up the rightmost red vine again. From here, just continue heading up the red vines until you get to a door on the top right. Go in. You'll be in the area where you pushed the small pillar before. But now, you'll be on the second floor. Now, go right and push the 2 small pillars here. You can now use the 2 paths to reach the ladders to the north west. Before heading up, I suggest going back to the save point to save and prepare your characters. Don't worry about Terrator, he won't come back. After saving, head back to the 2 paths of pillars and go up the stairs. In this area, on the first intersection, head right. On the second intersection, you can see the next boss to the right. Head left first. Go around and get the very useful Heal Plus Element. After getting it. Go and defeat the boss (it's like an orb, just the same as Terrator).

Boss: PYROTOR

Innate: Red

#####

HP: 2,400

Spoils: Red Field

+1 Growth

He is quite hard. He can use Tablets 3 times in a row, thus, giving the field effect advantage to him. Try to beat him as fast as you can because he also has an Omega element. The Omega Red (MARVELous!). Always be prepared to heal the party anytime. Just use Blue Attack elements. IceBerg and Deluge are good bets.

#####

After the fight, head to the door on the upper left to the next area. This area is pretty much basic. All you have to do is to climb the ladders to reach a red vine on top. On the way up, you can get a Rainbow Shell and the Spectral Glove. Continue on to the Red Vine to the next area. Here, go up the rightmost ladder. Then, go up. You can go left from here, but first, head all the way up first for another Rainbow Shell. Now, head bath to the left path that you passed through. Here, go down the middle ladder for a Holy Healing. Then, move up this ladder and then go to the leftmost ladder and climb up. Move on to the top left door. You'll be in a place just like the ones at viper Manor.

Continue on to the left tower. Here, talk to the prophet who turns out to be Belthasar himself (the Guru of Reason). He will talk about many things. About Lavos and how he affected time. He will also tell you that Chronopolis was hurled back from 10,000 years ago due to a time crash. You'll also know that the entire El Nido was once the Sea of Eden itself. You also know that FATE divided a strong entity into the 6 Dragons that you fought. These dragons wants to destroy the time balance and the Frozen Flame so that's why FATE divided them into 6 weaker dragons. And, there are 7 dragons. The other one if Harle. The 6 dragons sent Harle to destroy FATE so that the 6 dragons can become one again. After that, the Kids will tell you about the Harmony of the six elements contained in the Chrono Cross. After that, head all the way up. Push the switch on the bookshelf near the ladder, and the ladder will be available now. Go up and get the Chest for a Black Hole. Leave this tower and head back to the Terra Tower. Here, there's a new door to the north. Go on to the next area. You'll see 6 big crystals here. Just move on to the north to the next area. Here, you'll see a teleporter guarded by another boss. Defeat it.

Boss: ANEMOTOR

Innate: Green

#####

HP: 2,500

Spoils: Green Field

+1 Growth

Almost the same as the other 2 bosses, just use your most powerful Yellow elements against it. Serge's Techs and white elements prove to be useful also. Beware again of his Omega Green attack, which will cause big damage. Just heal when your HPs reach half.

#####

After beating Anemotor, use the circle teleporter. Now, you'll see a short scene. You'll have to disable the beams to be able to remove the shield guarding the tower. After regaining control of your characters, save your game first. The North door will be locked and there 2 two paths to either left or right. Let's head left first to the next area. In this screen, just continue moving left and use the circle teleporter at the end. You'll be taken to where the left beam originates. You'll see a large boss here. Defeat it in order to disable the beam.

Boss: GRAVITOR

Innate: Black

#####

HP: 3,000

Spoils: Black Hole

+1 Growth

This one's entirely different from the other bosses you've fought here at Terra Tower. He has a VERY high physical attack rating and his punches will really give you a headache. He also has Omega Black that will most likely beat the H\$#1 out of Serge. Prepare to use your Revives and your most powerful Curative elements. Try to use ALL of Serge's Techs. They damage Gravitor most.

#####

After beating Gravitor, the crystal will be disabled and the laser beam will go off. Head back to the Save point. Save and prepare for another tough match. Now, head to the right door to the next area. Here, just move on to the right and use another circle teleporter. Beware of the wind. It will blow you either up or down and it can lure you to the enemies that are on guard. The best thing to do? Run! When you reach the source of the beam, you'll see the boss you have to face. You must defeat it in order to advance.

Boss: LUXATOR Innate: White  
#####  
HP: 3,000  
Spoils: Ultra Nova  
+1 Growth

He's basically just like Gravitor. He also has a VERY high physical attack rating and his punches will really give you another headache. He also has Omega White element. Prepare to use your Revives (again) and your most powerful Curative elements. Use all your FreeFalls and Black Holes. Try to beat him as fast as you can.  
#####

After the fight, the right beam will now be disabled. Head back to the save point. Save your game and prepare your characters for another match (it's easier this time). Now, go to the north door. In here, you'll see the blue orb. Defeat it.

Boss: AQUATOR Innate: Blue  
#####  
HP: 2,800  
Spoils: Blue Field  
+1 Growth

He is much more easier than Gravitor or Luxator. Just Red innate Attacks elements do make short work of him. Try to use also your Salamander Summon to make shorter work of him. Just heal your party if it reaches to about 1/3 of the total HP. You can also trap an IceBerg here.  
#####

After beating the 6 bosses, the big circle teleporter will now be activated. I suggest that you head back again to the save point. Save your game and prepare for the toughest match here at Terra Tower. Now, go back to the area where you fought Aquator. Go up the steps and use the newly opened circle teleporter. In this new area, move on past the door. Go up the stairs. Here's you'll automatically walk up the stairs. You'll here something speak. Telling you to come forth. After that, your party will run towards the next area. Here, you'll see the real Frozen Flame. Then you'll see an FMV of the Frozen Flame. Then, you'll have to fight Time Devourer which are the 6 Dragons combined into one.

Boss: TIME DEVOURER Innate: Alternate  
#####  
HP: 12000  
Spoils: Earring of Hope  
+1 Growth

Although this one is not that hard, It has a very high HP. All you have to worry about is it's physical attacks. Especially the flying attack that damages all your party members. He will use pathetic elements, actually, they're level 1 elements only. When he uses the elements, you will see the

sequence of the Chrono Cross (more to it later). Then, after every 2000 HP damage to him, he will change in innate color. Again, try to notice the pattern. Just use the Elements opposite its innate color and you'll eventually beat it.

#####

After beating the Time Devourer, Belthasar will come in. Belthasar will tell you that the one you fought was only a temporary form so that it can appear in this world. He will tell you that you can most probably meet the actual Time Devourer where it all began. Where Angels Lose their way. (Opassa!) Now, all you have to do is to wave the thread of time together and fix everything once and for all. Belthasar will now give you the Time Egg that you can use to go to where Time Devourer is. Then, you'll see the transformation of Terra Tower into a Phoenix in FMV fashion. After regaining control of your characters afterwards, head to Opassa Beach.

You can also do the Quest of the Criosphinx before going to Opassa Beach. If you want to do it, go to the Earth Dragon Isle in the Another World.

#### EARTH DRAGON ISLE (ANOTHER)

-----

This place is basically just the same as the Earth Dragon Isle in the Home World. This time, you don't have to use the explosives as the holes are already open. So, go right away to where the Yellow Dragon was supposed to be. Your party won't find the Yellow Dragon, instead you'll see a different and strong looking monster come at you. It will then commence attack.

Boss: CRIOSPHINX

Innate: Yellow

#####

HP: ?

Spoil/s: Sun Glasses

2500 G

+1 Growth Level

Criosphinx is arguably the hardest enemy in the game. He can lounge at most 4 Element Attacks in one turn! Even if your characters are MAXed out, you'll have trouble defeating it.

There is an alternative though. You can solve his riddles and he won't hurt you. But you won't get the Sunglasses Accessory (Increases the all-around offense and defense of the character it is equipped with). I'll separate the 2 options for you.

#1: You choose to fight to the end

This will be very hard. Make sure you have A LOT of healing elements in your grids. Criosphinx usually attack 2-4 times per turn so beware. Here are my suggestions for your party.

Party: Serge, Glenn, anyone

Have everyone equipped with Prism Helmets, Prism Mails, Defender Pluses, any other accessories, Rainbow Shell Weapons (Except for Glenn. Equip him with the 2 Einlanzers).

Have each party member a RecoveAll, CurePlus, HealAll. Have Healplus on Glenn. Equip the most powerful elements in your inventory, especially summon elements (Green Innate preferred).

Now, for the battle. Use your most powerful elements at once after the fight starts. This will contribute into finishing him quickly and to avoid being

killed at once. After Criosphinx does 2 Element Attacks in a row, heal your party at once. You'll never know when he'll use the Dreaded Omega Yellow Element. This will be a long and tough battle so try to be patient.

#2: you choose to live and answer the riddles

to do this, just use the Defend option ALWAYS. Now, here are the riddles and their answers. Remember that, after a riddle, you must use a particular type of element on Criosphinx. It will serve as your answer. Right after you answer, he'll start the next riddle at once. Let's begin.

Riddle no. 1: Auburn nay the burn, Iron Pyrite nay the fool, all that  
Glitters is nay. But silence be.

Clue: Auburn (Brown) nay the burn (not burnt). When Yellow is burned, it turns brown most of the time. If you do not burn it (nay the burn) it stays Yellow.

Answer: Use any Yellow element on Criosphinx

Riddle no. 2: In my anger, I see... both the rag to charge at, and the flag  
To stop at. Blushing, I walk the royal carpet.

Clue: Royal Carpet (Red Carpet is used to honor great persons).

Answer: Use any Red element on Criosphinx

Riddle no. 3: It isn't easy being... A friend of the Planet, with the  
shallow monster's eyes. Giving me a sign to Proceed.

Clue: Friend of the Planet (Green is often referred to as the color of the Planet)

Answer: Use any Green element on Criosphinx

Riddle no. 4: Mare et Caelum et viola, Give me a melancholy glow. But a  
First prize ribbon, makes me feel I've Royal Blood.

Clue: Royal Blood is also referred to as Blue Blood.

Answer: Use any Blue element on Criosphinx

Riddle no. 5: Like Pontoon nay the knave, or jolly roger nay the bones,  
even the top-rank of self-defense, be no protection from  
the plague.

Clue: Black is commonly associated with bad luck, sickness, bad omen.  
As with this one, it the plague.

Answer: Use any Black element on Criosphinx

Riddle no. 6: What the extorted one is bled, with knuckles of fear. The  
image of a coward when faced with the hottest of heat.

Clue: White is commonly used to denote courage (Courage is the deep meaning  
Of this riddle)

Answer: Use any White element on Criosphinx

After answering all of the riddles correctly, the Criosphinx will leave your party. You have survived but you didn't get the Sun Glasses from it.

#####

After beating the Criosphinx, or solving all of the riddles, you may now head to Opassa Beach for the conclusion of the game.

OPASSA BEACH

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At the beach, you'll see 3 kids here. They are actually Lucca, Marle and Crono again from Chrono Trigger. Lucca (violet haired) will tell you what happened

14 years ago. A panther attacked you and you were brought to Chronopolis by accident. You came in contact with the Frozen Flame. It healed you but it disrupted FATE. She will also tell you that once, during the Zeal Era in 12,000 BC, Schala was sucked into time together with Lavos therefore binding them together. Schala however manages to retain half of her sanity. The other half tends to destroy everything. When Schala heard your cries, she has shown pity for you. To retain her good nature, she created a clone of herself. And the clone is Kid. Kid doesn't believe what Lucca is saying and that's how it should be according to Schala. Then, Lucca will plead to you to finally release Schala from Lavos. When you talk to Crono (Red haired), he will tell you something also. The 6 dragons sent Harle into joining forces with Lynx so that she can reach the Frozen Flame and destroy it. About Lynx, he was actually Wazuki, Serge's father. When you reached Chronopolis, Wazuki was able to return you back to El Nido but then, he succumbed to FATE. He was turned into an image Serge feared the most, a panther. Next, when you talk to Marle (the girl dressed in white), she will tell you about the prophecies of Belthasar that these things will happen. He came from the future after being sent there by Lavos and Zeal. He studied about time and tried to prevent things from happening. Now, after talking to the 3, if you're ready, use the Time Egg by pressing the Square button on the Red Vortex. This will leave you to the Darkness of time where you will fight the final boss of the Game. Before entering, your party members will say their speeches (excluding Serge) and you will be brought to the Darkness of Time and fight Time Devourer that is Lavos and Schala in one.

Boss: TIME DEVOURER

Innate: White

#####

HP: 15000?

Spoils: none

Unlike the Time Devourer you fought earlier, this one uses much stronger elements. With its high HP and high defense, this will take you a while to beat. Try to use EVERY strong attack element in your arsenal. Heal your party from time to time to prevent being Ko'd. Be patient with this battle. And Good luck in finishing the Final Boss of the game!

Beating him with Chrono Cross:

If you have the Chrono Cross Element, you can use it to free Schala from Lavos. The pattern should be Yellow, Red, Green, Blue, Black, White then you can use the Chrono Cross. If you used the Chrono Cross with any other combinations, it will have no effect at all and you just wasted it. You can't get it back anymore. If you managed to use the Chrono Cross properly, you'll get Ending #1 of not Ending #7.

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ENDINGS

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As with its predecessor, Chrono Cross has numerous endings. Here are the ones that I've discovered so far. I don't know the best ending yet. I'll discover it when the time comes.

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Ending #1: Condition/s for this ending:

- After beating Time Devourer for the first time in Terra Tower, go to Opassa Beach and battle Time Devourer for the last time. And use the Chrono Cross Element.

This ending is quite hard. You'll have to arrange the elements so that you can use the Chrono Cross. From 1st to last, Yellow, Red, Green, Blue, Black, White then the Chrono Cross. The battle will be over and you'll new see the ending. First you'll see a letter from Schala (Kid). You'll then be shown a short synopsis of the story. Then, you're characters will say goodbye to Serge (everyone in the 'Another World' will never see Serge again because Serge will return to the Home World once and for all). After that scene, you'll see the Credits in FMV where you'll also see some scenes from the game. You'll also notice that there are scenes wherein Kid is a real woman searching for Serge (it includes the city streets of Japan). During this FMV, a nice Japanese Song will be played in the background. Then, finally, you'll see Kid holding the Amulet. Finish!

-----  
Ending #2: Condition/s for this ending:

- Defeat Time Devourer after getting Harle

You will see a scene just like the New Marbule in Another. Then serge(still in Lynx's body) and Harle will come out in one of the house. Then he will be chosen by the chief of Marbule to be the new leader of demi-humans. Then you can also see a scene in the entrance of Sea of Eden. Zappa, Radius and Fargo are there to fight Lynx (still in Serge's body). But Kid will enter the screen to fight the 3.

-----  
Ending #3: Condition/s for this ending:

- Defeat Time Devourer after Harle leaves the party permanently (right after you see her at the deck of S.S. Invincible)

Harle went to Chronopolis to stop Lynx. But then, Kid stops and fight her. So Lynx was able to go straight to the laboratory saying he will become FATE himself. Then the record of fate in Arni turns black.

-----  
Ending #4: Condition/s for this ending:

- Defeat Time Devourer after you defeat Fate at the Sea of Eden

The Dragon God is shown in the Sky Dragon Isle with the Marbule chief and the elf chief. They are planning a revenge on the humans. Then Harle is shown in Arni. There are no more humans in Arni. Then Harle picks up a flower then goes to cape howl to bring flower to Serge's grave.

-----  
Ending #5: Condition/s for this ending:

- Defeat Time Devourer with Serge alone

You will be at the lobby of Viper's Mansion the Peppor and Solt will welcome you. There's a lot of characters here that you can speak to but their names are changed to the name of the developers of the game. I guess they made this ending to say thanks to the people who played the game =P.

-----  
Ending #6: Condition/s for this ending:

- Defeat Time Devourer after getting Poshul (Serge and Leena's ending)

Leena welcomes Serge at the pier after he went training to become a fisherman. Then Kid is shown staying at Viper's Manor. There, she defeats Lynx alone then she wished to be El Nido's lord from the Frozen Flame. Then she is shown with the 3 divas and defended El Nido from Porre's attack. As a conclusion, she

conquered other lands easily with the help of the Frozen Flame.

-----  
Ending #7: Condition/s for this ending:

- Defeat Time Devourer (Lavos and Schala) at the Darkness of time without using the Chrono Cross

This is a pretty bleak ending. All you'll see is that Lavos and Schala were defeated and you didn't release her from Lavos. After that, the Credits, in FMV with a small screen on the right will show up. After that, it's the end.

-----  
Ending #8: Condition/s for this ending:

- Defeat Time Devourer at the Darkness of time after Lynx poisons Kid with the Hydra Poison in the beginning. Don't choose to find the Hydra Humour and you should have Leena with your party.

In this ending, you'll see Serge find a job at Lisa's Element shop at Termina. Leena will be jealous. She will wonder why Serge didn't accept the job offer at Arni. Then, you'll see Kid at the Viper Manor with Norris. Norris saved Kid from the Hydra Poison. After that scene, you'll see Solt, Peppor and Pierre charge at Fort Dragonia! It looks like Serge and co. during the beginning sequences of the game. It's hilarious.

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ELEMENT LIST  
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The elements are arranged in alphabetical order. Here the description and explanation of the elements:

-----  
Name of element (type: Attack, Support, Curative)

- description of the Element

Innate: Innate Color                      Consumable:        yes/no  
Level: element level                      Area of Effect: Who are affected  
Level Range: +-                              Price:                if it can be bought  
Location:      Shop/Chest/Spoils

-----  
A. NORMAL ELEMENTS  
-----  
=====

AEROBLASTER (Attack)

- shoots a sonic blast at your foe

Innate: Green                                      Consumable:        No  
Level: 4    Area of Effect: Single Enemy  
Level Range: +-4                                      Price:                240 G  
Location:      Termina Element Shop



AEROSAUCER (Attack)

- throws blades of razor-sharp air to slice foe

Innate: Green	Consumable: No
Level: 2	Area of Effect: Single Enemy
Level Range: +-6	Price: 80 G
Location: Termina Element Shop	

ANTIBLUE (Support)

- Only if innate color Red. Temporarily seals Blue elements

Innate: Red	Consumable: No
Level: 3	Area of Effect: Single Enemy
Level Range: +-5	Price: ?
Location: Marbule	

ANTIDOTE (Curative)

- heals poison and green status effects

Innate: Green	Consumable: Yes
Level: 2	Area of Effect: Single Ally
Level Range: +-0	Price: 15 G
Location: Termina and Arni Element Shops	

ANTIGREEN (Support)

- Only if innate color Yellow. Temporarily seals Green elements

Innate: Yellow	Consumable: No
Level: 3	Area of Effect: Single Enemy
Level Range: +-5	Price: ?
Location: Marbule	

AQUABALL (Attack)

- hurls a large sphere of water at opponent

Innate: Blue	Consumable: No
Level: 3	Area of Effect: Single Enemy
Level Range: +-5	Price: 100 G
Location: Termina Element Shop	

AQUABEAM (Attack)

- blasts foe with high pressure water stream

Innate: Blue	Consumable: No
Level: 1	Area of Effect: Single Enemy
Level Range: +-7	Price: 50 G
Location: Termina and Arni Element Shops	

BLACKOUT (Curative)

- removes black status effects

Innate: Black                                    Consumable:        Yes  
Level: 2                                        Area of Effect: Single Ally  
Level Range: +-0                              Price:             15 G  
Location:     Termina Element Shop

=====

BRACE (Curative)

- heals sprains and yellow status effects

Innate: Yellow                                  Consumable:        Yes  
Level: 2                                        Area of Effect: Single Ally  
Level Range: +-0                              Price:             15 G  
Location:     Termina Element Shop

=====

BUSHBASHER (Attack)

- encases foe in a cage of thorny brambles

Innate: Green                                   Consumable:        No  
Level: 3                                        Area of Effect: Single Enemy  
Level Range: +-5                              Price:             100 G  
Location:     Termina Element Shop

=====

BUSHWHACKER (Attack)

- slices foe with a cloud of whirling leaves

Innate: Green                                   Consumable:        No  
Level: 1                                        Area of Effect: Single Enemy  
Level Range: +-7                              Price:             50 G  
Location:     Termina Element Shop

=====

CAPSULE (Curative)

- restores HP (medium)

Innate: Yellow                                  Consumable:        Yes  
Level: 3                                        Area of Effect: Single Ally  
Level Range: +-0                              Price:             ?  
Location:     Termina Element Shop

=====

CURE (Curative)

- restores HP (small)

Innate: Blue                                    Consumable:        No  
Level: 1                                        Area of Effect: Single Ally/Enemy  
Level Range: +-1                              Price:             100 G  
Location:     Arni and Termina Element Shops

=====

CURE ALL (Curative)

- only if innate color Blue. Restores HP (large)

Innate: Blue	Consumable: No
Level: 5	Area of Effect: All Allies
Level Range: +-3	Price: -
Location: -	

=====  
CURE PLUS (Curative)

- Restores HP (medium)

Innate: Blue	Consumable: No
Level: 3	Area of Effect: Single Ally or Enemy
Level Range: +-5	Price: 220 G
Location: Termina Element Shop	

=====  
DIMINISH (Support)

- temporarily halves element damage

Innate: Black	Consumable: No
Level: 6	Area of Effect: All Allies and Enemies
Level Range: +-2	Price: 1,670 G
Location: Guldove	

=====  
ELECTROBOLT (Attack)

- hurls a lightning bolt down on your opponent

Innate: Yellow	Consumable: No
Level: 4	Area of Effect: Single Enemy
Level Range: +-4	Price: 240 G
Location: Termina Element Shop	

=====  
ELECTROJOLT (Attack)

- shocks foe with an electrical discharge

Innate: Yellow	Consumable: No
Level: 2	Area of Effect: Single Enemy
Level Range: +-6	Price: 80 G
Location: Termina Element Shop	

=====  
FIREBALL (Attack)

- hurls sphere of flame at enemy

Innate: Red	Consumable: No
Level: 1	Area of Effect: Single Enemy
Level Range: +-7	Price: 50 G
Location: Arni and Termina Element Shops	

=====

FIREPILLAR (Attack)

- burns enemy on a pillar of flame

Innate: Red                                    Consumable:    No  
Level: 3                                        Area of Effect: Single Enemy  
Level Range: +-5                            Price:            100 G  
Location:    Termina Element Shop

=====

GENIUS (Support)

- temporarily increases your Magical Power

Innate: Black                                Consumable:    No  
Level: 4                                        Area of Effect: Single Ally  
Level Range: +-4                            Price:            430 G  
Location:    Guldove

=====

GRAVITONNE (Attack)

- crushes foes with a supergravity field

Innate: Black                                Consumable:    No  
Level: 3                                        Area of Effect: All Enemy  
Level Range: +-5                            Price:            ?  
Location:    Termina Element Shop

=====

GRAVITYBLOW (Attack)

- blows away foe with a ball of pure gravity

Innate: Black                                Consumable:    No  
Level: 1                                        Area of Effect: Single Enemy  
Level Range: +-7                            Price:            60 G  
Location:    Guldove

=====

HEAL (Curative)

- restores HP (small)

Innate: Green                                Consumable:    No  
Level: 2                                        Area of Effect: Single Ally or Enemy  
Level Range: +-6                            Price:            100 G  
Location:    Termina Element Shop

=====

HEAL ALL (Curative)

- Restores HP (medium)

Innate: Green                                Consumable:    No  
Level: 4                                        Area of Effect: All Allies  
Level Range: +-4                            Price:            300 G  
Location:    Termina Element Shop

=====

HELLSOUL (Attack)

- attempts to remove the soul from one's body

Innate: Black	Consumable: No
Level: 2	Area of Effect: Single Enemy
Level Range: +-0	Price: 100 G
Location: Guldove	

HIRES (Support)

- temporarily increases your defense

Innate: Yellow	Consumable: No
Level: 4	Area of Effect: Single Ally
Level Range: +-4	Price: ?
Location: Marbule	

ICEBLAST (Attack)

- freezes your foe in a cage of ice

Innate: Blue	Consumable: No
Level: 4	Area of Effect: Single Enemy
Level Range: +-4	Price: 240 G
Location: Termina Element Shop	

ICELANCE (Attack)

- hurls an icicle spear at unsuspecting foe

Innate: Blue	Consumable: No
Level: 2	Area of Effect: Single Enemy
Level Range: +-6	Price: 80 G
Location: Termina Element Shop	

IMBECILE (Support)

- temporarily decreases foe's Magical Power

Innate: Black	Consumable: No
Level: 4	Area of Effect: Single Enemy
Level Range: +-4	Price: 430 G
Location: Guldove	

INFOSCOPE (Support)

- (Only if Innate color Green)  
Detects your opponent's HP data

Innate: Green	Consumable: No
Level: 6	Area of Effect: Single Enemy
Level Range: +-2	Price: 880 G
Location: Guldove	

LORES (Support)

- temporarily decreases opponent's defense

Innate: Yellow	Consumable: No
Level: 4	Area of Effect: Single Enemy
Level Range: +-4	Price: ?
Location: Marbule	

MAGMA BURST (Attack)

- makes lava gush out from beneath foe

Innate: Red	Consumable: No
Level: 4	Area of Effect: Single Enemy
Level Range: +-4	Price: 240 G
Location: Termina Element Shop	

MAGNEGATE (Support)

- (Only if Innate Color White)  
Temporarily nullifies foe's magic attacks

Innate: White	Consumable: No
Level: 6	Area of Effect: Single Ally
Level Range: +-2	Price: 2,880 G
Location: Guldove	

MAGNIFY (Support)

- temporarily increases element damage by 1.5

Innate: White	Consumable: No
Level: 6	Area of Effect: All Allies and Enemies
Level Range: +-2	Price: 1,670 G
Location: Guldove	

MEDICINE (Curative)

- heals the flu and blue status effects

Innate: Blue	Consumable: Yes
Level: 2	Area of Effect: Single Ally
Level Range: +-0	Price: 15 G
Location: Arni and Termina Element Shops	

METEORITE (Attack)

- drops comet down on an unsuspecting foe

Innate: White	Consumable: No
Level: 2	Area of Effect: Single Enemy
Level Range: +-6	Price: ?
Location: Termina Element Shop	

=====

NIMBLE (Support)

- Temporarily increases physical evade%

Innate: Blue	Consumable: No
Level: 4	Area of Effect: Single Ally
Level Range: +-4	Price: -
Location: Marbule	

=====

NINETY-NINE (Support)

- (Only if innate color Red)  
Temporarily keeps hit% of basic attacks at 99%

Innate: Red	Consumable: No
Level: 6	Area of Effect: Single Ally
Level Range: +-2	Price: 2,880 G
Location: Guldove	

=====

NOSTRUM (Curative)

- restores HP (large)

Innate: Black	Consumable: Yes
Level: 6	Area of Effect: Single Ally
Level Range: +-0	Price: 60 G
Location: Termina Element Shop	

=====

NUMBLE (Support)

- temporarily decreases physical evade%

Innate: Blue	Consumable: No
Level: 4	Area of Effect: Single Enemy
Level Range: +-4	Price: -
Location: Marbule	

=====

OINTMENT (Curative)

- heals burns and red status effects

Innate: Red	Consumable: Yes
Level: 2	Area of Effect: Single Ally
Level Range: +-0	Price: 15 G
Location: Termina Element Shop	

=====

PANACEA (Curative)

- Removes all status effects

Innate: White	Consumable: Yes
Level: 4	Area of Effect: Single Ally
Level Range: +-0	Price: -
Location: -	

=====

PHYSNEGATE (Support)

- (Only if Innate color Yellow)
- Temporarily nullifies foe's physical attacks

Innate: Yellow                      Consumable:      No  
Level: 6                              Area of Effect: Single Ally  
Level Range: +-2                    Price:              2,880 G  
Location:      Guldove

=====

PURIFY (Curative)

- removes all status effects

Innate: White                        Consumable:      No  
Level: 4                              Area of Effect: Single Ally  
Level Range: +-4                    Price:              210 G  
Location:      Guldove

=====

RECOVER ALL (Curative)

- restores HP (medium)

Innate: White                        Consumable:      No  
Level: 3                              Area of Effect: All Allies  
Level Range: +-5                    Price:              380 G  
Location:      Termina Element Shop

=====

REVENGE (Attack/Curative)

- Shifts your status effect onto enemy

Innate: Black                        Consumable:      No  
Level: 5                              Area of Effect: Single Enemy  
Level Range: +-3                    Price:              600 G  
Location:      Guldove

=====

REVIVE (Curative)

- recovers friend from incapacitated status

Innate: White                        Consumable:      No  
Level: 1                              Area of Effect: Single Ally  
Level Range: +-7                    Price:              -  
Location:      ?

=====

SEAL ALL (Support)

- Only if innate color black. Temporarily stops everyone's element

Innate: Black                        Consumable:      No  
Level: 6                              Area of Effect: All Allies and Enemies  
Level Range: +-2                    Price:              ?



Location: Marbule

---

STRENGTHEN (Support)

- Temporarily increases your attack power

Innate: Red Consumable: No  
Level: 4 Area of Effect: Single Ally  
Level Range: +-4 Price: ?  
Location: Marbule

---

STRONGMINDED (Support)

- temporarily increases your Magical Defense

Innate: White Consumable: No  
Level: 4 Area of Effect: Single Ally  
Level Range: +-4 Price: 430 G  
Location: Guldove

---

TABLET (Curative)

- Restores HP (small)

Innate: Red Consumable: Yes  
Level: 2 Area of Effect: Single Ally  
Level Range: +-0 Price: 10 G  
Location: Arni and Termina Element Shops

---

UPHEAVAL (Attack)

- spears foe with shards of shattered earth

Innate: Yellow Consumable: No  
Level: 3 Area of Effect: Single Enemy  
Level Range: +-5 Price: 100 G  
Location: Termina Element Shop

---

UPLIFT (Attack)

- lifts out and drops block of stone on foe

Innate: Yellow Consumable: No  
Level: 1 Area of Effect: Single Enemy  
Level Range: +-7 Price: 50 G  
Location: Termina Element Shop

---

WEAKEN (Support)

- Temporarily decreases foe's attack power

Innate: Red Consumable: No  
Level: 4 Area of Effect: Single Enemy  
Level Range: +-4 Price: ?

Location: Marbule

WEAKMINDED (Support)

- temporarily decreases foe's magic defense

Innate: White Consumable: No  
Level: 4 Area of Effect: Single Enemy  
Level Range: +-4 Price: 430 G  
Location: Guldove

WHITEOUT (Curative)

- removes white status effects

Innate: White Consumable: Yes  
Level: 2 Area of Effect: Single Ally  
Level Range: +-0 Price: 40 G  
Location: Termina Element Shop

B. TRAP ELEMENTS

Note that ALL trap elements are Consumables and affect only one enemy. If you try to use multiple traps on one enemy, the last one you made will be the only trap that is activated. Example, if you set a Unicorn Trap element at a foe, then you set FrogPrince Trap Element, the Unicorn will be removed/discarded and thus, FrogPrince will be the current Trap.

Note: You can buy most of these traps at Marbule. I'll include the price on the next update. As of now, Marbule is the only place I remembered where you can get these trap elements.

Note on trap elements: All of them are consumable, +-0 Level Range and affects a single enemy only. Their respective names are the actual name of the element that they are trapping. I just added the (S) to those that trap Summon Elements. About the location, I'll also include the spoils and chest locations.

Name	Level	Price	Element to Trap	Where	Innate
Carnivore	5	-	Carnivore	Marbule	Green
Deluge	5	-	Deluge	Marbule	Blue
EarthQuake	5	-	EarthQuake	Marbule	Yellow
FreeFall	5	-	FreeFall	Marbule/Mt. Pyre	Black
FrogPrince	7	-	(S)FrogPrince	Marbule	Blue
Golem	7	-	(S)Golem	Marbule	Yellow
HolyLight	5	-	HolyLight	Marbule	White
Iceberg	6	-	Iceberg	Marbule	Blue
Inferno	5	-	Inferno	Marbule	Red
MotherShip	7	-	(S)MotherShip	Marbule	Black
RedWolf	7	-	(S)RedWolf	Marbule	Red
Sonja	7	-	(S)Sonja	Marbule	Green
ThundaStorm	6	-	ThundaStorm	Marbule	Yellow
Tornado	6	-	Tornado	Marbule	Green
UltraNova	6	-	UltraNova	Marbule	White



Innate: Yellow  
Level: 8  
Level Range: +-0

Location: Yellow Dragon (Earth Dragon Isle)  
Area of Effect: All Enemies

=====

-----  
TECH LIST  
-----

Techs are special elements that can only be used by its owner. No one else.  
Here are the Techs of each of the characters in alphabetical order  
Here's the description of the columns:

Level = Level needed to learn/use

Area = Effect Area (How many Allies/enemies are affected)

Legend:

1A = 1 ally

AA = All Allies

1E = 1 enemy

AE = All enemies

1O = 1 enemy or ally

AO = All enemies or allies

Description = What does this Tech do

DOC                   Level Area   Description                   Innate = White

-----  
High Five            3     1E    Throw your weapons high up in the air  
Gnarly               5     1E    A chiropractic attack that crushes foe's bones

DRAGGY               Level Area   Description                   Innate = Red

-----  
CoughDrop            3     1E    Cough up a little breath of fire  
CoughMix             5     AE    Cough up fireball, then beat wings to magnify it

FARGO                Level Area   Description                   Innate = Blue

-----  
Pillage              3     1E    Plunder opponent's treasure  
Cannon Balls         5     AE    Call for support fire from the S.S. Invincible

FUNGUY               Level Area   Description                   Innate = Yellow

-----  
Lumber Jack          3     1E    Make like a wood cutter and chop foe to pieces  
Spore Cloud          5     1E    Shoot a cloud of spores from your mushroom cap

GLENN                Level Area   Description                   Innate = Green

-----  
Dash & Gash          3     1E    Build up momentum for a stronger slash attack  
Sonic Sword          5     1E    Technique taught to him by his late big brother  
Dive & Drive          7     1E    Pierce foe from above and finish with a kick

GRECO                Level Area   Description                   Innate = Red

-----  
Clothesline          3     1E    Charge with outstretched arm to knock foe flying  
Flip-Flop            5     1E    Do a gymnastics lead up to a spinning drop kick

GROBYC               Level Area   Description                   Innate = Black

-----  
RocketFist           3     1E    Shoot off left arm to punch a foe in the face

HairCutter 5 AE Power up cyborg hair to generate laser saber

HARLEQUIN Level Area Description Innate = Black

---

Moon Beams 3 AE Use Lunar Energy to create blades of light

Moon Shine 5 AA Use Lunar Energy to protect your party

Lunairetic 7 AE Create a Lunar Eclipse that causes destruction

IRENES Level Area Description Innate = Blue

---

Water Breath 3 1E Exhale a powerful blast of salt water

MerMelody 5 1A Play a tune on your harp to heal a party member

JANICE Level Area Description Innate = Red

---

BeatIt 3 1E Beat enemy with your trusty bunny-drum

24Carrots 5 1E Bounce carrots off drum as true "Beater Carotene"

KARSH Level Area Description Innate = Green

---

Dragon Rider 3 1E Jump on your dragon to make a charge attack

Axial Axe 5 AE Send Aura into Axe and throw it in a circle

Axiomatic 7 1E Spin axe around to build up power for final blow

KID Level Area Description Innate = Red

---

- 3 1E -

Red Pin 5 1E -

HotShot 7 1E The death-blow machine created by Lucca

KORCHA Level Area Description Innate = Blue

---

Headbutt 3 1E Swim in the air and dive head-first at opponent

Hook&Sinker 5 1E Snag a foe on fishing line and reel him in

LEAH Level Area Description Innate = Yellow

---

RockThrow 3 1E Hurl huge boulders at opponent

TailSpin 5 1E Swirl tail around to create a tornado attack

TripleKick 7 1E Leap up and kick from different directions

LEENA Level Area Description Innate = Blue

---

Maiden Hand 3 1E A real slap in the face to body and soul

Maiden Heart 5 self Virgin's prayer to recharge Element's Power

LUCCIA Level Area Description Innate = Black

---

Pin-Up Girl 3 1E Practice the pinning of a specimen on your foe

Mix & Match 5 1E Chemical compound causes multiple status effects

LYNX (SERGE) Level Area Description Innate = Black

---

GlideHook 3 1E Slice opponent as you gently fly past him

Feral Cats 5 AE Invokes a pack of magical cats to attack

ForeverZero 7 AE All things become eternal nothingness

MARCY Level Area Description Innate = Blue

---

Cat's Cradle 3 1E Pierce the enemy with your secret strings

String Phone 5 AE Send a cold signal down you secret string line

MEL Level Area Description Innate = Yellow

-----  
Snatch 3 1E Steal your opponent's possessions  
Doodle 5 1E Use your opponent as a piece of drawing paper  
Tantrum 7 AE Stump on the ground so hard it causes quakes

MIKI Level Area Description Innate = Red

-----  
HeadPopper 3 1E A dance that's bound to make heads turn  
Sexy Wink 5 1E A lusty look that'll make any foe go gaga  
DanceOnAir 7 AE Dance in the sky while attacking with airwaves

MOJO Level Area Description Innate = Black

-----  
Voodoo Dance 3 1E Perform a mystic dance that curses your foe  
Cartwheel 5 AE Turn yourself into a living Catherine Wheel

NEOFIO Level Area Description Innate = Green

-----  
PopPopPop 3 AE Shoot forth a barrage of flower seeds  
SlurpSlurp 5 1E Send out tendrils to soak up foe's HP

NIKKI Level Area Description Innate = Blue

-----  
Grand Finale 3 1E Break beloved Guitar on foe at performance's end  
Chill Out 5 1E Play a cool tune that'll freeze your worst critic

NORRIS Level Area Description Innate = Yellow

-----  
Spiral Ray 3 1E Pierce the enemy with your secret strings  
String Phone 5 AE Send a cold signal down you secret string line

ORCHA Level Area Description Innate = Red

-----  
Spice of Life 3 AA Scatter secret spice to make party healthy  
MysteryMenu 5 1E Turns your foe into the main course!

ORLHA Level Area Description Innate = Red

-----  
Multipunch 3 1E A chain attack inherited by a single child  
Punch Drunk 5 1E "Drunken Master" attack taught by her parents

PIERRE Level Area Description Innate = Blue

-----  
Medalsome 3 self Pray upon the legendary Hero's Medal for help  
Foiled Again 5 1E Gracefully score a double touché on foe

PIP Level Area Description Innate = Red

-----  
Pounce 3 1E Hurl body at foe with all one's might  
Soothe 5 AA Gently calm party to restore Stamina and HP

POSHUL Level Area Description Innate = Yellow

-----  
K9-Ball 3 1E Curl up into a ball and bounce at foe  
DoggyDunnit 5 AE Kick up the dirty stuff from Pooch's sand box

RADIUS Level Area Description Innate = Green

---

Long Shot	3	1E	Hit foe from afar with Chi Aura
Quick Draw	5	1E	Swing your staff faster than the eyes can see
Vital Energy	7	1E	Send wave of "Chi" Aura flying at foe

---

RAZZLY	Level Area	Description	Innate = Green
--------	------------	-------------	----------------

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Raz-Star	3	1E	Catch a falling star
Raz-Heart	5	1A	A gift from the heart

---

RIDDEL	Level Area	Description	Innate = White
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---

Snake Eyes	3	AA	Use the power of a White Cobra to heal your party
Snake Skin	5	1A	Use the power of a White Cobra for protection

---

SERGE	Level Area	Description	Innate = White
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---

Dash & Slash	3	1E	Charge at foe for extra powerful Blade Strike
Luminaire	5	AE	Build up and release a burst of "chi" energy
Flying Arrow	7	1E	Focus energy on Swallow and hurl yourself at foe

---

SNEFF	Level Area	Description	Innate = Yellow
-------	------------	-------------	-----------------

---

Big Deal	3	1E	Swiftly and forcefully throw your pack of cards
HP Shuffle	5	self	Reorder the digits that make up your HP value
Sword Trick	7	1E	A new magic trick like never seen before!

---

SPRIGG	Level Area	Description	Innate = Green
--------	------------	-------------	----------------

---

DoppelGang	5	self	Transform yourself into a previously met foe
------------	---	------	--

---

STEENA	Level Area	Description	Innate = White
--------	------------	-------------	----------------

---

Direa Shadow	3	1E	Summon the Eidolon of the last shrine maiden
Hydra Shadow	5	AE	Summon the Eidolon of the Hydra

---

TURNIP	Level Area	Description	Innate = Green
--------	------------	-------------	----------------

---

VegeChopper	3	1E	Lean in air and put all force behind massive cut
VegeMight	5	1E	Burrow into the ground to do uppercut from below

---

VAN	Level Area	Description	Innate = Green
-----	------------	-------------	----------------

---

Jump Throw	3	1E	A technique learned from a correspondence course
Wet Paint	5	AO	throw artist's paint dots all over the place
PiggyBoink	7	1E	Set your precious piggy bank onto your foe

---

VIPER	Level Area	Description	Innate = Yellow
-------	------------	-------------	-----------------

---

G-Force	3	1E	Utilize Gravity's Pull to swing sword harder
Airforce	5	AE	Make huge blades of thin air and hurl them at foes

---

ZAPPA	Level Area	Description	Innate = Red
-------	------------	-------------	--------------

---

HammerBlow	3	1E	Beat the earth to rattle your foe
HammerThrow	5	AE	Spin like a top to knock foes flying

---

ZOAH	Level Area	Description	Innate = Yellow
------	------------	-------------	-----------------

---

Dragon Rider	3	1E	Jump from your steed to do an elbow-crush dive
--------------	---	----	--

=====
DUAL TECHS
=====

Here are the dual techs of the game that I've discovered so far. Dual Techs can be accomplished if two characters' Techs can be combined into one. There are 44 characters and you might think that each character has 43 Dual Techs with other characters. That's way too many. They must be compatible in attacks (not necessarily weapons), or related to each other. Take note that both characters must be able to use their respective Techs and then the Dual Tech will replace them in your character's element grid. I.E. Serge's Dash & Slash Tech and Glenn's Dash & Gash Tech. They are level 3 Techs so you must attack until both characters can use level 3 elements. When this is achieved, X Strike will take the place of the Elements and you can use it.

Here are the Dual Techs:

Table with 6 columns: Char. #1, Move, Char. #2, Move, Dual Tech, Innate. Row 1: Serge, Dash & Slash, Glenn, Dash and Gash, X Strike, Red.

=====
LEVEL 7 TECHS
=====

In this section, you'll see the Level 7 Techs of the Characters and how to get them.

\* Listed in Alphabetical Order

DOC Level 7 Tech: Hang Ten

- Give the Medical Book to Doc in the Home World and then he'll be able to learn the Tech.

FARGO Level 7 Tech: Invincible

- Right after the Concert of Nikki, and right before liberating Marbule, Fargo will automatically receive it before you board your boat and go to Marbule.

GLENN Level 7 Tech: Dive & Drive

- Just like Serge, Glenn will acquire it when he reaches level 45 or so.

GROBYC Level 7 Tech: Strong Arm

- Take Grobyc with you in Chronopolis. Take the elevator to the 2nd floor and then go right and enter the door. There will be a box. Open it and you'll acquire the "StrongArm" Tech.

HARLEQUIN Level 7 Tech: Lunairetic

- Just as Serge, Harle will acquire it when she reaches 45 stars or so.

IRENES Level 7 Tech: Siren Song



- Talk to the witch doctor at Marbule in the Home World. He'll give you a package for Irenes. Take the package to Irenes in the Sage's House. She will then acquire the "SirenSong".

-----  
KARSH                           Level 7 Tech: Axiomatic

- Get it at the Isle of the Damned. Examine a chest which is inside a room which is all the way to the right from the library. There, Solt and Peppor left a note. Go to Island of the Damned and defeat Solt and Peppor and you'll receive the Tech.

-----  
KID                               Level 7 Tech: Hot Shot

- While at Lucca's House, examine the books to the lower left of the room where you got the Ice Gun. Lucca told in a note that she changed the control buttons for the machine. And the password is just the same. Go to the first room of Lucca's house where you see the robot (Gato) and examine the machine to the left of the clock. Examine it using L1 and then Triangle, then R1, then finally, Triangle. You'll now acquire the Tech.

-----  
LEAH                             Level 7 Tech: Triple Kick

- Leah will automatically acquire it right after she joins your party in Gaea's Navel.

-----  
LYNX                             Level 7 Tech: Forever Zero

- Lynx will automatically acquire it when he reaches 45 stars.

-----  
ORLHA                            Level 7 Tech: Sister Hoods

- Take Orlha to Doc in the Home World. There will be a scene where she meets here twin sister. Her sister dies and she receives the "SisterHoods" Tech skill. Also, she'll receive the other half of the Sapphire Brooch that turned out to be the Blue Brooch.

-----  
RADIUS                          Level 7 Tech: Vital Energy

- Radius will automatically acquire it when you get him in your party.

-----  
SERGE                           Level 7 Tech: Flying Arrow

- Serge will automatically get it when you reach 45 Stars.

-----  
SNEFF                            Level 7 Tech: Sword Trick

- Sneff will automatically acquire it when you get him in your party.

-----  
VAN                              Level 7 Tech: Piggy Boink

- Van will automatically acquire it when you get him in your party.

=====

ITEMS AND KEY ITEMS

-----

These items are mainly for forging of equipments. "Where to get it" tells you the most common way of getting that particular item.

Items:	Where to get it
Bone	Komodo Pup (Lizard Rock)
Carapace	Trading Posts
Copper	
Denadorite	Gaea's Navel
Eyeball	Trading Posts
Fang	Trading Posts
Feather	Komodo Pup (Lizard Rock)
Fur	Trading Posts
Humour	Beach Bum (Lizard Rock)
Iron	
Mythril	
Rainbow	Chronopolis and Terra Tower
Shiny Dew	Beat enemies with BlueWhale
Shiny Ember	Beat enemies with Salamander
Shiny Leaf	Beat enemies with Genie
Shiny Salt	Beat enemies with Saints
Shiny Sand	Beat enemies with ThundaSnake
Shiny Soot	Beat enemies with GrimReaper
Scale	Opah Fish (Lizard Rock Alternate)
Screw	Trading Posts
Seed	Trading Posts

Thanks to VvMach5vv@aol.com for his info regarding the Shiny Materials.

Note: These are all that I know as of know. I'll update it and include the "Where to get it" info.

Key Items:	Description
Angry Scapula	These shoulder-blades obviously bore a lot of hatred. Perhaps the owner hated himself...while alive.
Aroma Pouch	When worn, it has the power to make seeds and fruit Cling to you upon examining plants.
Astral Amulet	A small, star-colored Talisman.
Beeba Flute	A mysterious flute handed down in the Beeba Tribe. It allows you to tame the wildest of wingapedes!
Big Egg	A Huge Egg found in the Fossil Valley. What kind of Egg it is remains yet unknown!
Black Relic	A Special Treasure received from the Black Dragon God at Marbule.
Blue Relic	A Special Treasure received from the Blue Dragon God at Water Dragon Isle.
Decor Shield	A beautiful shield made of completely ornamental Purpose. Not of any use in a real battle.
Dragon Emblem	A traditional crest passed down the generations at the Dragon Shrine. The design looks familiar.
Einlanzer	The Legendary Dragon Sword Garai once wielded. It is The only sword able to beat Masamune's Evil Power.
Explosive	An explosive device used by excavation teams. = Handle with care! =
Fiddler Crab	A sculpture of a fiddler crab with a claw that shines Like a blue jewel. Said to be able to control the tide
Garai Keepsake	Just an old mirror. Why it is said to be a momento of Garai will never be known.
Good Backbone	A spine with a good posture that must have come from a Grandma's loving training in its former life.
Green Relic	A Special Treasure received from the Green Dragon God

	at Gaea's Navel.
Handle	A detachable crank-handle that serves as proof that The casino table is rigged.
Heavy Skull	A human skull painted with a Clown's make-up. It says It is searching for its body and lost memories.
Heckran Bone	The leg bone of a wild Heckran. Perfect for making Stock to be used in soups and stews.
Hero's Medal	One piece of the three-piece Hero's Collection. Said To prove the wearer is a true hero.
Hydra Humour	Refined from the body liquids of a Hydra, this liquid Is the only known antidote for Hydra Poison.
Ice Breath	The cold breath of the Water Dragon has the power to Freeze even the piping-hot magma.
Life Sparkle	A Botanical energy that will give life to the Neofio, a man-made half-human, half-plant, life form.
Manor Key	The key to the front door of Viper Manor borrowed from Old stableman. Bears Viper's Insignia.
Medical Book	= "Cray's Anatomy" = Revealing the wonders of the body of the human body. (Rated R).
Mushroom	An expensive delicacy found only in Guardia region. It's sort of like Truffles without chocolate.
Pelvic Bone	Even from the pelvis, you can see this person had a Good posture. It is important to have a good posture!
Prison Key	A key that opens the dungeon-like prison beneath Viper Manor.
Prop Sword	A sword stage prop found in the ruins of a theater
Red Relic	A Special Treasure received from the Red Dragon God at Mount Pyre.
Relief Charm	No need to participate in battles when friends can Fight or you!
Safety Gear	Poison-Resistant clothing that an exploration party Had spared to lend to Amateur Adventurers.
Sapphire Brooch	A brooch that has a blue stone, which appears to have Been broken in two, set inside of it.
Shark Tooth	An Amulet, Kiki's Father made from a Lion Shark Tooth 10 years ago when he decided to be a fisherman.
Smith Spirit	Whenever there's a customer, a blacksmith will be there! Just summon the Master Smith's Spirit...
Star Fragment	It looks just like an ordinary starfish, but is said To have a Secret Power.
Station Pass	Without this pass, it is impossible to proceed through The stations turnstiles.
Sturdy Ribs	The owner must have done various Gymnastics and Aerobics in order to build a body this solid.
Tear of Hate	A shard of the shattered Dragon Tear.
Tear of Love	A shard of the shattered Dragon Tear.
Tele-Porter	Let's you change party members on the world map or When standing in reach of Records of Fate (Save pts.)
Time Egg	A legendary item that is a complete enigma. It is Believed to break the bonds of time.
Time Shifter	Controls the flow of time... R2 Button = Fast Forward L2 Button = Slow Motion
White Relic	A Special Treasure received from the White Dragon God at Sky Dragon Isle.
Yellow Relic	A Special Treasure received from the Yellow Dragon God at Earth Dragon Isle.

=====
WEAPONS
=====

Here are the weapons found in the game. Basically, as you progress in the game, the different Blacksmiths/shops that forge equipments will upgrade also. Here's a sample and the description.

Type = it is the type of the weapon. Also includes the characters that can Use this particular weapon type

Name = The name of the weapon

Requirements/Location = The item requirements will be shown if it can be Forged. The location, on the other hand, will show Where to get the weapon, be it a chest or Spoils.

=====
T Y P E
=====

character/s that can use the weapon:
character1, character2, etc.

Table with 2 columns: Name, Requirements/Location, G needed to forge

- arrange by type of weapon

=====
A X E S
=====

character/s that can use the weapon:
Karsh, Leah, Funguy

IRON AXE

Table row: 1 Copper : 1 Humour : 1 Iron : 1 Fang 560 G

RAINBOW AXE

Table rows: 1 Rainbow Shell : 1 Copper : 1 Fang : 1 Humour 24,000 G; 1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf; 1 Shiny Ember : 1 Shiny Salt

SILVER AXE

Table row: 1 Copper : 1 Mythril : 1 : Fang : 1 Screw 2,000 G

STONE AXE

Table row: 1 Denadorite : 1 Copper : 1 Screw : 2 Fangs 7,980 G

=====
B O O M E R A N G S
=====

character/s that can use the weapon:
Van, Mel

-----  
PRISMARANG

1 Rainbow Shell : 1 Fur : 1 Scale : 1 Feather 24,000 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

-----  
ROCKERANG

1 Denadorite : 1 Fur : 2 Feathers : 2 Scales 7,980 G

-----  
STEELEERANG

1 Iron : 1 Feather : 1 Scale 420 G

-----  
SILVERANG

1 Mythril : 1 Feather : 1 Scale : 1 Fur 1,600 G

=====  
C A R R O T

=====  
character that can use the weapon:  
Janice

-----  
CARROT

You'll automatically get it when Janice joins your party 150 G

=====  
D A G G E R

=====  
character/s that can use the weapon:  
Kid

-----  
BRONZE DAGGER

1 Copper : 1 Feather : 1 Humour 150 G

-----  
DENADORITE DAGGER

1 Denadorite : 2 Humours : 1 Feather : 2 Fangs 7,980 G

-----  
IRON DAGGER

1 Iron : 1 Fang : 1 Humour 420 G

-----  
IVORY DAGGER

1 Bone : 1 Fang 40 G

-----  
MYTHRIL DAGGER

1 Mythril : 1 Humour : 1 Fang 1,200 G

PRISM DAGGER

1 Rainbow Shell : 1 Fang : 1 Feather 21,600 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

---

=====  
G L O V E S  
=====

character/s that can use the weapon:

Greco, Grobyc, Marcy, Orlha, Pip, Zoah, Miki, Draggy, Skelly

---

BONE GLOVE

1 Bone : 1 Leather 40 G

---

BRONZE GLOVE

1 Copper : 1 Humour : 1 Leather 150 G

---

GRANITE GLOVE

1 Denadorite : 1 Humour : 2 Leathers : 2 Fangs 7,980 G

---

IRON GLOVE

1 Iron : 1 Humour : 1 Leather 420 G

---

MYTHRIL GLOVE

1 Mythril : 1 Humour : 1 Leather : 1 Fang 1,600 G

---

SPECTRAL GLOVE

1 Rainbow Shell : 1 Leather : 1 Humour : 1 Fang 24,000 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

---

=====  
G U N S  
=====

character/s that can use the weapon:

Norris, Starky

---

ARGENT GUN

1 Copper : 1 Mythril : 1 Eyeball : 1 Humour 2,000 G

---

DENADORITE GUN

1 Denadorite : 1 Copper : 2 Scales : 2 Screws 7,980 G

---

SPECTRAL GUN

1 Rainbow Shell : 1 Scale : 1 Screw : 1 Copper 24,000 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf

1 Shiny Ember : 1 Shiny Salt

---

=====

H A M M E R S

=====

character/s that can use the weapon:  
Zappa

---

GREAT HAMMER

You will automatically receive it when you get Zappa into your party.

---

MASTER HAMMER

Liberate Marbule from the monsters. After beating FATE, you 10,000 G  
can go back to the New Marbule and buy it from the guy who  
is in the place where you fought the Black Dragon at the back  
of Marbule.

---

=====

L U R E S

=====

character/s that can use the weapon:  
Korcha

---

IRON LURE

1 Bone : 1 Scale : 1 Iron : 1 Seed 560 G

---

MYTHRIL LURE

1 Bone : 1 Mythril 1,600 G

---

PRISM LURE

1 Rainbow Shell : 1 Bone : 1 Seed : 1 Scale 24,000 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

---

STONE LURE

1 Bone : 1 Denadorite : 2 Scales : 2 Seeds 7,980 G

---

=====

P I C K S

=====

character/s that can use the weapon:  
Irenes, Nikki

---

BRASS PICK

1 Copper : 1 Fur : 1 Feather 150 G

---

IRON PICK

1 Iron : 1 Fur : 1 Feather 420 G

---

MYTHRIL PICK

1 Mythril : 1 Eyeball : 1 Feather : 1 Fur 1,600 G

---

PEBBLE PICK

1 Denadorite : 1 Eyeball : 2 Feathers : 2 Furs 7,980 G

---

PRISM PICK

1 Rainbow Shell : 1 Feather : 1 Fur 24,000 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

---

=====  
R O D S  
=====

character/s that can use the weapon:  
Guile, Riddel, Razzly

---

BRASS ROD

1 Copper : 1 Eyeball : 1 Humour 150 G

---

DENADORITE ROD

1 Denadorite : 1 Eyeball : 1 Humour : 1 Feather : 2 Screws 7,980 G

---

IRON ROD

1 Iron : 1 Eyeball : 1 Humour 420 G

---

MYTHRIL ROD

1 Mythril : 1 Eyeball : 1 Screw : 1 Humour 1,600 G

---

RAINBOW ROD

1 Rainbow Shell : 1 Screw : 1 Eyeball 21,600 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

---

=====  
S H O T S  
=====

character/s that can use the weapon:  
Harle, Sneff

---

BRONZE SHOT

1 Copper : 1 Humour : 1 Feather 150 G

---



PRISM PELLETS

1 Rainbow Shell : 1 Feather : 1 Scale : 1 Humour 24,000 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

-----  
SILVER SHOT

1 Mythril : 1 Humour : 1 Feather : 1 Scale 1,600 G

-----  
STEEL SHOT

1 Iron : 1 Humour : 1 Feather 420 G

-----  
STONE SHOT

1 Denadorite : 1 Scale : 2 Feathers : 2 Humours 7,980 G

=====  
S T A F F  
=====

character/s that can use the weapon:

Radius, Sprigg

-----  
SILVER STAFF

1 Mythril : 1 Eyeball : 1 Humour 1,200 G

-----  
SPECTRAL STAFF

1 Rainbow Shell : 1 Eyeball 19,200 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

-----  
STONE STAFF

1 Denadorite : 1 Eyeball 2,660 G

=====  
S W A L L O W  
=====

Character/s that can use the weapon:

Serge, Lynx

-----  
COPPER SWALLOW

1 Copper : 1 Humour 100 G

-----  
SILVER SWALLOW

1 Mythril : 1 Eyeball : 1 Humour: 1 Iron 1,600 G

-----  
SPECTRA SWALLOW

1 Rainbow Shell : 1 Scale : 1 Feather 21,600 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf

1 Shiny Ember : 1 Shiny Salt

-----  
STEEL SWALLOW

1 Copper : 1 Humour : 1 Fang 420 G

-----  
STONE SWALLOW

1 Denadorite : 1 Humour : 2 Feathers : 2 Scales 7,980 G

=====  
S W O R D S

=====  
character/s that can use the weapon:  
Pierre, Steena, Viper, Turnip, Glenn, Fargo

-----  
BRONZE SWORD

1 Copper : 1 Leather : 1 Humour 150 G

-----  
EINLANZER

Defeat Garai at the Isle of the Damned - G

-----  
SILVER SWORD

1 Mythril : 1 Humour : 1 Leather 1,200 G

-----  
SPECTRAL SWORD

1 Rainbow Shell : 1 Leather : 1 Humour : 1 Screw 24,000 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

-----  
STEEL SWORD

1 Iron : 1 Leather : 1 Humour 420 G

-----  
STONE SWORD

1 Denadorite : 2 Leathers : 2 Humours : 1 Screw 7,980 G

=====  
U T E N S I L S

=====  
character/s that can use the weapon:  
Orcha

-----  
CRYSTAL PAN C6

1 Rainbow Shell : 1 Fur : 1 Carapace : 1 Humour 24,000 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf  
1 Shiny Ember : 1 Shiny Salt

-----  
BESOM Cu29

```

1 Copper : 1 Carapace : 1 Humour                                150 G
-----
FRYPAN Ag47

1 Mythril : 1 Humour : 1 Fur : 1 Carapace                       1,600 G
-----
LADLE Fe26

1 Iron : 1 Carapace : 1 Humour                                   420 G
-----
SAUCEPAN Si02

1 Denadorite : 1 Fur : 2 Humours : 2 Carapaces                 7,980 G
-----
SPATULA Ca20

1 Bone : 1 Leather                                             40 G
-----

```

```

=====
ARMORS
=====

```

Here are the armors found in the game. Basically, as you progress in the game, the different Blacksmiths/shops that forge equipments will upgrade also. Here's a sample and the description.

Name = The name of the armor

Description = the in-game description of the weapon

Requirements/Location = The item requirements will be shown if it can be Forged. The location, on the other hand, will show Where to get the weapon, be it a chest or Spoils.

Character/s = the character/s that can be equipped with this armor

```
-----
Name
```

```
Character/s
```

```
Requirements/Location
```

```
G needed to forge
-----
```

- arranged in alphabetical Order

```
-----
BRONZE MAIL
```

```
Everyone
```

```
1 Bone : 1 Humour : 1 Copper : 1 Fur
```

```
200 G
-----
```

```
BRONZE VEST
```

```
Everyone
```

```
1 Copper : 1 Fur
```

```
100 G
-----
```

```
IRON MAIL
```

```
Everyone
```

```
1 Copper : 1 Humour : 1 Iron : 1 Leather
```

```
560 G
-----
```

IRON VEST

Everyone

1 Iron : 1 Fang : 1 Fur 420 G

IVORY MAIL

Everyone

1 Bone : 1 Humour : 1 Scale 60 G

IVORY VEST

Everyone

1 Bone : 1 Fur 40 G

MYTHRIL MAIL

Everyone

1 Mythril : 1 Iron : 1 Humour : 1 Leather : 1 Carapace 2,000 G

MYTHRIL VEST

Everyone

1 Mythril : 1 Fur : 1 Fang 1,200 G

PRISM MAIL

Everyone

1 Rainbow Shell : 1 Denadorite : 1 Leather : 1 Carapace 24,000 G
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Soot : 1 Shiny Leaf
1 Shiny Ember : 1 Shiny Salt

STONE MAIL

Everyone

1 Mythril : 1 Denadorite : 1 Humour : 2 Leathers : 2 Carapaces 9,310 G

STONE VEST

Everyone

1 Denadorite : 1 Fur : 1 Fang 3,990 G

ACCESSORIES

Here are the different accessories found in the game. Basically, as you progress in the game, the different Blacksmiths/shops that forge equipments will upgrade also. Here's a sample and the description.

Name = The name of the Accessory

Abilities = Status Abilities of Accessory

Requirements/Location = The item requirements will be shown if it can be Forged. The location, on the other hand, will show Where to get the weapon, be it a chest or Spoils.

Character/s = the character/s that can be equipped with this armor

Name  
Character/s  
Abilities

Requirements/Location

G needed to forge

-----  
- Arranged in Alphabetical Order  
-----

BRONZE HELMET

Everyone

No Status Abilities

1 Copper : 1 Screw

40 G  
-----

DAEMON CHARM

Everyone

Protection against AntiBlack and Black status effects

Fort Dragonia (Another)

- G  
-----

DANCING SHOES

Everyone

Improves Evade%

Mt. Pyre (Another) - Spoils (Solt and Peppor)

- G  
-----

DEFENDER

Everyone

Improves Defense, Evade%, Magic Def.

Viper Manor (Another) - Spoils (Grobyc)

- G  
-----

DREAMER'S SCARF

Everyone

Starts you off in battle with your element power level increased by 1

Tower of Geddon - Spoils (Miguel)

- G  
-----

EARTH CHARM

Everyone

Protection against AntiYellow and Yellow status effects

Fort Dragonia (Another), Isle of the Damned (Home)

- G  
-----

ELBOW PAD

Everyone

Improves Defense

Viper Manor (Another) - Spoils (roacheater)

- G  
-----

FLAME CHARM

Everyone

Protection against AntiRed and Red Status effects

Fort Dragonia (Another)

- G  
-----

GOLD EARRING

Everyone

Increases the amount of HP you have during battle

Mt. Pyre (Another) - Spoils (Acacia Dragoons) - G

---

GOLDEN TIARA

Everyone

A glittering headdress. Increases your defense against Magic

? - G

---

GREEN BROOCH

Everyone

Protection against AntiGreen and Green Status Effects

? - G

---

IRON HELMET

Everyone

No Status Abilities

1 Iron : 1 Screw : 1 Fang 100 G

---

IVORY HELMET

Everyone

No Status Abilities

1 Bone : 1 Screw 40 G

---

KNEE PAD

Everyone

Increases Defense

Viper Manor (Another), Spoils (Hi-Ho Tank) - G

---

KUNG-FU SHOES

Everyone

Improves Evade%

? - G

---

MAGIC RING

Everyone

Increases Magic Power (Mgc. +1)

Mt. Pyre (Another) - spoils (Red Dragon) - G

---

MYTHRIL HELMET

Everyone

No Status Abilities

1 Mythril : 1 Leather : 1 Fang 1,600 G

---

PENDRAGON SIGIL A

Everyone

Shifts attribute of element attacks received to weapon  
(Low to High Level elements only)

Fort Dragonia (Home) - Spoils (Dark Serge) - G

---

PENDRAGON SIGIL B

Everyone

Shifts attribute of element attacks received to weapon  
(Low to Mid Level elements only)

Fort Dragonia (Another) - Spoils (Lynx) - G

---

PENDRAGON SIGIL C

Everyone

Shifts attribute of element attacks received to weapon  
(Low Level elements only)

Viper Manor (Another) - Spoils (Lynx) - G

---

PRISM HELMET

Everyone

1 Rainbow Shell : 1 Fur : 1 Carapace : 1 Humour 16,800 G  
1 Shiny Dew : 1 Shiny Sand : 1 Shiny Leaf : 1 Shiny Ember

---

RESISTANCE RING

Everyone

Decreases the time that status effects last

Gaea's Navel (Home) - Spoils (Tyrano) - G

---

SEA CHARM

Everyone

Protection against AntiBlue and Blue status effects

Fort Dragonia (Another) - G

---

SIGHT SCOPE

Everyone

Improves Hit%

Viper Manor (Another) - G

---

SILVER EARRING

Everyone

Increases the amount of HP you have during battle

Viper Manor (another) - G

---

SILVER LOUPE

Everyone

Increases HP slightly in battle

Spoils: Ketchop - G

---

STAMINA BELT

Everyone

Increases Stamina Recovery Rate

Win at Grand Slam - G

---

STAR FRAGMENT

Everyone

Protection from the Flu, Burns, Sprains, and poison status effects

El Nido Triangle (Home) - G

-----  
STONE HELMET

Everyone

No Status Abilities

1 Denadorite : 1 Scale : 1 Leather : 1 Fang : 1 Screw

6,650 G  
-----

=====  
ENEMY LIST  
-----

Sample Enemy:

Description:

Name(SEX) = of course, the name and the sex of the enemy

Innate = Innate Color

HP = total approximate HP value (I still don't know how to see the HPs)

Location = where can this enemy be found

Item/s = Items/Equipments/Elements received after winning against it

Stolen Item/s = Items received through stealing (Kid's Pilfer and  
Fargo's Pillage)

Special Attacks = Attacks that are unique to this enemy. We can consider  
These attacks as Techs of the enemy.

Rating = How difficult it is. (Ratings are: Pathetic, Average, Difficult,  
IMPOSSIBLE-there are some)

-----  
Name (SEX)

G:

Innate:

HP:

Item/s:

Location:

Stolen Item/s:

Special Attacks:

Rating:  
-----

- Here's the enemy list in Alphabetical order

-----  
ACACIA PVT (Male)

G: 365

Innate: Red

HP: 439/439

Item/s: LoRes

Location: Shadow Forest (Home)

Stolen Item/s: -

Special Attacks: -

Rating: Average  
-----

AERO-GUARD (Female)

G: 780

Innate: Blue

HP: 1026/1026

Item/s: Screw

Location: Chronopolis

Stolen Item/s: Denadorite

Special Attacks: Ice Blast, Ice Lance

Rating: Difficult  
-----

AERO-GUARD (Male)

G: 780

Innate: Blue

HP: 1134/1134

Item/s: Screw

Location: Chronopolis

Stolen Item/s: Denadorite

Special Attacks: Ice Blast, Ice Lance

Rating: Difficult  
-----



ALPHABAT (Female) G: 64 Innate: Black  
HP: 190/190 Item/s: Gravity Blow  
Location: Fort Dragonia (Another) Stolen Item/s: -  
Special Attacks: Dark Beam  
Rating: Pathetic

---

ALPHABAT (Male) G: 64 Innate: Black  
HP: 210/210 Item/s: Gravity Blow  
Location: Shadow Forest (Home) Stolen Item/s: -  
Special Attacks: Dark Beam  
Rating: Pathetic

---

BEACH BUM (Male) G: - Innate: Blue  
HP: 58/58 Item/s: Bone  
Location: Lizard Rock (Home) Stolen Item/s: -  
Special Attacks: Squirt Gun  
Rating: Pathetic

---

BUBBA DINGO (Female) G: 8 Innate: Red  
HP: 266/266 Item/s: Leather  
Location: Fossil Valley (Home) Stolen Item/s: Tablet  
Special Attacks: -  
Rating: Pathetic

---

BULB (Female) G: 130 Innate: Green  
HP: 532/532 Item/s: Seed  
Location: Shadow Forest (Home) Stolen Item/s: -  
Special Attacks: Bush Whacker  
Rating: Average

---

BULB (Male) G: 130 Innate: Green  
HP: 588/588 Item/s: Seed  
Location: Shadow Forest (Home) Stolen Item/s: Heal  
Special Attacks: Bush Whacker  
Rating: Average

---

CATBURGLAR (Male) G: - Innate: Red  
HP: 1234/1234 Item/s: Fur  
Location: Mt. Pyre (Home) Stolen Item/s: -  
Special Attacks: -  
Rating: Difficult

---

COMBAT (Male) G: 120 Innate: Black  
HP: 420/420 Item/s: Imbecile  
Location: Fort Dragonia (Another) Stolen Item/s: -  
Special Attacks: Gravity Blow  
Rating: Average

---

COMBOT (Male) G: 1400 Innate: Red  
HP: -/- Item/s: Inferno  
Location: Chronopolis Stolen Item/s: Denadorite

Special Attacks: GoBallistic, GunnerGetya

Rating: Difficult

---

CROSSBONES (Female) G: 164 Innate: Black

HP: 285/285

Item/s: Bone

Location: Fargo's Ship (Another) Stolen Item/s: -

Special Attacks: -

Rating: Average

---

CROSSBONES (Male) G: 164 Innate: Black

HP: 315/315

Item/s: Bone

Location: Fargo's Ship (Another) Stolen Item/s: -

Special Attacks: -

Rating: Average

---

CUPOID (Female) G: 750 Innate: White

HP: 1,083/1,083

Item/s: Panacea

Location: Terra Tower Stolen Item/s: -

Special Attacks: Slash All, Holy Light

Rating: Difficult

---

CUPOID (Male) G: 750 Innate: White

HP: 1,197/1,197

Item/s: Panacea

Location: Terra Tower Stolen Item/s: -

Special Attacks: Slash All, Holy Light

Rating: Difficult

---

CUSCUS (Female) G: 24 Innate: Green

HP: 380/380

Item/s: Eagle Eye

Location: Shadow Forest (Home) Stolen Item/s: Capsule

Special Attacks: Info Scope

Rating: Average

---

CUSCUS (Male) G: 24 Innate: Green

HP: 420/420

Item/s: Strengthen

Location: Shadow Forest (Home) Stolen Item/s: -

Special Attacks: Info Scope

Rating: Average

---

CYBOT (Male) G: - Innate: Yellow

HP: 659/659

Item/s: Screw

Location: Fort Dragonia (Another) Stolen Item/s: -

Special Attacks: Beaten Earth

Rating: Average

---

CYTOPLASM (Female) G: 210 Innate: Blue

HP: 855/855

Item/s: Nostrum

Location: Terra Tower Stolen Item/s: -

Special Attacks: Plasma Beam, Aqua Ball, Ice Blast, Cure Plus, Ice Lance

Rating: Average

---

CYTOPLASM (Male) G: 210 Innate: Blue

HP: 945/945 Item/s: Nostrum  
Location: Terra Tower Stolen Item/s: -  
Special Attacks: Plasma Beam, Aqua Ball, Ice Blast, Cure Plus, Ice Lance  
Rating: Average

---

DAFFY DWARF (Male) G: 100 Innate: Yellow

HP: 273/273 Item/s: ElectroJolt  
Location: Water Dragon Isle (Home) Stolen Item/s: -  
Special Attacks: Hi-Ho Chorus  
Rating: Average

---

DAGGY DWARF (Male) G: 100 Innate: Yellow

HP: 294/294 Item/s: ElectroJolt  
Location: Water Dragon Isle (Home) Stolen Item/s: -  
Special Attacks: Hi-Ho Chorus  
Rating: Average

---

DEAD BEAT (Female) G: 140 Innate: Black

HP: 171/171 Item/s: Iron  
Location: Fargo's Ship (Another) Stolen Item/s: -  
Special Attacks: -  
Rating: Pathetic

---

DEAD BEAT (Male) G: 140 Innate: Black

HP: 189/189 Item/s: Iron, Eyeball  
Location: Fargo's Ship (Another) Stolen Item/s: -  
Special Attacks: -  
Rating: Average

---

DODO (Female) G: 98 Innate: White

HP: 950/950 Item/s: Feather, StrongMinded  
Location: Fossil Valley (Home) Stolen Item/s: Mythril  
Special Attacks: Peck  
Rating: Difficult

---

DRAGOON (Male) G: 390 Innate: Red

HP: 735/735 Item/s: Ointment  
Location: Fort Dragonia (Another) Stolen Item/s: -  
Special Attacks: -  
Rating: Difficult

---

DRONGO (Female) G: 24 Innate: Green

HP: 380/380 Item/s: Mythril, Carapace  
Location: Fossil Valley (Home) Stolen Item/s: Carapace  
Special Attacks: Pea Shooter  
Rating: Average

---

DUFFY (Male) G: 888 Innate: Yellow

HP: -/ - Item/s: Scale  
Location: El Nido Triangle (Home) Stolen Item/s: -  
Special Attacks: Needle Work

Rating: Average

---

DWARF (Male) G: 150 Innate: Yellow

HP: 315/315 Item/s: Upheaval  
Location: Shadow Forest (Home) Stolen Item/s: -  
Special Attacks: Hi-Ho Chorus, HiRes  
Rating: Average

---

ECTOPLASM (Female) G: 210 Innate: Red

HP: 855/855 Item/s: Nostrum  
Location: Terra Tower Stolen Item/s: -  
Special Attacks: Strengthen, Fire Pillar, Plasma Beam, Magma Bomb  
Rating: Average

---

ECTOPLASM (Male) G: 210 Innate: Red

HP: 945/945 Item/s: Nostrum  
Location: Terra Tower Stolen Item/s: -  
Special Attacks: Strengthen, Fire Pillar, Plasma Beam, Magma Bomb  
Rating: Average

---

GEOS (Female) G: 350 Innate: Black

HP: -/ - Item/s: Eyeball  
Location: City Ruins (Sea of Eden) Stolen Item/s: -  
Special Attacks: Heart Color, Genius, Imbecile  
Rating: Average

---

GERRIDAE (Female) G: - Innate: Blue

HP: 494/494 Item/s: -  
Location: Shadow Forest (Home) Stolen Item/s: -  
Special Attacks: -  
Rating: Average

---

GERRIDAE (Male) G: 216 Innate: Blue

HP: 546/546 Item/s: Aqua Ball  
Location: Shadow Forest (Home) Stolen Item/s: Cure Plus  
Special Attacks: -  
Rating: Average

---

GIZMOTOID (Female) G: 492 Innate: Red

HP: 950/950 Item/s: Denadorite  
Location: Chronopolis Stolen Item/s: -  
Special Attacks: High Beam  
Rating: Difficult

---

GIZMOTOID (Male) G: 492 Innate: Red

HP: 1050/1050 Item/s: Denadorite  
Location: Chronopolis Stolen Item/s: -  
Special Attacks: High Beam  
Rating: Difficult

---

GLOOP (Female) G: 250 Innate: Blue

HP: 380/380 Item/s: Cure Plus  
Location: Shadow Forest (Home) Stolen Item/s: -  
Special Attacks: -  
Rating: Average

---

GLOOP (Male) G: 250 Innate: Blue

HP: 420/420 Item/s: CurePlus  
Location: Shadow Forest (Home) Stolen Item/s: Numble  
Special Attacks: -  
Rating: Average

---

GOO GHOUL (Female) G: 105 Innate: Yellow

HP: 342/342 Item/s: Eyeball  
Location: Fort Dragonia (Another) Stolen Item/s: -  
Special Attacks: Gnash  
Rating: Average

---

GREMLIN (Female) G: 394 Innate: Green

HP: 532/532 Item/s: Humour  
Location: Sea of Eden (Home) Stolen Item/s: -  
Special Attacks: Toxic Breath  
Rating: Average

---

GREMLIN (Male) G: 394 Innate: Green

HP: 588/588 Item/s: Leather  
Location: Sea of Eden (Home) Stolen Item/s: -  
Special Attacks: Toxic Breath  
Rating: Average

---

GYRO BLADE (Male) G: 1526 Innate: White

HP: -/- Item/s: Meteor Shower  
Location: Chronopolis Stolen Item/s: -  
Special Attacks: Photon Beam, Photon Ray  
Rating: Difficult

---

GYRO BLADE (Female) G: 1526 Innate: White

HP: -/- Item/s: Meteor Shower  
Location: Chronopolis Stolen Item/s: -  
Special Attacks: Photon Beam, Photon Ray  
Rating: Difficult

---

HOTDOGGITY (Female) G: 420 Innate: Red

HP: 792/792 Item/s: Fang  
Location: Mt. Pyre (Home) Stolen Item/s: RedWolf (Trap)  
Special Attacks: Gnaw Bones  
Rating: Average

---

KOMODO PUP (Female) G: - Innate: Blue

HP: 43/43 Item/s: Bone, Feather  
Location: Lizard Rock (Home) Stolen Item/s: ?  
Special Attacks: Squirt Gun  
Rating: Pathetic

-----  
KOMODO PUP (Male) G: - Innate: Blue

HP: 58/58 Item/s: Bone  
Location: Lizard Rock (Home) Stolen Item/s: ?  
Special Attacks: Squirt Gun  
Rating: Pathetic  
-----

LAGOONATE (Female) G: 550 Innate: Blue

HP: 969/969 Item/s: Scale  
Location: Water Dragon Isle (Home) Stolen Item/s: Capsule  
Special Attacks: Just4Kicks, Trap (Black Element), Numble  
Rating: Difficult  
-----

LAGOONATE (Male) G: 550 Innate: Blue

HP: 1071/1071 Item/s: Scale  
Location: Water Dragon Isle (Home) Stolen Item/s: Capsule  
Special Attacks: Just4Kicks, Nimble, Trap (Black Element)  
Rating: Difficult  
-----

LANTERN SAW (Male) G: 564 Innate: Red

HP: 609/609 Item/s: Capsule  
Location: Viper Manor (Home) Stolen Item/s: -  
Special Attacks: Magma Burst  
Rating: Average  
-----

LAVA-BOY (Male) G: 700 Innate: Red

HP: 1289/1289 Item/s: Inferno  
Location: Mt. Pyre (Home) Stolen Item/s: Flame Charm  
Special Attacks: Lava Breath  
Rating: Difficult  
-----

MAMA DINGO (Male) G: 10 Innate: Red

HP: 525/525 Item/s: Strengthen  
Location: Fossil Valley (Home) Stolen Item/s: Poultice Cap  
Special Attacks: Bite  
Rating: Average  
-----

MAN-OF-WAR (Male) G: - Innate: Black

HP: 210/210 Item/s: -  
Location: Fargo's Ship (Another) Stolen Item/s: -  
Special Attacks: -  
Rating: Average  
-----

MANNEQUEEN (Female) G: 326 Innate: Yellow

HP: 380/380 Item/s: Mythril  
Location: Tower of Geddon Stolen Item/s: -  
Special Attacks: Info Scope  
Rating: Average  
-----

MANNEQUEEN (Male) G: 326 Innate: Yellow

HP: 420/420 Item/s: Mythril

Location: Tower of Geddon Stolen Item/s: -  
Special Attacks: Info Scope  
Rating: Average

---

MANTARREY (Female) G: 510 Innate: Blue

HP: 950/950 Item/s: Leather  
Location: Water Dragon Isle (Home) Stolen Item/s: -  
Special Attacks: Fly Low  
Rating: Difficult

---

MANTARREY (Male) G: 510 Innate: Blue

HP: 1050/1050 Item/s: Leather  
Location: Water Dragon Isle (Home) Stolen Item/s: -  
Special Attacks: Fly Low  
Rating: Difficult

---

MYXOMYCETE (Female) G: 800 Innate: White

HP: 1,140/1,140 Item/s: Angel Charm  
Location: Terra Tower Stolen Item/s: -  
Special Attacks: Meteorite  
Rating: Difficult

---

MYXOMYCETE (Male) G: 800 Innate: White

HP: 1,260/1,260 Item/s: Angel Charm  
Location: Terra Tower Stolen Item/s: -  
Special Attacks: Meteorite  
Rating: Difficult

---

PAPER BOY (Female) G: 300 Innate: Yellow

HP: 313/313 Item/s: Capsule  
Location: Fort Dragonia (Another) Stolen Item/s: -  
Special Attacks: PaperMoon  
Rating: Average

---

PAPER BOY (Male) G: 300 Innate: Yellow

HP: 346/346 Item/s: Capsule  
Location: Fort Dragonia (Another) Stolen Item/s: -  
Special Attacks: PaperMoon  
Rating: Average

---

PORRE SGT (Male) G: - Innate: White

HP: 840/840 Item/s: IceBlast  
Location: Viper Manor (Another) Stolen Item/s: -  
Special Attacks: Bayonet Plus  
Rating: Difficult

---

PORRE PVT (Male) G: - Innate: White

HP: 735/735 Item/s: AquaBall  
Location: Viper Manor (Another) Stolen Item/s: -  
Special Attacks: Bayonet Gun  
Rating: Average

---

POTPOURRI (Female) G: - Innate: Green  
HP: - /- Item/s: Aero Saucer  
Location: Hydra Marsh (Home) Stolen Item/s: -  
Special Attacks: -  
Rating: Average

---

PREHYSTERIC (Female) G: 650 Innate: Yellow  
HP: 1045/1045 Item/s: Denadorite  
Location: Gaea's Navel (Home) Stolen Item/s: Earth Charm  
Special Attacks: Jurassic Beat, Turn Yellow  
Rating: Difficult

---

PREHYSTERIC (Male) G: 650 Innate: Yellow  
HP: 1155/1155 Item/s: Denadorite  
Location: Gaea's Navel (Home) Stolen Item/s: Earth Charm  
Special Attacks: Jurassic Beat, Turn Yellow  
Rating: Difficult

---

PREYMANTIS (Female) G: 589 Innate: Green  
HP: 1159/1159 Item/s: Feather  
Location: Gaea's Navel (Home) Stolen Item/s: Forest Charm  
Special Attacks: Stinger  
Rating: Difficult

---

PREYMANTIS (Male) G: 589 Innate: Green  
HP: 1281/1281 Item/s: Feather  
Location: Gaea's Navel (Home) Stolen Item/s: Forest Charm  
Special Attacks: Stinger  
Rating: Difficult

---

PTERODACT (Female) G: 638 Innate: Red  
HP: 1420/1420 Item/s: Inferno  
Location: Gaea's Navel (Home) Stolen Item/s: Cloud Cape  
Special Attacks: Flap  
Rating: Difficult

---

PTERODACT (Male) G: 638 Innate: Red  
HP: 1575/1575 Item/s: Golem Trap  
Location: Gaea's Navel (Home) Stolen Item/s: Cloud Cape  
Special Attacks: Flap  
Rating: Difficult

---

PUFFY (Female) G: 888 Innate: Yellow  
HP: 570/570 Item/s: Scale  
Location: El Nido Triangle (Home) Stolen Item/s: -  
Special Attacks: Needle Work  
Rating: Average

---

QUADFFID (Male) G: 700 Innate: Green  
HP: 672/672 Item/s: Bush Basher  
Location: Hydra Marsh (Home) Stolen Item/s: Capsule



Special Attacks: Bush Whacker

Rating: Average

---

ROBO DUCKY (Female) G: 433 Innate: White

HP: 855/855 Item/s: Screw

Location: Sea of Eden (Home) Stolen Item/s: -

Special Attacks: -

Rating: Difficult

---

ROBO DUCKY (Male) G: 469 Innate: White

HP: 945/945 Item/s: Screw

Location: Sea of Eden (Home) Stolen Item/s: -

Special Attacks: -

Rating: Difficult

---

ROCKROACH (Female) G: 650 Innate: Yellow

HP: 978/978 Item/s: Carapace, Denadorite

Location: Earth Dragon Isle (Home) Stolen Item/s: Sonja Trap

Special Attacks: Trap (black), LoRes, Spin Off

Rating: Difficult

---

ROCKROACH (Male) G: 650 Innate: Yellow

HP: 1081,1081 Item/s: Carapace, Denadorite

Location: Earth Dragon Isle (Home) Stolen Item/s: Sonja Trap

Special Attacks: Trap (black), LoRes, Spin Off

Rating: Difficult

---

SANDSQUIRT (Female) G: - Innate: Blue

HP: 49/49 Item/s: Fang

Location: Lizard Rock (Home) Stolen Item/s: -

Special Attacks: Squirt Gun

Rating: Pathetic

---

SANDSQUIRT (Male) G: - Innate: Blue

HP: 54/54 Item/s: Fang

Location: Lizard Rock (Home) Stolen Item/s: -

Special Attacks: Squirt Gun

Rating: Pathetic

---

SCHOOLMATES (Female) G: 741 Innate: Blue

HP: 760/760 Item/s: Scale

Location: El Nido Triangle (Home) Stolen Item/s: -

Special Attacks: -

Rating: Average

---

SCHOOLMATES (Male) G: 741 Innate: Blue

HP: 840/840 Item/s: Scale

Location: El Nido Triangle (Home) Stolen Item/s: -

Special Attacks: -

Rating: Average

---

SHADOW CAT (Female) G: 476 Innate: Black

HP: 665/665 Item/s: MotherShip (Trap)  
Location: Fossil Valley (Another) Stolen Item/s: -  
Special Attacks: Shadow  
Rating: Average

---

SHADOW CAT (Male) G: 476 Innate: Black

HP: 735/735 Item/s: Fur  
Location: Fossil Valley (Another) Stolen Item/s: -  
Special Attacks: Shadow  
Rating: Average

---

SIDESTEPPA (Female) G: 854 Innate: Blue

HP: 1292/1292 Item/s: Carapace  
Location: Water Dragon Isle (Home) Stolen Item/s: Anti Red  
Special Attacks: -  
Rating: Difficult

---

SIDESTEPPA (Male) G: 854 Innate: Blue

HP: 1428/1428 Item/s: Carapace  
Location: Water Dragon Isle (Home) Stolen Item/s: -  
Special Attacks: -  
Rating: Difficult

---

SNIB GOBLIN (Male) G: 152 Innate: Green

HP: 231/231 Item/s: Aero Saucer  
Location: Hydra Marsh (Home) Stolen Item/s: -  
Special Attacks: Bush Basher  
Rating: Average

---

SNOB GOBLIN (Male) G: 150 Innate: Green

HP: 252/252 Item/s: Carapace  
Location: Hydra Marsh (Home) Stolen Item/s: -  
Special Attacks: -  
Rating: Average

---

SPEAR FISHER (Female) G: 140 Innate: Blue

HP: 925/925 Item/s: Nimble  
Location: Viper Manor Sewer (Anoth.) Stolen Item/s: -  
Special Attacks: Ice Blast, Ice Tongs, Turn Blue, Numbler, Nimble  
Rating: Difficult

---

SPEAR FISHER (Male) G: 140 Innate: Blue

HP: 1022/1022 Item/s: Nimble  
Location: Viper Manor Sewer (Anoth.) Stolen Item/s: -  
Special Attacks: Ice Blast, Ice Tongs, Turn Blue, Numbler, Nimble  
Rating: Difficult

---

SWAMP BUG (Male) G: 140 Innate: Blue

HP: 168/168 Item/s: Carapace  
Location: Hydra Marsh (Home) Stolen Item/s: Medicine  
Special Attacks: -

Rating: Pathetic

-----  
TERRA TERROR (Female)                   G: 900                   Innate: White

HP: 1,330/1,330   Item/s: Nostrum  
Location: Terra Tower                                   Stolen Item/s: -  
Special Attacks: WeakMinded, Meteorite  
Rating: Difficult

-----  
TERRA TERROR (Male)                   G: 900                   Innate: White

HP: 1,470/1,470   Item/s: Nostrum  
Location: Terra Tower                                   Stolen Item/s: -  
Special Attacks: WeakMinded, Meteorite  
Rating: Difficult

-----  
TOTAL CHAOS (Female)                   G: 520                   Innate: Black

HP: 437/437   Item/s: Gravitonne, Mythril  
Location: Temporal Vortex                               Stolen Item/s: -  
Special Attacks: -  
Rating: Average

-----  
TOTAL CHAOS (Male)                   G: 520                   Innate: Black

HP: -/ -   Item/s: Gravitonne  
Location: Temporal Vortex                               Stolen Item/s: -  
Special Attacks: -  
Rating: Average

-----  
TRAGEDIENNE (Female)                   G: 480                   Innate: Red

HP: 722/722   Item/s: AquaBall, Deluge  
Location: Tower of Geddon                               Stolen Item/s: -  
Special Attacks: Various Elements (Tornado, Volcano, Deluge, etc.)  
Rating: Moderately Difficult

-----  
TUTANSHAMAN (Female)                   G: 800                   Innate: Red

HP: 570/570   Item/s: Elbow Pad  
Location: Fossil Valley (Another)                       Stolen Item/s: -  
Special Attacks: Fire Pillar  
Rating: Average

-----  
TUTANSHAMAN (Male)                   G: 800                   Innate: Red

HP: 630/630   Item/s: Weaken  
Location: Fossil Valley (Another)                       Stolen Item/s: -  
Special Attacks: Weaken  
Rating: Average

-----  
TZETZE FLY (Female)                   G: 240                   Innate: Black

HP: 304/304   Item/s: Humour  
Location: Fargo's Ship (Another)                       Stolen Item/s: -  
Special Attacks: -  
Rating: Average

-----  
TZETZE FLY (Male)                   G: 240                   Innate: Black

HP: 336/336 Item/s: Humour  
Location: Fargo's Ship (Another) Stolen Item/s: -  
Special Attacks: -  
Rating: Average

-----  
WILL'O WISP (Male) G: - Innate: Red

HP: 420/420 Item/s: Fire Pillar  
Location: Isle of the Damned (Home) Stolen Item/s: -  
Special Attacks: -  
Rating: Average

-----  
WRAITH (Female) G: 520 Innate: Black

HP: 399/399 Item/s: Leather  
Location: Fargo's Ship (Another) Stolen Item/s: -  
Special Attacks: -  
Rating: Average

-----  
WHOOT (Female) G: 840 Innate: Yellow

HP: 1,140/1,140 Item/s: Earth Charm,  
Yellow Brooch  
Location: Terra Tower Stolen Item/s: -  
Special Attacks: Owl Eyes, LoRes  
Rating: Difficult

-----  
WHOOT (Male) G: 840 Innate: Yellow

HP: 1,260/1,260 Item/s: Earth Charm,  
Yellow Brooch  
Location: Terra Tower Stolen Item/s: -  
Special Attacks: Owl Eyes, LoRes  
Rating: Difficult

-----  
WRAITH (Male) G: 520 Innate: Black

HP: 441/441 Item/s: Gravity Blow  
Location: Fargo's Ship (Another) Stolen Item/s: -  
Special Attacks: -  
Rating: Average

=====

SHOPS

=====

Here is the list of the shops found around the world of Chrono Cross. For the equipments shops, they have no definite equipments. It means that, as you progress through the game, the equipments that are on sale are automatically upgraded so there is no need to put them here. Only the elements.

Arni Village (HOME)

-----  
Elements

-----  
Tablet 10 G  
Cure 100 G

Fireball	50 G
AquaBeam	50 G
Medicine	15 G
Antidote	15 G

Termina (ANOTHER)

-----

Inn - 100 G per night

Elements

-----

Tablet	10 G
Medicine	15 G
Antidote	15 G
Cure	100 G
Fireball	50 G
MagmaBomb	80 G
Aqua beam	50 G
Ointment	15 G
Brace	15 G
Heal	100 G
Ice Lance	80 G
Bushwhacker	50 G
Aerosaucer	80 G
Uplift	50 G
Electrojolt	80 G

Guldove (HOME)

-----

Element Shop

-----

Tablet	10 G
Capsule	25 G
Nostrum	60 G
Panacea	500 G
Purify	200 G
Recover All	380 G
Ninety-Nine	2,880 G
Infoscope	850 G
PhysNegate	2,880 G
MagNegate	2,880 G
Genius	430 G
Imbecile	430 G
Strong Minded	430 G
Weak Minded	430 G
Magnify	1,670 G
Diminish	1,670 G
Seal All	2,880 G
Revive	600 G

Guldove (ANOTHER)

-----

Trading Post

-----

Eyeball	12 (all elements colors)
Humour	10 (all elements colors)
Feather	22 (all elements colors)

Scale	20 (all elements colors)
Fur	16 (all elements colors)
Leather	18 (all elements colors)
Fang	28 (all elements colors)
Carapace	32 (all elements colors)
Screw	20 (all elements colors)
Seed	14 (all elements colors)

-----  
 NEW GAME+ INFORMATION  
 -----

New Game+ is one of the best qualities of the game. As with it's Prequel, Chrono Trigger, after you beat the story for the first time, the New Game+ Option will be available to you.

To enable the New Game+ Mode, right after you beat the game, save your file (I recommend using another Memory Card Slot, if there's any). After that, in the main menu of the game, choose continue. Now, select the slot where you saved the game you just finished (if the color of the star is yellow, it is the game ending that you saved). After loading, a new menu pops up. You can now select between New Game+ and Continue+ modes.

In the New Game+ mode, all your weapons (except those that are in the story, i.e. Mastermune) will be in your inventory. And so are your Elements (with the exception of the Summons) and your items. As for the Key Items, you'll have the Time Egg in your inventory as well as 2 new Key Items. The Relief Charm and the Time Shifter. The Relief Charm allows another character to replace Serge in battle. So, you can discover new Dual and Triple Techs. As for the Time Shifter, it helps you a lot in the New Game+ Mode. When you press the R2 Button, the actions of the characters will increase! Even the stories and dialogues! And also for battles.

I think, the main reason for the New Game+ mode is the easier discovery of new endings. With much more powerful characters, all battles can be won easily.

-----  
 THE BEND OF TIME  
 -----

The Bend of Time is located on Both worlds. It is a small Bluish Island to the West of the Sea of Eden, also to the NorthWest of Marbule. It is unmarked in the World Map, so just place the boat on the shore of that island and press the X button. The Screen will fade and you'll be taken to the Bend of Time.

In Chrono Trigger, there is also the End of Time. There are also pillars of light which lead to different eras. The Bend of Time is the appearance of the End of Time on the year 1020 (Chrono Cross Time). They are the same but from different eras. Let's go back to the Bend of Time.

Inside, you'll see a monster which looks like the one which followed you at the Shadow Forest. If you talk to it, it will tell you that this place is the Bend of Time and you can fight different monsters you've missed throughout the game. The pillars of light contains different types of enemies from different places in the game. I'll try to make a breakdown of monsters for each pillar.

Now, there is a door at the back. You cannot open it on your first game. You can only open it on the New Game+ Mode. If you tried it on your first game,



## CHRONO TRIVIA

-----

As a guide creator also for the sequel of the game, Chrono Trigger, I can see A LOT of similarities between the 2 games. So, I called it "Chrono Trivia". Here's the list of what I saw, as of now.

1. Here's a GREAT discovery. In Chrono Trigger, there is a whirlpool, right? If you don't remember, it's the exit from Heckran Cave in 1000 AD and it is to the right of Lucca's House. Now, if you put the Epoch on top of the whirlpool and head to 2300 AD, you'll be on top of Arris Dome! In Chrono Cross, the Sea of Eden HAS a whirlpool and ARRIS DOME IS THERE!!! Basically, there is a major connection between the 2. Thanks to Joe Rivera (joe@logos.com) for bringing up this topic. I was the one who discovered it and Joe told me that there really is some connection.

2. In the beginning, Serge wakes up in his room. Then her mom told Serge to meet Leena. In Chrono Trigger, the same thing happened to Crono, the Hero. He also woke up in his room and her mother told her to meet Lucca.

3. The name "Glenn" was used in Chrono Trigger. It was the real identity of Frog. The same also goes for Pierre, which a lawyer in Chrono Trigger.

4. Chrono Trigger fans will think of this as Gross. The "Heckran" Bones used to make the Viper Churros in Termina. Heckran is a gross-looking monster for crying out loud.

5. Techs are used in both games.

6. Porre and Guardia kingdoms mentioned in Chrono Cross is the same as Porre Village and Guardia Kingdom back in Chrono Trigger, respectively.

7. Arris Dome on both Chrono games are the same. Except that, the ones in Chrono Trigger is already in the future.

8. There are also some names that are almost the same on both games. Lucca and Luccia (Both geniuses). Marle and Harle (Both of them are naughty).

9. The Epoch found at Viper Manor is the actual Epoch used by the heroes of Chrono Trigger.

10. Toma the adventurer that you met at Marbule is like Toma Levine from Chrono Trigger. But they are 2 different and distinct characters. They're just similar in their way of living. Thanks to Webdoctor for correcting me.

11. Serge and Glenn's X Strike Double Tech has a similarity with the X Strike Dual Tech of Crono and Frog. Remember that Frog's real name is Glenn.

12. Serge and Crono both got 200 G at the beginning of the game. Serge, below his bed. While Crono, from his mom.

13. Both Serge and Crono lives only with their moms.

14. when you have the Mastermune for Serge, and used the Flying Arrow Tech, the character behind Serge is Masa and Mune's combined form in Chrono Trigger.

15. Pierre is a lot like the hero wannabe, Tata, from Chrono Trigger. Both of them also had the Hero Medal.

16. Both Dario and Cyrus encountered their destiny from the Masamune Blade.



Both of them died with the Masamune. Dario, was killed by it. Cyrus, wasn't able to beat Magus with it.

17. In Guldove "Want to become the wind?", is Masa's Motto just like in Chrono Trigger.

18. Ozzie, Slash and Flea at the Bend of Time, is the same Trio from Chrono Trigger.

19. Ozzie Pants is considered a Helmet in Chrono Trigger, so the description of it in Chrono Cross is "you can wear them on your head."

20. Spekkio at the End of Time in Chrono Trigger, also ordered the party to circle around the room clockwise from the Door. In the Bend of time (which is most likely the Past of the End of Time - explained on Bend of Time section), the big monster will order you also to run around the room clockwise from the door.

21. Turnip looks a lot like Frog. The way it speaks and the way it dresses. The same goes for their weapon, they use swords. The only difference is Frog is a Frog and Turnip is a Vegetable.

22. Both Crono and Serge can use the Luminaire Tech.

23. The Final Boss in both Chrono Games is Lavos. Although in this game, Lavos is with Schala.

24. Gato is also found in both games. In Chrono Cross, it's the robot that you'll see at Lucca's house. In Chrono Trigger, it's the robot at Leene's Square where you can practice and earn Silver Points. Need I say, both are created by Lucca?

25. Both Games have New Game+ (sheesh! It's the most obvious thing and I forgot to put it here) and it does the same thing. Start another game with equipments, items, money, level from the previous game.

26. Chrono Cross plays the theme of Crono in the Home World at the World Map.

=====  
FAQs  
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1. Where can I find this Walkthrough/FAQ?

This walkthrough/FAQ will be updated and posted mainly at <http://WWW.GAMEFAQS.COM>. You can also see an updated copy of this walkthrough on the following site/s. Note that I gave permission to the site/s below so that they can publish my work in its original and unaltered form.

<http://www.gamexamp.cjb.net>

<http://vgstrategies.about.com>

or <http://www.gamewinners.com>

<http://www.thegamer.com>

<http://www.Chrono-Fantasy.com>

<http://www.thesquaresoftuniverse.homestead.com/square.html>

<http://www.angelfire.com/rpg/ChronoCrossFAQS>

<http://www.gamefunkiez.com>

<http://www.fbgames.com>

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2. Do you have any other projects in GameFAQs?

Yup. The prequel of this game. Chrono Trigger for the SNES. In some points of Chrono Cross (which is, FYI, 20 years after the first adventure), some of the storyline of Chrono Trigger is mentioned. Chrono Trigger is extremely fantastic and that made me exhilarated so much into playing Chrono Cross.

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3. How often do you update?

As long as there is a need to update. I always do it right away. I make sure all are up to date.

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4. Can I just search for text in your guide? It's quite hard to find an info about something by looking at every page.

It's easy, just press Ctrl-F while reading and there will be a small pop-up window with the Search/Find option. Just type in the text box what you want to search for and you'll be taken automatically to the location of the first successful search.

Thanks to Dingo JellyBean (bellybutton21@hotmail.com) for telling me this handy tool.

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5. What are you planning to do next with your guide?

I will be concentrating on the Walkthrough more and more. I'll also fix the shops list. And I'll always continue on receiving e-mails regarding the game. Just don't ask the same thing again and again. That's all...for now.

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6. What is the use of Frames?

Just like in real pictures, the Frames in Chrono Cross is much like the Picture Frame. In Chrono Cross though, it is the frame of the different Game Menus.

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7. What's the deal with the real person in the movie sequence at the end of the game?

It's no big deal. Square just wants to emphasize that Kid is really trying everything she could to find Serge. Wherever and Whenever it leads her to.

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8. How many character are there all in all?

There are 45 characters. Two of them are Serge and Lynx. I said it because you might be wondering why I have 45 because there are only 44 character boxes in the character select screen.

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9. The 6 Dragons together is Time Devourer. What's the relation between the dragons and Lavos? How is Schala Involved?

Well, first of all, the 6 dragons is just the same as Time Devourer (Lavos and Schala). The dragons are just temporary forms so that Time Devourer can have a physical form. Now, Time Devourer is actually Lavos and Schala together as one.

In Chrono Trigger, there was an incident in the Ocean Palace in 12,000 BC, where Lavos was awakened by Schala's Mother. Queen Zeal. During this time, Lavos was attacked by Crono and company. From what I remember, Crono and party attacked Lavos so, Lavos tried to hurl everyone into oblivion (a.k.a the Darkness of Time). Crono managed to save the party. Now, without control, Lavos begins to send everyone, including itself into the Darkness of Time. Schala saved Crono's Party and was hurled into the Darkness of Time together with Lavos, wherein they combined physically.

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10. did the Sea of Eden exist in Chrono Trigger?

The Sea of Eden existed in Chrono Trigger although it is all Ocean back then. But it's the same location on both games.

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11. I brought the Fargo from the another world to the Fargo in the Home world. But all he said was "hey you, the concert is over". Can I still bring S.S. Zelbess to Marbule?

This is a point in the game where you can't turn back anymore. You should bring the Fargo from the "Another" World before you go to the Sea of Eden for the first time. If you missed this opportunity, you cannot liberate Marbule anymore.

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12. Is Luccia the same person as Lucca?

Although they are alike in many ways, hair, glasses, intelligence. They are 2 very distinct persons. Let's also consider the fact that they maybe be related to each other.

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13. Is the mother brain from Chrono Cross the same as the Mother Brain in Chrono Trigger?

Yes. Lucca and Belthasar created fate by the use of the Mother Brain from the future.

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14. Is Guile and Magus the same?

In my OPINION, they are both the same person. There are clues. The violet hair. Their face looks almost the same. (The graphics of the playstation made the difference) They move the in the same way (both have the same style in flying). And if you have 3 Games Saves on your Memory Card, the image of the third save would be the face of Guile, \*cough\* ...Magus . Well, that's only my opinion.

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15. Is Kid, Schala? How and Why?

Genetically Speaking, Yes. Kid is a clone of Schala therefore, we can assume that she is the physical manifestation of Schala which is together with Lavos. When Lavos united with Schala, Schala turned into the Dark Side. To preserve

her good nature, she created a clone of herself, Kid.

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GAMEPLAY TIPS

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1. Always remember, when attacking, use Level 1 then Level 2 then finally Level 3 physical attacks to increase the Hit percentage more. This will also cause much more damage.
2. Always try to fill the Field Effect with the elements/innate of your characters. It will be to your advantage as it will increase that particular element/innate's power and the opposite innate will get weaker.
3. Sometimes, it's better to escape, and then fight another day. It is because you might encounter someone or something that is far more powerful than you are. If you try to escape, there is always a very big chance it will be successful.
4. Always use the most powerful Elements/Techs of your characters early in the game. This will shorten the time of the battle. If a strong enemy shows up and you tend to use the low level elements first, your characters will die first.
5. With Kid's Pilfer Tech, Fargo's Pillage Tech and Mel's Snatch Tech, you can get some of the rarest items/equipments and elements in the game including the Plates which will protect you from certain types of elements.
6. Having trouble with a certain innate color? Use the plates! You can steal them from the 6 dragons by using Fargo's Pillage Tech. This will negate any damage to you. Example, a Red Plate protects your character from Red Innate Attack Elements.
7. Try to retain at least level 3 elements after a battle. This will let you heal your character/s if you got damaged in battle.

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LYRICS

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RADICAL DREAMERS (Credits Song)

Sung by: Noriko Kitase

Osanai te ni tsutsunda  
Furueteru, sono hikari o  
Koko made tadotte kita  
Jikan no fuchi o samayoi

Sagashitsuzukete kita yo  
Namae sae shiranai keredo  
Tada hitotsu no omoi o  
Anata ni tewatashitakute

Toki wa ai mo itami mo  
Fukaku dakitome  
Keshite yuku kedo  
Watashi wa oboeteiru

Zutto...

Watashi no mune no oku ni  
Itsukara ka hibiiteita...  
Yogiri no shizuku yori mo  
Kasuka na sasayaki da kedo

Itetsuku hoshi no yami e  
Tsumugu inori ga  
Tooi anata no sora ni todoku you ni...

RADICAL DREAMERS (English Translation)

Held in young hands,  
That light is shivering  
I've come all this way  
Wandering the edge of time

I came, still searching  
I don't even know your name, but  
One little feeling  
I just wanted to hand over to you

Sometimes I catch and hold  
Love and pain, tightly in my arms  
It will fade away, but  
I'll remember  
Forever...

It'd been echoing in my chest  
For who knows how long...  
Though it's a whisper tinier  
Than a drop of evening fog

Toward the darkness of the frozen stars  
A spinning prayer  
May it reach to your distant skies...

At last! The real lyrics for the song! The english translation is also included! Super Thanks to Matthew Bell for this contribution.

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CREDITS/ACKNOWLEDGEMENTS  
-----

If you're wondering why there are peeps up there at the top of the guide, it's because those people really took A LOT of time, and I DO MEAN A LOT, to help and contribute to this guide.

- Thanks to Square for making this wonderful sequel to the phenomenal Chrono Trigger. It's one of the best RPGs for the Sony Playstation Console.

- Thanks to my Mom and Sis for waiting patiently for me to finish my session of gaming. (They're waiting for me so that they can watch TV)

- Very Special thanks to Jordan Frydman (Sfrydman69@aol.com) for his info about the total HP of almost every boss in the game. He saved me a lot of time.

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MaStaChilla (hamahas@brunet.bn)

Adam Lou (apexhitman@yahoo.co.uk)

- And last but absolutely not the least, thanks to GameFAQs where you can view and download this walkthrough/FAQ. CjayC deserves all the credits given to him. Congratulations!

These are all that I would like to thank as of now. If I happen to forget anyone, please inform me. I'll check it out on my inbox if you really have something to be credited (I never delete important ones). Note, that if there are same info sent to me, it is on a first come first serve basis. Any suggestions, comments, additions, etc. will be duly credited to you once you've submitted one to me through my e-mail address written at the very top of this Walkthrough/FAQ. Thank you very much!

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"A" Tadeo

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