

Chrono Cross FAQ/Walkthrough Final

by DJellybean

Updated on Oct 7, 2000

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$$$$$ Dingo Jellybean (my initials)@<mywebsite>
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AIM: Dingo Jellybean

Okay folks...I don't want to go through the same old boring cliches about AIM policies...you guys prolly have gone through enough of them to know by now.

If you have any questions about the games, feel free to contact me. Thanks and take care.

=====
----- [Credits] -----
=====

- + Mom
Heh...thanks for the help in the translation! Your the bestest! Well partially translated for the Jap. version that is.
- + Squaresoft(www.squaresoft.com)
For making one of the best sequels to one of the greatest RPGs of all time.
- + William Birkin(http://reu.iwarp.com)
Thanks to his numerous corrections and adds ons to the guide. Definitely very informative about Chrono Cross. Thanks a lot!

- + Dan Birlew/Ken Schmidt (www.bradygames.com)
For their excellent guide (free mind you) and their extensive and detailed lists.
- + Istanbul (istanbul@airmail.net)
Thanks to his NUMEROUS corrections towards my guide.
- + ToastyFrog (<http://www.gamefaqs.com/console/psx/game/24058.html>)
His guide is really a beautiful guide...I needed a lot of translation help on the game...definitely check his guide first...it's full of goodies and helpful information.
- + Elranzer (<http://www.gamefaqs.com/console/psx/game/24058.html>)
Why read through a long walkthrough when you can read a short and straight to the point guide? His guide is really a fabulous guide that has helped me through the game (damn turtles) and has a wonderful guide, think of it has a giant walkthrough compressed...precise and detailed to the point.
- + Zane Merrit (inverse@ignmail.com)
For the 4th ending that I had missed. His guide covers all endings, check his guide out!
- + hschum1 (hschum1@po-box.mcgill.ca)
Thanks to his information regarding acquiring Viper's Venom!
- + The Canadian Unright (unright@hotmail.com)
For pointing out a very key significance about Hydra Marsh and such. Check FAQ Question #10 for all the details.
- + JL Lee (sleeping_psycho@hotmail.com)
For at least giving up his valuable free time to help me out with the storyline involving Chronopolis LOOOONNNNNNGGGGGG before the US version ever came out.
- + LtRckHuntr (LtRckHuntr@aol.com)
Thanks for his info towards additional methods against Time Devourer.
- + Daniel Arroyo (agrias69@yahoo.com)
Thanks for his correction towards Robo at Lucca's burning house...it was actually the Cybot you beat up at Leene Square for points in Chrono Trigger!
- + Billy Bob (dollylama35@hotmail.com)
For his very innovative tip on defeating Dario without the Black Mail.
- + CJC (www.gamefaqs.com)
For his hard work and dedication to the site.
- + Dingo Jellybean (www.vfaqs.net)
For the time and effort to typing up this FAQ!

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R E A D T H I S

If you would like to use this walkthrough on your site, then I would have to slap you. You should be asking Elranzer or ToastyFrog instead! But by some minor chance you might feel sorry for me and you want to put this guide up on your site, feel free to put this up on your site without asking me. You

automatically obtain my permission if you:

- Do not make any money off of this guide.
- Do not edit the FAQ whatsoever (even gramatical errors and spacing)
- Finally, you give credit when due.

I also want to note that you should wait until I put up the Last version of this guide, otherwise you will have fits whenever you find a dated guide on your site, always go to www.gamefaqs.com for the most up to date guide.

If you choose to use any information from this guide, please feel free to do so without my consent. However, you may only take a small amount of information no bigger than half a paragraph (if you have questions my email address is at the top)...anything bigger than that...you will need to consult me and I'll see if I can work things out with you (^_^). And please, if you do use my information...please cite it (credit it).

"Thanks and take care." - Dingo Jellybean

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Version 1.00: Initial release, just a Japanese walkthrough. (7/2/00)

Version 1.01: Minor update, nothing major. Just a few holes I wanted to patch up. (8/15/00)

Version 2.87: The CATAclysmic update I was talking about. New lists added and a good rehash of the old walkthrough that's A LOT more detailed and fits the US version A LOT better. (8/24/00) I still haven't finished the US conversion walkthrough yet though, and some of the Japanese names still remain intact. Once the 3.0 version comes about, it should be complete, but everything leading up to the first encounter at Viper Manor is done. (8/23/00)

Version 2.89: Small update, I updated a good portion of the walkthrough to better fit the US version, but as you can see, I have lots of ways to go. (^_^) (8/23/00)

Version 2.90: Small update. I'm still trying to convert all my previous walkthrough to the US version. The US walkthrough now goes up to the beginning of the new change with Lynx in Sprigg's house. The Japanese walkthrough is everything from Sprigg's house to the end of the game. (8/24/00)

Version 2.91: Small update once again. The US walkthrough now goes through the beginning of the game to the end of the events saving Riddel. The Japanese walkthrough still exists from Hermit's Hideaway (when you meet Kid and Evil Serge) to the end of the game. (8/25/00)

Version 2.93: I've completed a good portion of the US walkthrough, you should be able to easily navigate through the game up to the six dragons and Forbidden Island. I also filled in a lot of question marks on the location of the monsters in this game. (8/27/00)

Version 2.95: The whole US walkthrough is done. I also filled in some "???" in the monster chart as well. Note that I stil am not done with this guide and there should be a good update coming by

soon this week. (8/29/00)

Version 2.96: I've added to the FAQ, I think the FAQ is done...I haven't gotten anymore email that have questions regarding the game that were legitimate, and not answered in this guide. The Multiple tech listing is done as is the complete monster chart...and every other chart for that matter. The only thing that is left to do is to fill out the rest of the endings and finish the Story Guide...after that, this will probably be the LAST version of the FAQ...and I will no longer accept any corrections...no matter what they are unless I find it worthwhile to correct. (8/29/00)

Version 2.97: Added some new questions to the FAQ, corrected some stuff, and added a few endings. (8/30/00)

Version 2.99: Finished the endings completely and I added a new tip about the black dragon in Marbule and added a few more questions in the FAQ. All that's left to do now is to finish the Story guide, which will most likely be done by tommorrow. Also you should email me any tips that you may want to add to the guide because the Last version is going to be due up tommorrow and it'll take a pretty nifty tip to persuade me to update this guide again. However, if the mistake is pretty serious (like wrong strategy against a boss that is completely false) then I'll update the guide...but if it's just a stat mishap or a location of a monster error...I will not bother to update the guide unless I get a mailbox full of tiny little errors, then I will opt to update the guide and flush out all errors possible. (8/30/00)

Version LAST: This is it. I'm not going to update this guide anymore unless there is such a keen need for me to do so (which probably won't happen) since I think I covered pretty much everything this game has to offer in both the entire gameplay and storyline. I added one last ending that I missed and I finished the story guide. I like to thank everyone that has helped me along the way in this guide (look at the credits) and I like to thank Square for such a phenominal sequel. (8/31/00)

Version Last: Eck, I shouldn't have made myself look like an idiot by making a last version so premature. Anyways, I've added the "non-elements" listing to the game as well, like MaxDefense and Z-Slash, only acquirable by the Gameshark 2.2 or above. DEFINITELY the last update this time, I've included more and that should pretty much be it. (9/16/00)

Version Last: Eck, I did it again. I'm a moron who makes premature "Last" version guides. >_< Sorry for that...THIS WILL BE THE LAST UPDATE!

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NOTE: I want to note that you shouldn't look at this guide if you don't want the game spoiled because like in any FAQ or walkthrough, you will have to expect that.

Elranzer's and ATadeo's guides are another excellent choices to use since there detailed with a belly full of information (as you can obviously tell). I'm pretty sure if you can't find what your looking

for through ToastyFrog's or Elranzer's guide, or on the Chrono Cross page at GameFAQs or even on the boards, then you won't find it anywhere.

<http://www.gamefaqs.com/console/psx/game/24058.html> <-- Additonal CC Guides

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===== [Copyright] =====
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===== [End of Copyright] =====
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- Gameplay Mechanics
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- Characters
- Multiple Tech Listing
- Monster Listing
- Element Listing
- Armor/Weapons Listing
- Key Items Listing
- FAQ
- Story Guide(coming soon)
- Contact Information
- Credits

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----- [Gameplay Mechanics] -----
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Whoops! Did I forget to add this section in? Yes, it was my total intention. You can find ALL the basics in the manual, and heck you can play the game yourself and understand the basics. So no, you will not see "Press X to dash" or "Turn On for Dual Shock" because it's in the manual for crying out loud.

And if you burned the game, then too bad. You deserve to rot in a cell for burning such a beautiful game, and as you can expect burn games come with no instruction manual. If you can't afford the game, then I'm sorry, try renting it but don't burn it. It's needless to put in the ENTIRE MANUAL in this guide so I will not talk any further...

NOTE: This was from the result of a few of my friends burning Smackdown! and using the guides as an instruction manual since they didn't understand the game w/o a manual since the burned games come with no manual (duh).

----- [Journey Tips] -----
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When you play an RPG, you usually know a couple of general tips to keep you going through the game. However some of you maybe new to the genre so you might want to read a few notes before you embark on your journey across time...no wait this game doesn't involve much time traveling at all!

- In Chrono Cross, much like Chrono Trigger you can see your opponents before you fight them. This is a huge advantage because you can avoid enemies when you are weak and basically choose your opponents. However what seeing your opponents doesn't tell you is how many opponents that you might be facing. Always keep up a good amount of HP when encountering battles.
- You should talk to everyone you see (well if you can read Japanese anyways) and they will usually lead out useful info. In RPGs getting and gathering info is the best way to advance further through the game.
- Look for save points, they are the glowing green three dimensional triangles scattered throughout the game.
- In battles, keep a close eye on your HP, once your HP gauge turns to a warm color, you know its time to heal that character quick otherwise you will embark on a rather tedious task of not only bringing back that character to life, but you waste a turn when you could've attacked and you will have to keep the HP up to avoid that character being knocked out again after you have just recovered them.
- Check all possible locations and areas in the game that is present to you, just in case you might have missed something because you never know unless you make that retrospect analysis in the game.
- Its good to fight enemies around a save point. This way you can earn your levels and stay close by a save point when your HP is low.
- It's not always the best choice to purchase every new item you see, try to upgrade weapons and armor for when you have enough money to spare, save your money up for elements, they are usually more valuable to your party, especially when you need to heal after battles

(consumables).

- It's okay to lose a party member in battle, just make sure that your other party members are still kept alive after battle. Mainly because just as in Chrono Trigger, any down character in battle will automatically revive after battle to just ONE HP, so keep that in mind and heal. Also note that like in most RPGs, any character that is swooned after battle will receive no stat boosts whatsoever.
- Enemies in this game are just like you, when they are weak they will limp a bit, that's the indicator when they are at 20% of their total HP meaning you've almost got the battle won. Try to capitalize and finish off the opponent, by this I mean by saving your level 7 attacks for last...they will usually heal themselves.
- The field effect at the top left corner of the battle screen changes, try to tip the tides in your favor by using three consecutive same element spells you wish to use...like use black against white, green against yellow, red against blue and vice versa.
- Always buy at least 7 or 8 of each element, mainly those that you use after battles to heal yourself...this way you won't have to go through battles and such with some status effects.
- You can run 99% of the time in this battle...use this to escape battles when you are low on life and need to regroup, you can even run from bosses!
- It's good to collect all treasure chests...but it's even better to keep an eye on your HP. When you are low on life and you see monsters blocking your treasure...then it be wise to step aside and leave it for now...and wait until you get better.
- It's highly important in most boss battles you keep an eye on the field effect in...if they use red element spells...don't be afraid to lose if you stand little chance, you can come back after your next save a wallop them by bringing along two other yellow element party members.
- All enemies have a weakness...that weakness can sometimes be determined by the field effect bar at the top left corner of the room.
- The game is basically divided into two worlds...they are almost identical but in a lot of ways very different and as you will see in the game...you never may know what to expect...and when you get the chance to switch between worlds, keep track of a few things so you don't waste time searching around the same place in the wrong dimension, you might want to go back and search the other dimension.
- Level gaining in this game is very odd. You don't necessarily gain levels but more like stat increases. Each time you fight through a new area, you get stat boosts...but as you defeat the enemies too often, you can no longer gain any stat boosts from your opponents. Only Stars can gain you definite stat boosts, so unless you need the gold(which the game gives plenty away of, even if you fight 50% of all battles)...it's probably best that you avoid any monsters to delay the time in your game.

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THE START OF A NEW JOURNEY OR IS IT?

Items: Carry over G

Elements: None

Party: Serge, Kid, (random)

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Now when you pop your game into your PSX, get it started and watch the kick ass FMV. Then at the name selection, enter your name in as 'Serge' to follow the guide easier. After the next FMV browse through the conversation.

NOTE: Each time you start the new game, different characters will accompany you at the start. However Serge and Kidd(the girl in red) will always be there, the third party member is random. This doesn't affect the storyline much though.

Now once you start to control Serge, head to the right and in this next room you will see a set of criss crossing stair cases and such. Just keep heading to the bottom left and go around the stairs until you reach the door with the lights. Note that while you may see a guard walking around, you can just go around him, just try not to face him unless you really want to go into battle. Now in this next room head to the left(since this is the ONLY way you can go) to the next doorway. Here you will see a path to the bottom and straight ahead, take the path straight forward until you reach the doorway with the torches to each side and enter through. In this next room you will see the beam of light, use your action button over it and the beam will die down(you may have saw this room earlier since the party couldn't find a way to jump down). Now head back out and get to that center platform in the middle of the stairways and go over the center of that platform and press your action button.

The party will be transported to another platform above, here after the conversation head to the door above. When Serge attempts to open the door there is a flashing image, Kidd is stabbed and Serge is holding a bloody knife. Later Serge awakens from the dream and in a bright lit house.

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Arni Village

Items: Heckran Bone, Ivory Helmet, Komodo Shell, Secret Savings, Shark Tooth

Elements: Aquabeam, Cure, PhotonRay, Tablet, Uplift

Party: Serge

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Once you wake up search around the room for some items and money(200G). After that head downstairs, when you talk with Marge(your mother), she will tell you that Lenna has been waiting for you. Talk with the man under the giant sawfish and select "Your probably right!" and you'll receive a Komodo Shell. You can check the shop for some items, which is in the center of town. Head over to the top right of the right shacks and head inside and go down and talk with the fisherman and he'll go into a story of how he there might have been a different path in his life, he then gives you the SHARK TOOTH.

When you talk with Leena, she'll remind you that she wants her Komodo Scale neckless, she talks a little about kids not having a single worry in their minds. She wants you to go to Lizard Rock to get some scales for her and select either choice, either way you'll end up going anyways. She will visit you at Opassa Beach once you've past Lizard Rock.

In here talk to the guy sitting down at the bottom, then choose the 2nd

choice and you will receive a few items.

Now head to the left and to the open forest, you can talk to the guy in the blue and white, choosing the first option will ensue a fight, but during battle he tells you some of the tips you can use during battle, but if you don't understand Japanese than what's the point?! He's not tough to beat though, don't worry if you lose, it's just a practice fight. Also, you can check the house to the left, but there isn't anything very useful there. Now head back to the Market Square and then take the right path(pass the old guy) and head out.

NOTE: Make sure you talk with Poshul(the pink puppy), he'll join your party soon afterwards. You will have to find the Heckran bone under a bed though, just show it to him.

=====
CAPE HOWL

Items: Bone

Elements: Heal

Party: Poshul, Serge
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Cape Howl is located at the top left along the west part of the coast. There's not really much to do here other than look at the rock which has Serge's and Leena's name engraved on it. The enemies here are pretty easy to defeat, just watch for the hot geysers!

=====
LIZARD ROCK

Items: Bone, Ivory Helmet, Silver Loupe

Elements: Fireball, Tablet

Party: Poshul, Serge
=====

Head over to the bottom right, in Lizard Rock you know your objective is to find three Komodo Scales for Leena.

Here when you enter through, push the purple rock that is in the way(just go up to the rock and Serge will automatically push it). Now head to the left and you will see a rainbow lizard moving around, it will run from you but there is another purple rock to the left, push that rock so it blocks one end of the small tunnel(this is for later when you want to trap the lizard later, if you do so). Now head to the upper left and around to the next area. In here, you will see the Rainbow Lizard at the bottom, it will run from you, but chase it and it will run in circles, after you catch it a battle will ensue, these dumb lizards are easy to beat. After the battle you will get an item.

After that, go to the far left and you will see a hole on the ground, enter through that hole and get the treasure chest in the middle. Now head to the bottom area, in here defeat the purple Nus(or look alike Nus) at the left, then push the purple rock down the waters, it will force the treasure chest to rise, pick up the treasure chest then head back to the room you were in before. Now head back to where you first initially came in, you will see a lizard, to catch it you must first go down to where it is, then it will run past the tunnel, now move the purple rock from its left side to close the tunnel, now go around and scare the lizard into the closed tunnel and fight it.

After you beaten it head to the bottom right, and in this next area go climb

the tree in the middle of this area and go around to a ledge. Once you reach the ledge, you will see a lizard walking around(the one you scared off earlier), press circle so that you jump in front of it, the timing isn't too tricky though. After you kill the two lizards, a giant lizard will come and attack you:

BOSS BATTLE: Mama Komodo HP: 160 Element: Blue

This battle isn't too tough, attack constantly but watch for it's water beam attack, it will knock 25-30 HP off of ya. It only has about 60 HP on its own anyways.

After the battle head to the left and keep going left until you head out of the area. Now head to the shore area to the left to Opassa Beach.

=====

OPASSA BEACH
Items: None
Elements: None
Party: Poshul, Serge
=====

You'll see Leena at Opassa Beach. She'll ask if you acquired the Komodo Scales(in which you did). She puts on the necklace and sits remember the past of her and Serge, when you are given a choice, choose I REMEMBER since you can't acquire Leena's Lvl 7 skill if you don't. She talks about her(and Serge's) future, select WE'LL NEVER FORGET THIS DAY! as well. Later before Leena can tell Serge anything, he hears a voice. Later an FMV shows Serge looking through the waters as a flashback occurs and a giant aura surrounds Serge as a giant tidal wave washes along shore, he then faints.

Later a man along with a Komodo Pup wakes Serge up, he tells you that Leena is back at Arni village. After the conversation head out of here, but you will have to go through the rock area again, this time the enemies are different and albeit harder. Don't forget to check the treasure chests for items as well.

Now head back to Arni Village, in here don't forget to check for items around the village, and you notice that lot has changed since you last left the village. Leena doesn't seem or even want to believe that you are alive and everything has changed so much almost as if it was some type of conspiracy going against you(oh no! Not another Sephiroth and Cloud conspiracy! Noooooooo!!!! Just kidding!). No matter what you say to her, she still believes Serge is Dead and asks you to visit Cape Cowl to look for the tombstone.

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CAPE HOWL (ANOTHER)
Items: Bone
Elements: ElectroJolt
Party: Serge
=====

NOTE: If Poshul is in your party, you get an insanely funny segment where Solt kicks Poshul down the cliff...I'm laughing now as I'm typing this. It's cruel, but eh.

Cape Howl is still located in the same place. Upon reaching the grave you notice that Serge died at 7, 10 years ago. Later Karsh, Peppor, and Solt arrive and think Serge is a ghost, but Karsh tells them that "he" said that

Serge would be here just as "he" had said. Later you will see Kid, she will join Serge in an upcoming battle.

BOSS BATTLE: Karsh, Peppor, Solt HP: 320 Elements: Grn(K), Yellow(P/S)

This battle isn't too tough, just attack, after a while they will talk about Elements(this is actually the game giving you the basics believe it or not) and how you should always carry elements of every color. It's just an attack and heal battle, no biggie.

After the battle they run off, she later wishes to stay with you, but if you want to acquire Leena, then REFUSE her. Keep refusing her and she'll leave for Termina. You will automatically end up in Arni. If Kid joined you, then Leena will never join you in the game, but if you refused to go with Kid, Leena will head with you to Termina. Also if Kid didn't join your party, Poshul will join you, regardless if he joined you in the HOME world. But this only happens when you don't acquire Kid. Now head out to Fossil Valley which is directly north.

=====

FOSSIL VALLEY

Items: Bellflower, Big Egg, Heavy Skull

Elements: None

Party: Serge, Leena, Poshul/Kid

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Talk with the guard at the second base of the mountain, and tell him YES, WE ARE and he will let you through. Once you climb up head to the top and a skull will approach you, select yes and you will receive a key item. Head around to the bottom left and quickly pick up the egg and climb back up, the Dodo is pretty hard to defeat anyways. From the left of where you picked up the Heavy Skull, there is a Bellflower, pick that up as well and continue on. You will later find Peppor and Solt again...sigh.

BOSS BATTLE: Peppor, Solt HP: 52(Solt), 60(Peppor) Element: Yellow

This battle isn't too hard really. They will bungle up again, thinking they used a Black element but they actually used a White element, which does jack to Serge. Attack and heal basically.

=====

TERMINA VILLAGE

Items: Hero's Medal, Profiteer Purse, Tea for Three, Teleport(if you didn't receive this from Kid earlier).

Elements: None

Party: Serge, Poshul, Leena/Kid

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When you enter through here, you will see a conversation take place. Gleen is in need of Bellflowers but there is so much ruckus down at Fossil Valley that the lady can't acquire any. Afterwards you can walk around, there is also an inn to the far right as well.

Later if you did not acquire Kid earlier, she will stop in front of you after Glenn leaves, she gives a few remarks towards Leena(thinking that's Serge's girl) and leaves off.

Now go to the right and continue on through, you will see a man in a purple cloak perform a magic trick(I guess) and you will also see Korcha, who's a bit agitated that people would stare at a mermaid who was locked up in a

tank. He'll later head out and sail towards the bottom of Termina, but not before turning customers away. Here, go around and you will see Riddel and Glenn, who later stops and comes to the part after noticing them. He will ask to buy the flowers you found earlier at the mountains, he'll buy them for 70G but you can give it to him for free if you like. You notice that it's Dario resting under there but the sword never rusts even in the rain. Riddel mentions that everyone has been acting strangely since the beast had arrived at the manor. After the long conversation go around under the wooden bridge and talk to Korcha near the row boat, he'll tell you that you can come back to him when you need a ride.

Head to the center of town, north of the bar and inn and speak with the guy polishing Viper's statue. He'll tell you that Viper looks over Termina and that the party would have little chance of entering the mansion. Later Kid comes in and overhears your conversation, she wishes you to come with her towards Viper Manor, regardless of what you decide to choose, she will give you the Teleporter, you can put Kid in your party if you like.

NOTE: The game splits off three ways here, once you acquire a character you cannot acquire the other two characters until you play the New Game+. When I list, A, then go down to A for the walkthrough leading towards Viper Manor. Also to acquire one of the three characters, you must speak with the man polishing the statue.

----- [A: Pierre] -----

Go inside to Smithy's Ironsmith house and talk to the man in the back, you notice that this "Pierre" guy is behind on rent, he wishes to come along but not without the Hero's Medal. Head out to the left and go inside the wooden house and talk to all 3 kids inside, then walk out and talk to the kid in the red who will give you a Hero Medal. Now head back into the blacksmith house and talk to the man in fancy again, but this time give the medal you got from the kid earlier. After that talk to him and he will join your party.

----- [B: Nikki] -----

Talk with the man in the dressing room on the boat to the west side of Termina and then Miki will come in. Tell her you'll look for Nikki as she distracts the guards away from Shadow Forest.

----- [C: Guile] -----

This is the most straight forward part out of all three, just head to the bar and talk with the man in the back and ASK FOR HIS HELP. Then have him talk to Korcha who will ferry you over to the back of the Viper Mansion.

=====
A: VIPER MANOR ENTRANCE
Items: Bronze Helmet(2), Bronze Mail(2), Bronze Shield, Daemon Charm, Decor
Shield, Dragoon Guantlet, Hero's Shield, Iron Vest, Knee Pad, Manor
Key, Silver Pendant
Elements: Ointment(5), RecoverAll, Revive, TurnBlack, TurnBlue, Turn Green,
TurnWhite
Party: Serge, Pierre, and anybody else
=====

When you reach here, Pierre will introduce himself to the guards later you will be given three choices, you can choose to play dead and when this happens, guards from the other side of the gate come and open the gate up but as you've only made this tougher on yourself as you fight more guards since

they become agitated at you. Basically storm the guards and finish them off.

After the battle, continue on but not before Peppor and Solt meet up with you. Also in this battle, they call upon another guard for you to take care of, which can make the battle tougher (obviously).

BOSS BATTLE: Solt, Ketchup, Peppor HP: 80(S), 90(P), 260(K)

In this battle, take out Ketchup first, he attacks pretty hard. After you lose the Ketchup about 140 HP, he will take Peppor and Solt beside him and use them to attack any given party member for for at least 60 HP of damage, so make sure your party member's HP are up. However, he takes out 66% of the problem since Peppor and Solt are down and out. So now just finish off Ketchup.

=====
B: NIKKI, SHADOW FOREST

Items: Angry Scapula, Aroma Pouch, Skullduggery Frame

Elements: AeroSaucer, Heal, Magmabomb, Uplift

Party: Serge, and anybody else.
=====

Head to the far east from Termina Square into the shadow forest, you notice that the guards are gone (if you came here earlier that is). Keep walking into the forest and you will eventually find Nikki, he tries to get the monster to listen to his song but eh. You will find Nikki in the next room, but he's in trouble defeat the demons for him. It'll be a 4 on 3 basically, this battle shouldn't be too tough.

Follow Nikki under the tiny waterfall, let him join your party. He'll let you in on his secret, he tells the party that in order to get to the mansion you will have to lure a monster for the Quaffid to eat. Afterwards confirm your new character's name and then head back inside and read the letter. It should tell you the details, pick up the Angry Scapula and then pick up the Aroma Pouch in the treasure chest. Check the round plants, the bottom plant lets off a green pollen, the top let's off a red pollen, and the plant to the right lets off a blue pollen. Take each pollen (a seed will float around you for a limited amount of time so be quick about it) to each monster according to color, the red color monster is at the entrance of this place, the blue colored monster is in the tiny waterfall and the green colored monster is located in the previous room before the Quaffid. You must lure the seed close enough to the Quaffid so that he eats the monster, once he eats a monster he moves a little bit. Press the action button over him and take care of this guy. If you fed him a Green or Blue monster, you will have to fight it. However, the nice thing about the red monster that he ate is that it will shrink him, he apologizes and gives you the Skull Daggery Frame.

Head towards the center of the forest, but you will then be attacked by Zoah, Peppor and Solt.

BOSS BATTLE: Zoah, Peppor, Solt HP: 80(S), 90(P), 200(Z) Element: Yellow

You will get a little more feel of how elements work in this game. Attack as normal, nothing much really this battle is pretty easy.

Inside you will eventually see a Wraith, defeat it and push the boulder to block the Gerridaes from coming out. Continue on through and the party will stay the night so they can sneak in.
=====

C: GUILLE, VIPER MANOR BLUFFS

Items: None

Elements: Heal, FreeFall(trap), Meteorite, PhotonRay, Tablet(5)

Party: Serge, Alf, anybody else

=====

This place isn't very long, but it's probably the most difficult of the three. The Acacia guard at the top will throw boulders down at you, note that you lose 10HP per boulder that is thrown down at you. It's pretty easy to avoid the boulders, but watch out for small geysers that shoot off like waterfalls. Climb the rocks but stop just under the geysers, then as the geysers die down quickly climb up. Sometimes you will need to use the geysers to retrieve some elements in here, so keep note of that. When you reach the top defeat the Acacia troops and then you will have to face Kingmoaman.

BOSS BATTLE: Kingmoaman HP: 250 Element: Black

This battle shouldn't be too tough since Guile is in your party, attack as normal and use any white elements on Kingmoaman. Attack and heal is pretty much the strategy to winning this battle since you didn't recieve much elements so far in the game anyways.

After the battle the party reaches the Manor and decide to stay the night and sneak in when it's dark.

=====

VIPER MANOR

Items: Bronze Helmet(2), Bronze Mail(2), Bronze Shield, Daemon Charm, Decor Shield, Dragoon Guantlet, Hero's Shield, Iron Vest, Knee Pad, Manor Key, Silver Pendant

Elements: Ointment(5), RecoverAll, Revive, TurnBlack, TurnBlue, Turn Green, TurnWhite

Party: Serge, anybody else

=====

After the scenarios(either A,B, or C) an FMV begins displacing nighttime. You will have to wait the night to sneak in since there are so many guards about the place. At night time be careful about the guards, when a guard spots you, the battle doesn't automatically begin, you can run away from the guards. Then again it doesn't hurt to boost your stats up a bit. Now when you enter the dragon stable, inside is a save point above, you may want to fight some more battles outside if you are strong enough, otherwise save your game. Now when you head upwards, talk to the guy standing and you can play a mini game of feeding all the dragons.

NOTE: In order to advance you must beat the mini-game, so pick 10 and you should win easily.

You will play a mini game of feeding the herds, any number will do but the higher the number the harder it will be to feed them all, you will have to feed the herds 10 and so on. Not a hard game but the higher the number the better the prize. Below is a small chart of the items you recieve depending on how well you played the mini game and how many dragons you were able to feed, and note that if you get 39, you will still end up with a Bronze Mail instead of a RecoverAll element, keep that in mind!

- 10 | Knee Pad
- 20 | Bronze Helmet
- 30 | Bronze Mail
- 40 | RecoverAll

Afterwards check the top drawer at the top right for the Manor Key.

Now head back outside and go to the bottom right and enter through the door and pick up the item inside. Afterwards, head back to the entrance of the mansion and defeat the guards in front of the door(if there are any) and then enter inside the mansion, if Kid wasn't in your party(if you had refused her earlier) then she will be shown following you as you enter in the Manor. Now head straight above and enter any old combination(the combination IS DIFFERENT EVERYTIME YOU PLAY THE GAME!) to the statue above and you will fall to the floor below. In here you are trapped in a jail cell with three guards in front.

If Kid is in your party, she'll distract the guards and eventually they open the gates and attack you. If she's not in your party, hit the cell a few times, then wait a moment until Kid arrives. When she stands up, hit the cell and Kid will knock the guard out. She will then leave, head out of the cell but you'll be automatically put into battle. After the battle the party disguises themselves, but if Poshul is in your party, you notice that she can't fit into it.

Now head to the left gate and enter through the top door and in this room take the treasure chest at the top right. Also talk to Gleen(the one in the cloak armor) and follow him outside and go to the third room from the right. In here there is a save point to the right, feel free to save your game and to the left around the wall is a treasure chest. You can check the wall Glenn is looking at, but it's nothing significant except for the fact that it can be the combination! Now head out and go to the left staircase and in here, at the end is a gold golem but he won't let you through. Go to the first door near the staircase and pick up the two treasure chests at the end, however the little treasure chest will fight you, but if you attack the little treasure chest once it will open up and give you the treasure inside it(aww! How cute!).

There is a girl sleeping on the sofa but you can't recruit her or do anything else so leave and enter the next door with the eye in front of it. A fight will start and you will have to fight a door(So I guess the quote "You hit door but door no hit back" doesn't apply eh?), the door isn't tough and will let out a random opponent midway through the battle(I wonder where Square got the idea to fight doors...hmmmmmmmm...). However, you can't enter the door, so return back to the jail cell you first fell through and then take the right gate.

Talk to the guards and you will be given four options, but you should take the first option since that allows the guards to move out of the way and let you through. In here fight with the treasure chest to receive 100G(if you picked the correct one that is).

NOTE: If Kid is not in your party, you'll see her looking around as she talks a bit about the Frozen Flame.

Then head up the middle of the room and pick up the items on the marble podiums. After equipping your new items, check the necklass on the wall to the right, you can choose to take the necklace, either way you will be thrown into the next room, that is of course you don't bother taking the necklace that is.

In this next room, the Luccia will be reluctant to help you and bring you out of the cage. I'm guessing this is either an animal hospital or just

another Umbrella lab(if your not an RE fan then don't ask). Luccia lets them out, but she wants them all to be their guinea pigs and she will send a Neo N Bulb to attack you. Now, head up to Pip and talk to him, after a second time that you talk to him, unlock the cage for Pip. After that leave the room and then head up the stairs to the right(you can choose to fight the Golem outside if you like, he's pretty tough though). Then enter the room with the eye, you can avoid battle if you enter in it when its eye is closed. Inside here try to take the treasure chest at the top but the guard will wake up, you can't take the treasure chest in here. Head to the next room with Karsh and try to open the treasure chest 20 times, he'll get annoyed and will let you have the item, you can also obtain some information from Karsh.

Return to the entrance hall where you first dealt with that spinning statue and enter in the combination you had recieved earlier. After that continue on through, in here take the right path and you will see somewhat of a familiar scene, well it's much like the rendered version of Chrono's escape from Guardia castle in Chrono Trigger. Continue on through to the left until you reach the library. In here head up the stairs and talk to the little girl in pink, this will have the party reveal themselves out of the uniforms they stole. She doesn't really seem to care if you are Dragoons or not, later Gespar notices you immediately(Serge). He later tells of the two worlds, he tells Serge that the two worlds are basically completely different from each other but each world effects the other one.

You might also want to take note of what he tells you, press START on the world map and choose ON, this way you won't get lost into which world your really in(even though both worlds on the world map plays different music). Later Marcy wants to fight the party, apparently Marcy is one of the four Acacia Dragoon Devas, the highest ranking dragoon in Acacia.

BOSS BATTLE: Marcy HP: 525 Element: Blue

This battle will be pretty tough. Any red element should do well against her, you should attack her as normal. If you have a Turn(insert color here) element, use that on Marcy, then have another party member attack with an element opposite of the color you used on Marcy. This should help alleviate any problems that might occur later on in the battle.

After the battle Gespar will tell you about 8 pillars, he tells you that the pillar on the second to last on the left will enable a switch to release down an elevator. You can head up around the stairs and there is a switch on the bookshelf near the ladder just to the left, hit that switch and the ladder will descend. Climb up the ladder and pick up the TurnWhite inside. When you reach back you will meet up with Kid, and a strange jester girl named Harle. Harle's accent is pretty much French, she throws a few insults and Kid and makes passes at Serge...these insults are really top class(LMAO!), she later leaves. Afterwards look for an invisible switch at the top left column and it will bring down an elevator and thus intiating an easy fight with the guards. After the battle, take the elevator up and to the left is a save triangle, save your game and take the door closest to the right, you don't have to defeat the eye to enter the door though, so remember that.

When you get in here, check the shining crystal in the back. As the party looks over the crystal, a man from behind the wall(behind the bookshelf actually) will come through. Kid wants to know why the wanted to capture Serge, but Viper "haven't the foggiest" of what she's talking about. Later Lynx and Kid share a few words, Kid wants to look for the Frozen Flame but it's not in Viper Manor, he tells her that it's hidden in the sea of Eden where the two worlds collide. She'll try to attack Lynx but he'll attack the party instead(if Kid didn't join your party the first time she met you).

BOSS BATTLE: Lynx HP: 1000 Element: Black

This battle obviously will be the toughest one yet, luckily you saved earlier right? But eh. Use the IceBlast element you recieved from Marcy earlier, it should help in this battle. You should have Serge attack in this battle since his physical attacks deal a hefty amount of damage(more than normal actually). You should use your Ointments to heal and just attack as normal basically.

After the battle you noticed that all you faced was a shadow(damn! luckily you can wait later to fight his true form), as Lynx talks to Serge, a strange energy overcomes Serge. The face of Lynx quickly flashes and a giant explosion in Chronopolis takes place.

After that, Riddel comes in, Kidd quickly holds her "hostage." They walk outside and as the guards come, Serge steps in their way as Kidd still hides behind Riddel. They head to the courtyard and as Kid is distracted by the height of which they are on, Lynx quickly throws a poison daggar at Kid as she drops down below. Later Lynx goes after Serge, but he regains his sense and jumps down below.

=====
AWAKE IN GULDOVE

Items: Astral Amulet, Feathery Dress, Green Tinkler, Pelvic Bone, Tropical Paradise Frame

Elements: None

Party: Serge and whomever
=====

Serge later awakens in a room where Macha has nursed him back to health. After that head out of the room, you will find Kid and the rest of your party members outside However Kidd later faints and it appears that Kidd is badly poisoned, later they put Kidd in a bed to rest. Later Harle will come in and play a few tricks on the party before she leaves. After that talk to Kidd, you will recieve an item from her.

NOTE: This is where the storyline splits up and it can drastically change the outcome of the following events, from here to sometime later in the game. But whatever you choose, Kid will be saved no matter what. Also take note that depending on which path you wish to take will determine which characters can be acquired and which characters will have to wait until the New Game+.

You chose to look for the Hydra Humour | You choose not to save Kid

Korcha	Doc
Mel	Glenn
Razzly	Macha

A: You Chose to Help Kid.

Now when you head out talk to the little kid near the boat, it appears that he won't let you through, so go to the left and up the ladder, you can't enter the tent down below because it seems that the party doesn't want to barge in a heated discussion between the bartender and customer. Now head inside the tent(on the upper floor of the docks) and a conversation will take place. There is also a save point to the upper left, after that talk to the Direa and Steena several times, on the second go around you get 6 choices from Steena. They are all answers to questions that are presented, you might

find yourself stuck in a loophole unable to escape asking questions, so choose the first option and then leave. You can show Direa the Astral Amulet that Kid gave to you.

Now head back to the east docks and speak with Korcha in front of the boat again. He'll take you back to Termina.

B: You chose not to help Kid.

Korcha will become pissed and take the Astral Amulet back from you. Head outside and talk with the Item/Element trader, you don't have to trade anything but tell the trader that you will do the favor of returning the bone to a certain individual and you will receive the Pelvic Bone. Head to the inn and you will see Doc, he's worried that he can't save another life. Orha does some convincing as Doc summons up enough ability to see what he can do for Kid. Head to Korcha (he's in the tent to the west part of town, climb up and head left), ask him for his boat. He'll refuse but Macha will come in and is shocked to see her son in such disbehavior, she realizes that Serge doesn't know what to do, instead of refusing to help Kid. Korcha later apologizes (forcefully from his own mother) but he still doesn't want to give up his boat. Macha will then borrow his boat, she later leaves but comes back and gives you the Tropical Paradise frame.

Head out and go to the far left to the Dragon Shrine and talk with Direa and Steena, you can't get through without talking to them first. When you reach Direa, Serge tells her his story, she tells you about the Land of Genesis. When you talk to Steena you'll get a lot of information, many of the places are named after dragons...you also get notice that the Tear of Hate has been stolen. Head to Macha and tell her you're ready to go. She'll take you back to Termina. *NOTE* Head to the B section of this walkthrough below.

=====
A: SAVE KIDD NOW!

Items: Bronze Rod, Daemon Charm, Parlor Key, Porre's Furnace Frame, Silver Earring

Elements: None
=====

Head out of Telmina Square and to the world map, return to the beach area to the west and when you reach here, the party notices a small energy fountain on the shores. Go to your item menu (Square button) and use the Astral Amulet, this will send the party to the other dimension. Now head out to the world map (notice the music was like before?) and head back to the swamp. In here talk to the man standing in the way, he will move out of the way. Now head to the top area, but the party notices a ghostly figure in the way. In this next room the plant up top lets you through (unlike in the other dimension), continue on to the next area. You will see giant plants but there is no need to fight them unless they are in your way, so continue to the right. In this next room there is a save point, save your game and continue to the right where you see some daffy dwarves spinning around. This will initiate an automatic battle.

BOSS BATTLE: Hi-Ho Dwarves HP: 90 (each) Element: Yellow

This battle will be EXTREMELY tough, they start off with attacks that are severely powerful and continue to attack like this. Focus on one at a time and heal when necessary. Green elements are definitely useful in this battle and if you have TurnBlack, you can use it on each one and have Serge attack the one affected with the Turn Black element...Serge should be able to finish one off with two strong shots.

After the battle, take the treasure chest in the room and continue to the top right path. In here you will find a giant creature in the seas and the little guy that ran through hides in the water...Ah Oh! A battle is about to start(gee...how I figure that out?).

BOSS BATTLE: Hydra HP: 750 Element: Yellow

This battle will be tough, the monster has high defense and powerful attacks. It often counter attacks as well, so you should use elements once in a while. Serge is the character with the most feasible hit percentage, use TurnBlack on this guy and attack with Serge, red elements definitely work good in this battle...just note that you should keep your HP above 100.

After the battle examine the Hydra that you just killed, it will turn into one of your key items. Now head out of here and you will be automatically taken to the area you began in. Now take the left path and onto the next route. Before you can get any farther they see a HUGE ass bug flying around. Keep going on and pick up any treasures that you see and when you reach the next area, another creature attacks you. It's not too powerful and has rather weak attacks, but it does have a lot of HP. After you defeat the Beeb, pick up the treasure chest that he gives to the party and inside the treasure chest is a Beeba Flute.

Now save your game and continue on, in the next area you see that same idiot looming over another treasure chest, choose the first option and fight him for that treasure chest. This battle is twice as easy as the last battle and shouldn't last too long though. After that continue to the next area and the party will stop and talk. Now go to your item list and use the flute, this will summon a giant bug(great, now look what you done).

BOSS BATTLE: Wingapede HP: 430 Element: Green

This battle will be tough, once it uses it breath attack it will poison the party members, just attack and heal and use elements in this battle. It will help a lot to use elements in this battle, mainly use any thunder(yellow) spells that you may have, it can help a lot in this battle.

Keep walking to the center of the platform, it cracks even more until you fall to the bottom. Unfortunately you land hard on top of a plant in the middle, A HUGE PLANT for that matter. You'll knock it unconcious since you fell so far down, talk to the little fairy in the cage and this will prompt the monster to attack you.

BOSS BATTLE: Pentapus HP: 600 Element: Blue

In this battle, attack with Fireball, it's probably the most successful attack that will hit. You should mainly have Serge attack as normal, other characters like Kid will do a significant amount of damage to this guy since any opposite element will deal a little more damage.

After the battle talk to the fairy in the cage again and you'll acquire her in your party! Yay! After that you can leave this place.

NOTE: Head down to the RETURN TO GULDOVE section and skip the bottom section.

=====
B: Return to Termina
Items: None
Elements: None

Party: Serge, and other people

=====
Upon heading here you see a man that gets a bit agitated that you docked your boat there. Macha scares the guy off, head to the entrance of Termina to find Glenn. He'll talk to the lady about his goal of reaching Fort Dragonia, but he was asked to stay behind to watch over the manor. If he disobeys he will be taken down from his rank, but it's a more serious matter than rank. He leaves off(find him near your boat), go talk to Macha again. She will lend you the boat to head to Fort Dragonia, Glenn will come in and ask for use of the boat as well. LET HIM JOIN, but he then tells you to head to an island up north and to the east. You can let Macha join your party if you like, but if not she literally swims back home.

Head to the shrine on the far east of Termina where you gave Glenn the Bellflower earlier. You will see Greco and two other people paying their last respects. Follow Greco into his house, talk with him and he'll aid the party, but not before a little convincing from his wife Romana.

=====
B: HERMIT'S HIDEAWAY

Items: None

Elements: None

Party: serge, and other people

=====
Afterwards head back to your boat and head to Hermit's Hideaway, which is located at the top right on the world map(the green island with black smoke coming out). When you arrive you notice that the place has basically torn down by flames, she basically burned down the place because she was ordered to and she didn't like the "old geezer."

BOSS BATTLE: Harle HP: 400 Element: Green

She's not that tough of an opponent, she's one of the easier opponents actually. Attack like normal, IceBlast and Fireball can help speed things up in the fight as well.

After the battle she runs off, Radius comes in and notices Glenn(if he's in your party) and he was apparently informed by Riddel that Lynx and Viper were heading to Fort Dragonia. He tells the party that he has a sturdy underground house that should still be intact. He tells the party that he, Zappa, and Garai(Glenn's father) use to conquer the battlefield. But he later died as did Dario, it was then that Lynx came up to Viper and told him of all the wonders the Frozen Flame would bring in. Later the party rests, afterwards head back out to your boat.

NOTE: Head down to the S.S. INVINCIBLE walkthrough.

=====
A: RETURN TO GULDOVE

Items: None

Elements: None

Party: Serge, and other people

=====
Head back to Telmina Square and head to the docks and go back to the area where Kidd was in. Head back inside to the house Kidd was in and then show the doctor(the man sitting in the chair) the medicine you retrieved from your world. A conversation will take place here and afterwards the party

waits for Kidd to get better. After a conversation, the scene changes to night time and it shows a little girl wandering around but messes around with a few things. In the morning, Serge envisions that same sight he saw earlier with the giant explosion and the lion knight approaching him. Afterwards Kidd will give you two choices, select the first choice or you can wait and don't select any at all. Later when Kidd looks for her elements, she notices that she can't find them. They head out of the room and see Mel and ask her where Kidd's elements are but she runs off too fast for the party to catch, but is then stopped by the doctor. Talk to Korcha on the docks near the boat and return to Telmina.

=====
A: RETURN TO TERMINA

Items: Brass Rod

Elements: None

Party: Serge, anybody else
=====

NOTE: You would only come to this event when you chose to save Kid earlier.

When you try to exit out of Telmina Square, you find Glenn on top of some crates, he doesn't seem too happy. After a long conversation about the suspicions of Serge and Kid, Glenn leaves. After that go back and talk to Korcha on the docks, Korcha will lend you the boat on two conditions...when you find the Dragon Tear you give it to him and when the party comes back he wants...*mumble*...Kid to be his wife! LMFAO!!! Here you can have Korcha in your party if you like. After that take his boat and sail around the world(just to explore a bit if you like), then sail to the bottom right of the main continent, into the thick fog will extremely low visibility and enter it.

=====
S.S. INVINCIBLE

Items: None

Elements: Aquaball, Capsule, FirePillar, Garvitonne, Panacea, PhotonBeam

Party: Serge and whoever
=====

The party will wonder if it's a ghost ship or not. Regardless they dock the ship anyways because their boat cannot navigate through the fog. Fargo, the ship's captain, already know that the party is after Mt.Pyre, but Viper and Lynx have already docked through to Mt.Pyre. Fargo himself have had his dealings with Lynx, and since then he has had to disguise the ship as a ghost ship. He then wants to test out the party to see if they can face Lynx. You'll face a battle against Man-o-Wars, not too tough. It looks like you'll face a much tougher opponent afterwards.

BOSS BATTLE: Polly HP: 540 Element: Red

IceBlast definitely works great in this battle, hopefully you've equipped it after defeating Marcy. Have your party members attack as normal, any blue element party members will deal significant damage towards this guy. He's not too tough really, all you have to do is attack with blue and keep your HP up.

After the battle you receive a star, Fargo will translate what Polly said and you'll soon have to face a much tougher opponent.

BOSS BATTLE: Fargo HP: 660 Element: Blue

Fireball and Magmabomb works nicely in this battle. If Kid is in your group,

she can deal out significant damage as well. Have your weaker characters(Macha, Poshul, Lenna, etc.) be the healers and have Glenn and Serge use their X-Strike if they are in your party. You will need to be at lvl 3(for both Glenn and Serge) and have not used the Dash&Gash attack already. It'll deal out hectic damage against this guy, watch for Fargo though, his physical attacks are pretty powerful. Keep your HP up and attack.

After the battle you notice that the party is a bit woozy, they party were stung by a jellyfish fluid, and fall fast asleep. Later when they wake up they notice that the fog has become a lot thicker than before. The REAL ghost ship appears out of the midst of the fog, later they are attacked by a few Crossbones(which are easily taken care of). After that SAVE YOUR GAME, this is not an option, just save your game, you went through a lot in a short time and it would be shameful for you to go through all of that again. Head out and you will see pirates fighting against the monsters, defeat the Crossbones and Wraiths if you like.

Head to the next room(the room next to your save room) but the door to the far right is blocked. In this room the skeleton examines the bed on the table and then fights with the pirate, so help the pirate out! You can also cimb to the counter and grab the treasure chest. Now thead out and take the ladder upwards and then take the room to the right, inside is a trasure chest but there is a ghost in front of it. After you pick up the treasure head out and take the left, you will see a pirate battling with a skeleton at the tier, defeat it and then head back to the room in front of the burning barrels, then check the ventalation shaft at the back of the room. In this next room is a treasure chest and a pirate fighting some monsters, feel free to help him out if you like. Then head outside and take a right and talk to the pirate, he will let you through then talk to the other pirates and you will get a key. Head down the ladder and go to the door in front of your save room, unlock the door to the right and continue on through.

Keep walking and head out to the side ports of the ship. There is a pirate to the right, talking to him will allow you to drink his vitamin, but it also causes random status effects(harharhar!), but drinking it again will reverse the effects. Then head to the left and down the ladder. Keep going to the right and enter the door. Continue to the top and to the left, you will also see Pip from the manson, whom you rescued earlier. Chase him around and then he will join your party.

Continue to the left and you will reach the upper docks of the ship, you will have to fight several battles here as well. After the battle head up to the left and you will find the pirate captain in a bit of a rut. Later you will have to face a boss battle.

BOSS BATTLE: Deadhead HP: 700 Element: Black

In this boss battle, you see those 5 little creatures, its laughable but not when they combine into a giant version of themselves! It's all a matter of attack and heal, but use your elements in this battle. It has some pretty powerful attacks and try to keep your HP above 65 at least. Note that your attacks can miss a lot of times, despite the fact that this guy is as big as a truck, use Elements to score damage against it. Meteorite will deal amazing damage in this battle, as will the X-Strike.

After recieving another star, Fargo tells you that Mt.Pyre is a "Fiery Hell" and that you'll need to protect yourself against the immense heat. He tells you to speak with the Water Dragon, but he hasn't heard from any other dragons, and the whole world seems to be falling apart.

=====

WATER DRAGON ISLE (ANOTHER) [Optional]

Items: Iron (3)

Elements: None.

Party: Serge and other people.

=====

Head to the island directly south of the main continent. Be warned that this place has some pretty nasty enemies, there really isn't much to do here besides collect some Iron if you ever want to forge anything.

Another item of usefulness here are the Sturdy Ribs, which you can acquire by talking to the guy near the top of the first area on the Dragon Isle.

NOTE: If you already have Kid in your party, head to the OPASSA BEACH portion of this guide. If you don't then use the B walkthrough, which is directly linked from the previous B events.

=====

B: RETURN TO GULDOVE (ANOTHER)

Items: None

Elements: None

Party: Serge and whoever

=====

NOTE: If you chose to save kid earlier, then you do not have to come back here, but if you chose to move on, you will have to come back here.

Head back to Kid, but when you reach her you notice that she's gone...but she later comes in through the door. She seems fine, she doesn't know how the poison was neutralized though, the Doc tells the party that a man had brought the item to him when he heard about the certain condition that Kid was in. However, Doc has never seen this guy before, and all he said was "from the mainland..." but who was it? Anyways, Doc will automatically join your ever growing party.

Later the party talks things over, the Water Dragon Isle has run dry. But Kid reminds Serge of what the Shaman told him, anything missing in one world can be found in the other. Kid tells the party that her Amulet will get them to the other world, but the Amulet alone is not enough. Serge apparently seems to be the other link to the other world...Kid gives you the Astral Amulet and joins your party again.

Before you head out, you may want to Forge the Bronze Amulet, head back to your boat and head to Opassa Beach.

=====

OPASSA BEACH

Items: None

Elements: None

Party: Serge and whoever

=====

Upon heading here the party will talk for a while, using your Astral Amulet on the green portal. Head back to Arni village, talk to the ferryman near Leena and he'll take you to the Water Dragon Isle for 100G.

=====

WATER DRAGON ISLE (HOME) [OPTIONAL]

Items: Ice Breath, Iron, Magic Ring
Elements: Aquabreath, FrogPrince, Iceblast
Party: Serge and whoever

=====

Upon arriving here, take the lily pads across, behind the waterfall lies an Iron. When you reach the next area you notice that the dwarves have taken over the place. Defeat the Dwarves (although it's just optional) and head inside to the cave. You will have to defeat 7 Dwarves this time, and this battle will be amazingly tough. But it's just a regular battle mainly, after the battle follow them to the next area, you see Dwarves hovering over your save point, you'll need to defeat them if you want to save and I suggest you do.

Head down (pick up the Scaly Dress behind the waterfall along the way) and when you reach the Dwarves, they'll attack you with a giant tank.

BOSS BATTLE: Hi-Ho Tank, Hi-Ho Dwarves HP: 1000 (tank), 150 (Dwarves)

My gosh this is by far the toughest battle yet. Your main priority is to knock out the two Dwarves on the side, then attack the tank. The problem with this is that the tank has incredibly durable defense, your attack damage is cut down by nearly 30% and worst on that, the Dwarf casts HiRes on the tank, meaning you can basically see your physical attacks almost halved. Use green elements like Bushwacker, attack as normal and keep your HP above 100. The tank can attack the entire party with its tank...twice in a row. It'll do about 30-45 HP of damage each turn.

NOTE: Either one of two scenarios will happen. To get the A scenario you must have chosen to save Kid. To get the B scenario you must have chosen not to save Kid.

A) After the battle the Dwarves conjure a few words, they then learn that there is a baby Hydra still left in the forest. They wish to make amends for their past sins as well...so they head back to Hydra Marsh. When you do return to Hydra Marsh, you find them in a much better mood than before. When you have Razzly in your party, she'll talk with Rosetta...she then temporarily leaves your party for a bit while you go on ahead to get the Ice Breath and the FrogPrince summon. Later the fairies blame the humans for the suffering that was caused, but Razzly can't return to her home since she has caused so much grief. They later give Razzly the Wisp Cape and hope that she returns once her feelings are set.

B) After the battle the Dwarves die, continue onto the Blue Dragon, you will see Rosetta, she seems to be fine. When you head inside the Blue Dragon gives you both the Water Breath and the Frog Prince summon. Afterwards, the fairies are angry at the party, it was the humans' fault that drove the dwarves into the fairies home, Kid later then faints...and FMV displaces Lucca's house set ablaze...here you learn about her past a bit. She was abandoned as a child, someone took Kid in and raised her...she mentions that she was always "always making strange stuff" and that pretty much sums it up of who helped Kid.

In the morning, pick up the Aquaball if you haven't already done so and head back to ANOTHER world and head to Mt.Pyre.

NOTE: Before heading to Mt. Pyre, you can head to Arni Village in ANOTHER world, in the house next to the flower shop, head downstairs and you will find a man downstairs worshipping a hay doll from the Far East. Show him the Shark Tooth. The man tells the party that he wanted to become a fisherman ten years ago, but chose another path. As you try to

leave the doll talks to you, he later joins your party.

=====

MOUNT PYRE

Items: None

Elements: Capsule, MagmaBomb, MagmaBurst, Tablet(10), Inferno(trap)

Party: Serge and whoever

=====

NOTE: If you freeze the pool before you pick up the treasure chest, you will not be able to pick up the treasure chest.

When you enter here use the Ice Breath item to cool the lava. Pick up various treasure chests along the way, and note that the enemies in here ARE RATHER STRONG. Continue onwards and climb to the top and you will find Peppor and Solt than regular opponents, they just won't leave you alone...sigh it looks like your going to have to open up another can of...WHOOOP ASS!

BOSS BATTLE: Peppor and Solt HP: 380(Peppor), 450(Solt) Element: Yellow

Gosh, they do so much talking that it makes you feel like you should've brought a six pack of...WHOOOP ASS(I love saying that). They start the battle off by talking about Trap Elements, you can trap the matching element by casting it on an opponent. They demonstrate it in front of you, take notes if you have to. Peppor will attack Solt for being an idiot, so at least a few HP can be knocked off. Use your stronger elements like Bushwhacker or Bushbasher if you have it. Meteorite works nicely in this battle as well.

After the battle head to the top where the two ran off. In this next area pick up the treasure chests around the area and there should be a save point just above. Save your game and continue on through. In here you see a giant flame dragon to the right, but a smaller more puny dragon will attack you.

BOSS BATTLE: Red Dragon HP: 1100 Element: Red

Oh my gosh! This guy is A LOT stronger than he looks! Remind me never to insult him again, unless I kick his ass of course (^_^). Use your blue element attacks if you have any in this battle, it can be of great use. Watch for his flaming breath attack, it does over 100 HP to a single character and his regular attacks do about 50 HP of damage, keep your HP up to the max if you can. Iceblast works very well in this battle, a couple of shots from this and he's toast.

I suggest you go back and save your game, you will have another VERY TOUGH boss battle ahead, against not one, not two, but three opponents.

BOSS BATTLE: Dragoon Devas HP: 370(Karsh), 300(Marcy), 436(Zoah)

This battle is extremely tough, various attacks include throwing a hammer around attacking all three party members causing over 50 HP of damage per hit! Aicoromba(sp?)! Don't worry about the little girl, she misses with her attacks often, so save her has a last scratching post. Attack the knight first then the samurai, then the little girl and keep your HP above 80 at all times.

After the battle, you will see Harle, she'll ask if you wish to go any further, obviously you will want to go on. When you head out an FMV will start retracing back to where Kidd gets stabbed at Serge's hands. Now head to the center of the towers but save your game outside. When you enter

inside, you might have to fight a POWERFUL Dragoon Knight.

NOTE: The Dragoon will only fight you if you had bothered to acquire the Ice Breath from Blue Dragon Isle...if not he will not be at the entrance at all...but he does give you a star though.

BOSS BATTLE: Dragoon HP: 670 Element: Yellow

This battle will be amazingly tough, he moves quick and attacks hard. IceBlast will work pretty well in this battle. Avoid any yellow element attacks, have Serge attack as normal and definitely use the X-Strike if you have it, it does insane damage and can easily dismember this guy to half his HP.

After you defeat him, head inside and keep going straight until you reach the center room. In here is a save point and four doors, take the bottom right door for now. Continue on through until you reach a bird statue at the end. You will most likely pick the wrong selection and will be dropped to the bottom, so when you do, go over the red triangle and it will restore all of your HP. Now head to the left and climb up the ladder and you will be able to reach the bird statue room again. Pick the 3rd choice and you will be dropped to an area that is next to a pillar of red light. Hit the switch for that that light and it will light up another room. After that head back to the main room with the four doors and a save point. From here head to the top right door, from here head straight up to the next staircase loop room. In here pick up the treasure chest at the top left and bottom left. Now take the top path(go down the stairs and to the top) and go around to the bottom left and pick up the treasure chest, THEN HEAD BACK TO THE LOWER LEVEL OF THIS SAME ROOM BY GOING AROUND AND BACK. Now in this room, head around the staircases to the right, then continue through to the next area. In this next room, just go around and take the top path(ignore the bottom path for now). In this next room take the bottom path to pick up a treasure chest and then take the top route and go around to the next area.

In here, its pretty much linear, go around and hit the blue switch, this will enable a staircase for later use. Then continue onwards until you reach a room with a GIANT gold robot which is about 5x the size of the regular ones.

BOSS BATTLE: Taursoid HP: 1200 Element: Green

THIS BATTLE WILL BE EXTREMELY TOUGH! Be cautious about your HP, he has this BodyDrop attack where he picks you up and throws you to the ground, causing over 100 HP of damage! He also has this ground attack that can inflict 70 HP of damage to all characters, combine it with the fact that he has a lot of HP and high physical defense, you will have a lot of trouble beating this guy. As usual, use yellow elements against this guy, he does have high defense but pretty average magic defense, attack with Uplift and the sorts.

After the battle hit the switch that turns off the green beam of light, and another energy statue will connect to an orical sphere in another room. Head back to the room with the four doors and the save point, I suggest you save your game. Now take the top left room until you reach the room with a blue switch to the right. Now go along the hallway and the two treasure boxes act like switches, so open them accordingly and get around until you reach the other two treasure boxes. These will also act like switches, you can mess around with them a little, but continue to the

next set of treasure chests and open the right treasure chest but keep the left one closed. Then go around back to the other set of treasure chests you were at before and open both of them. This will lead a route to the next door area, if you decide to go to the other door to the left, you will have to fight a very tough battle. For now just head to the right room and pick up a treasure chest inside. Now go to the right set of treasure boxes and open up the right one but close the left treasure chest, then go around to the top left set of treasure chests and open the right one but close the left treasure chest. Now walk along the bridge and walk to the bottom right door, hit the blue switch to enable a staircase and continue to the right.

BOSS BATTLE: Giant Gloop HP: 900 Element: Blue

Before you can hit the switch, a giant bubble attacks you. He's not nearly as hard as the other boss you fought before and its the same attack and heal strategy, but watch for the bubble though, it can freeze one of your party members, use an element to have them shake free of it, but the attack also does about 120+ HP of damage! Keep your HP above 150 at all times and heal when neccessary. Now hit the switch and you pretty much know what is going to happen next.

Return back to the save room and save your game again, then take the last route to the left. In this room, it seems to be a sorta of a maze, go around it and take the left side and go to the next area, ignore the small plate on the floor to the top. In this next room check the marble podium and press the action button over it. You will have to switch party members each time you are at the podium, pressing the switch on the podium each time allows you to move the small block bridge around, keep switching it around until it leads a path to a blue switch, press the blue switch to reveal a staircase. After hitting the switch, go back to the podium and then keep pressing the switch until it leads to the center light. Here is the chart that will help you out:

Order	Location of block
Body, Head, Tail	Nowhere
Body, Tail, Head	Creates reachable block to Earth Charm.
Head, Body, Tail	Leads to staircase switch
Head, Tail, Body	Nowhere
Tail, Body, Head	Leads block to control panel
Tail, Head, Body	Creates reachable block to Electrobolt

Obviously, your main goal is to create the Tail, Head, Body path so you can shut down the yellow crystal. Like I said before, always step on the blue platform to reconfigure your party. Say you came in as Serge, Glenn, and Greco. Well you will need to have Greco, Glenn, and Serge and stepping on the blue platform outside will allow you to do that. Head back to the initial room, when you enter through you will have to face a boss.

BOSS BATTLE: Sunofagun HP: 365

This battle will be tough, its a pretty ugly boss too, watch out when it tries to kiss you, that usually means that character will be the main target for various upcoming attacks. Your physical attacks won't do as much as you like because it has high resistance to physical attacks, try to use your elements in this battle. It doesn't have much HP like other bosses, but it can inflict serious pain if your not careful, trying keeping the HP above 70. Use any black elements like GravityBlow and Gravitonne.

After the battle switch off the beam of light, later an elevator will come downwards. Go around to that elevator and choose the first choice and this part should LOOK VERY FAMILIAR...it's the same area as the first part of the game, the dream that you had. This explains a lot since your character was random and Serge and Kidd are in the party. Take the right path and in this next room, just go around and to the outside of the towers. From here take the staircase to the left and then inside go down to the next right. Collect the treasure chest to the left and go to the right, and inside is a treasure chest, pick it up and head back out. Now head back inside the tower and go around, you can't do anything with the portal in the middle. When you reach the other room, a monster immediately attacks you.

BOSS BATTLE: Bunyip HP: 1400(total) Element: Red(1st), Black(2nd)

Oh my gosh! This dude has over 1400 HP for you to deal with! It's the toughest battle in here yet, attack first with Iceblast and any other blue attacks. When ti changes form, Serge will deal out a lot of damage. Use PhotonBeam or PhotonRay on this guy's second form. Watch for it's FreeFall attack, it does ridiculous damage to any given party member. Attack and heal as usual...keep your HP above 150 this time.

After the battle switch the beam of light in the middle, this will set all 6 of the lights to the center orb. Head back to that room with the teleport platform in the middle and press the action button over the center of it.

This will teleport the party to the castle above, remember earlier in the game that this is where the nightmare ended with Kidd dying at the hands of Serge? Will that happen? The suspense is killing you isn't it? Well go forward and see what happens! When you go to the door, the flashback occurs for like the 4th time already, Serge doesn't seem like 100% after that flashback. Head inside, Viper is all set on his goals...

BOSS BATTLE: Viper HP: 820 Element: Yellow

This fight will be extremely tough, he has over 1000 HP and powerful attacks and yes, powerful combos! Ah! Keep your HP around 100 if you know what is good for you! Attack and heal, as usual since your physical attacks do about the same amount of damage that they should do. Bushbasher works pretty good in this battle, as will any other green element using character. Viper doesn't use his elements much, but when he does, they hurt a ton, mainly the G-Force attack, green element characters are especially susceptible to this.

After the battle, Viper laughs at the party and will go at full strength this time, but Lynx stabs in and takes care of duties.

BOSS BATTLE: Lynx HP: 1000 Element: Black

This battle is just as tough as the last one, keep your HP above 110!! He has a powerful slash attack that can easily render 40% of Serge's total HP. Use your elements in this battle as usual, and watch for the combination attacks, 40+ each hit three times over is enough to get any party member down. PhotonBeam and PhotonRay are especially effective in this battle, have Serge attack as normal.

After the battle Kid and Lynx still have a lot of heat between them(if Kid wasn't in your party, she will come in through the door). Lynx wonders if Serge ever questioned his existence...but later Serge stares into the Dragon

Tear...it switches the minds of Lynx and Serge...this means trouble.

BOSS BATTLE: Party Members HP: 4500 (each) Element: Variable

Your not really suppose to win this battle really, probably on your second New Game+ you'll stand a formidable chance, but your basically here to take the hits and go down.

NOTE: If you win the battle, Lynx(Serge) goes over to Kid, but as he tries to help her, she stabs him.

Here Serge(Lynx) makes a mistake, Kid notices that Serge is actually Lynx but Serge(Lynx) stabs her. He spares Kid's life as he looks towards Lynx(Serge), he takes the crystal as you pretty much see a bountiful FMV.

=====
TEMPERAL VORTEX

Items: Mythril(2), Pendragon Sigil C

Elements: Revive

Party: Lynx
=====

You later awaken in a distorted field of vision as the scene looks as if you were in another person's mind and field of vision. Now go around to the leaf above and it will drop a fruit, then a door will open to the left. Head to that door, inside you find a gremlin that tells you to sleep, and so you do. Before you head out, the gremlin stops you and decides to join you! Finally, some music to cheer up the mood! You can climb down the pole to save your game if you like. Now head out of the tree house and walk to the upper right path and then go around and push the rock over, then go around and push the rock over and it will knock the rock down to the bottom allowing you to get the treasure chest, so pick it up and head to the house above.

Inside you will meet Harley Quinn...I mean Harle. She will then give you two choices, you'll get some interesting scenarios from either one of them, you are either Serge or a questionable Lynx. She then changes into Serge and mimics his actions and heads through a door. You and Sprigg talk for a while and then you will be able to choose some doors. Take either door and you will end up on top, look at the bottom to see where Harle went, then follow her through the door, basically whichever door leads to the door she took. But that will lead to nowhere, and to get out you must take the opposite door of where she went through at the bottom.

HOWEVER, you still haven't accomplished anything if you leave, you will have to go through the same door parallel door that she went through for four times straight! You will be lead out to another room and she will then join you.

Now you will have to find a way out, head downwards and ignore the switch. Pick up the treasure chest and now go back and hit the switch, it will lead a path to the middle of the room, pick up the treasure chest and then go back to the switch and press it again. Now go around to the lower left staircase and then you will see a hole at the bottom, jump through and you will arrive at Hidora swamp, which is in Serge's real world, not the other dimension.

After a long conversation, you notice a green portal on the ground, and since you still have all of Serge's items, you can go through right? Wrong. Just head back to Aruni village.

=====

RETURN(or not) TO "ZE VEAL WORLD"

Items: Beeba Flute, Bone, Feather

Elements: Aerosaucer, Antidote, Brace(5), Bushbasher, Cure, Medicine,
Ointment, RecoverAll

Party: Lynx, Sprigg, Harle

=====

In here Sprigg goes a little joyous as she has finally made it back to the real world, after a little talk head out and go to Opassa Beach. When you reach here try using your Astral Amulet, it won't work since the missing piece is already here in the HOME world.

Head back to Arni, go talk to Marge and Lynx will tell her everything. Marge flashes back, Serge's father Wazuki and Miguel set out to the Dead Sea, but sadly the waves were too strong to navigate through and found themselves inside the Sea of Eden...Leena's father(Miguel) never came back, Serge's father came back a very changed man. In the middle of the conversation, Radius comes in and quickly notices that Lynx is still alive...Radius wants to rid the world of Lynx.

BOSS BATTLE: Radius HP: 750 Element: Green

Semi-tough battle here. You should use attacks like Uplift and ElectroBolt to deal damage here. Radius doesn't attack too hard though, his Longshot attack is probably his strongest attack, even to a non-green element character, it would deal about 40-50 HP of damage. Just attack as normal and heal basically.

After the battle Radius will join your party and ask that you go to Termina to gather some information about General Viper's disappearance. Head out to Fossil Valley.

=====

FOSSIL VALLEY(HOME)

Items: Infrared Vision Frame, Mythril(2)

Elements: None.

Party: Serge, and anybody else

=====

There's really nothing to do here, except collect a way cool frame!

=====

TERMINA SQUARE(HOME)

Items: None.

Elements: None

Party: Serge and anybody else

=====

Head to Telmina Square, when you enter here it seems to have turned into a fort rather than a fun loving market place. The inn is pretty much the same as before except for the fact that it no longer operates as an inn anymore. The poster of rock star Slash is replaced with a window in the market shop, there are a couple of guards that you can't get pass though. The Bar looks rather dead than lively and the 'other' bar. Also when you go over to the east shores, you notice that instead of flowers being placed there, a sword lies there. Could that be a special sword? Also when you head to Van's house, it's no longer a mansion but a Yaba Daba Doo house from the Flinstones, and that my friends is laughable, it's true

it's true.

Go inside the house and talk to Van in the right room, he wants a small fee for guiding you through the "house" but the landlord comes in. He still demands rent but if they don't pay up, they will be kicked out, Van will promise that he will bring the Frozen Flame to pay off the debt following the party, but whatever decision you make, the landlord will give you some extra time. He leaves in disgust, thanking the party for believing in his little story(even though it might be true). He goes back to his room, he takes his possessions along with him(Piggy Bank, El Nido Blue paint, and the cracked Sea shell). When he gets back to the room he realizes that the Frozen Flame does actually exist, but even though it's tempting Van can't leave his dad. However, his dad decides that he leaves off, regardless if the treasure exists anyways and gives him a boomerang and he joins your party.

Head to Zappa's house and talk to him and let him join to look for the Rainbow item and he'll automatically join your party.

Head out of here and head to Viper Manor.

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=====
VIPER MANOR(HOME)
Items: None
Elements: Mythril
Party: Serge and whoever
=====
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When you enter the ruins, Radius will talk a bit about how everything occurred the same with Lynx and Viper in ANOTHER world, but in the HOME world something happened to Viper 3 years ago. Head down to the bottom and go through the well and then go around through the small waterfall, then when you reach the underground ruins, head to the top left to the ladder and enter through to the jail cells.

When you meet him, he doesn't believe that Lynx is, well, not Lynx! Later Norris goes back and tells the party that it was Lynx who approached them in El Nido about the Frozen Flame, doubting the existence, Norris was sent to El Nido as a spy. Viper and the others headed to the Dead Sea but as they tried to enter, they could find no entrance. However, the demi-humans of Marbule might know something about it, he tells you to head back to Termina to use the military boat there.

You automatically wind up in Termina, head to your boat. Now you can do one of two things here, head to El Nido Triangle or head to Marbule. Either way it's up to you.

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=====
EL NIDO TRIANGLE AND STARKY
Items: Mythril(2), Our Favorite Martian Frame, Star Fragment
Elements: None.
Party: Lynx and anybody else
=====
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Head down south of the Water Dragon Isle to the triangle, go down and pick up the Star Fragment.

Head out and go to the Sky Dragon Isle to the left, make sure you save your game outside before going in. When you head inside to the top, you notice a little guy running around...he'll hide when you see him. Try to pick up the

treasure chest but out of nowhere the little guy that ran is suddenly 100x bigger!

BOSS BATTLE: MegaStarky HP: 2800 Element: White

Lynx will be very effective in this battle, but he'll also be very vulnerable to his powerful attacks. Just watch for the Meteorite attack, two of them and Lynx is pretty much a goner, heal and keep your HP up. The radiation attack isn't too damaging, but it hits the entire party, plus his physical attacks hit pretty hard...keep that in mind because you'll need at least 100 HP with other characters and 140 HP with Lynx. Attack with FeralCats or Glidehook and other black elements like Gravitonne.

After the battle he'll cheer that he got the Star Fragment, but what was astonishing was that the giant monster was just a little monster. Catch him and he'll join your party, I suggest you add him to your party too since he pretty much is a very solid character believe it or not. Later head to the stairs and then return back to the top and talk to the man, he'll give you the Our Favorite Martian Frame, which IMHO is the coolest frame in the game!

=====
Marbule (HOME)
Items: None
Elements: None
Party: Lynx and whoever
=====

Look for the island on the bottom right part of the world map just under the whirlpool cloud island. Head inside and you notice a lot of bug ghosts wandering around that you cannot even communicate or fight with. Head to the center of this place and find Toma and talk to him, he'll tell you that you can enter the Dead Sea through "Death's Door" but the only way you will find it, is by help from the sage aboard the S.S. Zelbess. He mentions that since

Porre troops pushed them off El Nido they had to reside in Marbule, but Marbule itself is rich in elements and the demi-humans had to move to the S.S. Zelbess, who work and are treated like dirt. He tells you to spend the night at the first hut near the entrance, so you do.

In the middle of the night you hear voices, go outside and check them out. You will see a mermaid but she jumps into the water as you reach her, Toma tells you that any mermaid that sings about grudges against humans will lose their voice. He also tells you that Captain Fargo can be a bit devious, as the two head off to sleep, but the mermaid overhears everything. In the morning she will approach you and will head towards the S.S.Zelbess as well.

Head towards the two boats lying at the top right of the main continent.

=====
S.S. Zelbess
Items: Fidler Crab, Frypan Ag47, Handle, Monster Mouth Frame
Elements: None
Party: Lynx and whoever
=====

Before going anywhere, you can play at the Casino. It's just below Fargo's quarters. Each time you play you can double your current points, you start from 100 points and build your way up. Here are the prizes depending on the amount of points that you have:

Points		Prize
10000		Rainbow Shell, Denadorite(play a second time)
5000-9950		Mythril
1000-4950		Iron
500-950		Bone

Now, you must take note that you have to know when to stop. But there's a trick to beating this thing. See, when you land on North you can double the amount of points you receive, when you land on East you gain 50 points, when you land on west you lose 50 points, and when you land on south you lose everything. The trick is pretty much common sense, and you'll find this in any guide(like Toastyfrog's). The key is to the pause button, press start and when the needle lands just a little bit past south, quickly unpause and press the action button as fast as you can, this way you will land on North everytime, sometimes you may land on east but who cares! You still gain something, just keep doing this for the Rainbow Shell and Denadorite, those are two items that are very powerful and popular for creating insanely powerful weapons, armors, and accessories.

When you reach here, head to the Captain's room(its down below on the second floor on the top to the left end of the first hallway) and you notice that Irenes is speaking with Captain of the ship, Fargo.

Fargo doesn't seem to happy, he's never recovered when he lost Zelbess. It appears that lectures won't get through to Fargo, and apparently he has taken away the "song" of the demi-humans. She leaves in disgust as Fargo refuses to release the sage. After a long conversation head to the lower deck down the ladder and to the right talk with the pirate standing in front of a door, it appears he won't let you through. Now head to the stage in the room to the right of the ladder on the lower deck. Inside you will see human whistle...I mean a beaver with buck teeth...errr...I mean a pirate who has a u-shaped mouth...I mean a pirate with bad teeth...that's what I mean!(*sweats in profusion*).

You notice that as he does his tricks, he will perform several tricks and ask for the lady in red(Jill) to volunteer...he will make her float(probably to look up her skirt...that pervert...) and then a fat pirate will come in and prove that she really is floating by sitting on her(ah! you have to feel sorry for the woman). However, the man in red doesn't seem so impressed with the magic trick and thinks he and the woman planned it all out, so Sneff calls the man over to prove him wrong. He will then turn Jack into a cat and then revert him back. Now head out and down the hallway to the right, go inside the door and you will see a man with a mop, afterwards he will head out, talk to the other people in the room and when you head outside you notice that the mop guy can go through but you can't. You later have a talk with the pirate guarding the door, it seems that he won't let you through so head to the Captain's room.

When you talk to him you notice that you finally got his attention, the party tells him that they are from Marbule and that they are looking for the Sage of Marbule. Later he will challenge you to a game, he'll then challenge you a little bit to a wager, if you can beat him in the casino, he will let you through to the Grand Slam if you win, but if you lose he will take your boat docked just on the side of the ship. Go ahead and take him up on the offer and then head down to the casino.

In here you notice the pirate with the flute...I mean buck teeth...I mean Sneff, apparently he landed south on the compass and lost all his money. Sneff has been gambling too long and he can only repay his debt in small increments by his magic show, he then tells everyone to leave as he wants to

have a private game with the party as their debts are cleared. You play a game of sudden death, whoever lands on South first loses the entire wager. That's cool, you have a 3/4 chance not to land on south. The Captain is pretty good, he's always landing on everything except for south, you can do if you know the timing, but try to land on south...yes, you heard me, land on south. He'll keep your boat now, but that doesn't mean you will have to swim back.

Head to the inn at the bottom deck and you notice the innkeeper climbs down a ladder, the cat tries to climb up but quickly jumps down. The party discuss within themselves, if only they could move as freely as that cat, it's pretty odd that the inn is directly below the casino and the demi-human is so hesitant about letting the cat go up there.

Head to the stage and speak with Sneff again, volunteer to be turned into cats. If you let Sneff try to catch you, he'll snap his back(it's hilarious actually). You later learn that the cats trick isn't really a trick, but it's actually a berry he recieved while traveling a long time ago...Sneff also mentions something about the Bend of Time. However, QUICKLY leave the place when you are turned into cats, before you go anywhere, head to the upper deck where the captain's room is and in this hall, head to the kitchen. When you enter the kitchen through the small hole talk to the egoistic cat, he'll give you a Monster Mouth Frame and inside pick up the treasure chest in the back and t pick up the Ag47 Pan.

Now head to the inn and then go behind the innkeeper's desk, you will be able to climb the ladder, so do so and you see a magnet that propells the needle on the compass roulette to spin where the captain will win. You notice that he spins it just enough so that it makes the captain's opponents lose and look who loss...the magician! Sad too, now he can't afford teeth. The party or the cats are dumbfounded, take the handle from the giant magnet.

Head to the stage and you will see a hole to the right, enter through the ventilation shaft and talk to Sneff and he will change you back into your normal self. Now head back to the Captain's room and challenge him to one more game. Before you do, you see that Fargo won't let Nikki go to the Grand Slam, apparently Nikki wants to learn the song from the sage so that Marbule doesn't die out. Fargo wants Nikki on the ship since he's such a great financial tool. Nikki later discovers the dresser, there's a scratch on it that he remembers from being a child, so could this mean that Fargo is...is father? Fargo has changed quite a bit since he lost Zelbess. After Nikki leaves talk with Fargo and challenge him to the game again.

Just play again and you will see Fargo lose and seemed shocked that he could lose. He then notices the Handle and he admits that he's cheated, you get your boat back and access to the Grand Slam tournament. Now talk to the pirate that was blocking the door earlier and he will let you through and then go down the sign that says: "Welcome Iron Man!" You notice that it seems to be an arena of some sort and go around to the back and talk to the guy guarding the gate through and you can feel free to challenge Janice, who is the ringmaster of the Grand Slam tournament, but it's mighty tough to win since you don't have many quality monsters to choose from.

Head out and you will see the man who went inside here earlier, he wanders around and you will have to enter in the correct door to speak with him. If he enters the middle door, take the right door and you will meet him, if he enters the left door enter the middle door and if he enters the right door enter the left door(and these are all correct occurances if you do this from the outside). Ask him where the Dead Sea is, he'll become a bit agitated that humans have stolen their treasure, then later tell him OF

COURSE that you will engage in brute force...you must do this since this is the only way you will get some information.

BOSS BATTLE: Sage HP: 1500 Element: White

This battle isn't hard and you should be able to easily defeat him using your heal and attack method. Lynx plays a strong role in this battle, his physical attacks can deal some major damage as well as the FeralCats attack. Starky wouldn't be much use in this battle since his Element is white, you should mainly stick to using elements to finishing this guy off fast, mainly Gravitonne and Hellbound. Iceblast and Magmabomb both work well in this battle too.

After the battle the Sage will give you the Fiddler Crab, he tells you to use it around the Dead Sea. Nikki comes in and finds the sage, he wishes to learn the song so that he can save Marbule. The Sage tells him that his Father use to be like Nikki, after that they both leave, follow Nikki towards and head to his ship.

Head to the top deck of the ship and to the left(and right of the main steering wheel)is a sailpole, go to the top of it and talk to the lady and take the lift to Nikki's ship. Go inside the first door at the bottom and you will see the Irene and Nikki. He tells the party that they'll play the song near Marbule so that the party can kill the monsters when they are weakened. Afterwards she will see that your party has entitled themselves into a tremendous task, if you want you can allow her to join your party.

Now head out of here and head out to of here and save your game, congrats! You've accomplished a lot already!

=====
THE DEAD SEA

Items: None

Elements: None

Party: Lynx and whoever
=====

Head to the lands that are covered in clouds to the far east of the world map, use your Fiddler Crab to open up the barrier of clouds that block your path. Head inside and you will see the old man Radius. Head to the center and you find a red sword enstoned to the ground, but it won't let you through without going mad. Only the holy sword Einlanzer can be counter the Masamune, but to get that sword they must head through the Isle of the Damned. They will need an item that Garai used in his life to get through. Head out and go to Hermit's Hideaway above.

=====
HERMIT'S HIDEAWAY(HOME)

Items: Energizer Suit, Garai's Keepsake, Resistance Ring

Elements: None

Party: Lynx and whoever
=====

As you reach this place Radius will take a retrospect into his past when he and Garai. Garai use to hold the Einlanzer but Dario took over as head of the Acacia Dragoons. Later they appaer in the Devine Dragon Falls, Radius picks up the sword but not before Garai throws in a few of his own suspicions about the sword. However, Radius stops his story short and brings out Garai's Keepsake.

This item will help you get passed those mirrors in the Isle of the Damned.

=====

ISLE OF THE DAMNED(HOME)

Items: Carapace, Einlanzer, Golden Tiara

Elements: Earthquake, Inferno

Party: Lynx and anybody else

=====

You will have to go around and defeat the Willowisp if you want to advance any further. Once through, go around under the giant tailbone and when you reach the top left, use the Garai Keepsake over the mirrors on the wall. In here, head around and go to the door on the left and you will ascend upon a cliff and see a sword enstoned on a tombstone. When the party sees their names the tombstone Radius comes in. Radius will finish off the rest of his story, Radius was so consumed by the hate and sorrow of the sword that he killed Garai without mercy and literally behind his back...but as he drops the sword he's too shocked to say anything after he killed Garai.

Later as Garai's spirit rise from the tombstone, he will only allow the party to take the sword if they can defeat him.

BOSS BATTLE: Garai HP: 1987 Element: White

This battle will be pretty tough, his triplecut attack can easily render Lynx alone and severely damage other party members. Lynx will be a valuable asset in this battle since his black elements will prove quite handy. However, Lynx will take a lot of damage from this guy as obvious Lynx is of the opposite element. Use Gravity Blow or Gravitonne in this battle and attack often and keep your HP above 150.

After the battle you pick up the Einlanzer, head out back to the Dead Sea to the Masamune.

=====

RETURN TO THE DEAD SEA(HOME)

Items: Earring of Light, Feather(2), Kung Fu Shoes, Medical Book, Mythril(4), Prop Sword, Screw(2), Screwy Dress, Stamina Ring, Station Pass, Trashy Tiara

Elements: AntiBlue, AntiGreen, AntiRed, AntiYellow, Capsule, CurePlus, Freefall, HealAll, Hellbound, HolyLight, Purify, SealAll

Party: Lynx and anybody else

=====

When you head inside, save your game and then continue on. You will be able to pass through the energy field. Radius will place the Einlanzer sword in front of the Masamune and the field will dissipate.

Keep going forward and the party will witness a lavashing landscape. It looks like they will have to travel a long way. You will end up outside but inside the island, but you can save at any time(on a side note as I am playing this, I noticed my brother was here last week! I made a bet with him about who could beat Chrono Cross first and...well...damn...he most likely will win...it's a long story). Feel free to save your game at any time out here though.

You notice a lot of save points on the ground, but these aren't save points, these are indicators of entrances and exits. Pick up the treasure chest up top and head to the right, you notice that this area seems to be a corroded highway or at least it use to be a highway. You will have to

fight a pretty bad boss along the way so be prepared.

BOSS BATTLE: Highwayman HP: 2000 Element: Black

This battle is fairly tough, he looks like the FF7 boss of Motor Ball, but he fights differently (and notice that you fight both bosses in the same type of area, on highways!). Look for him to attack with his black element status which prevents you from using element magic (Spriggan can still transform though) but don't worry since this only lasts for the duration of the battle. Just attack and heal, but attack with your elements, Serge's black elements and StarChild's white elements seem to work pretty well against this boss. With Zappa in your party, he should be able to kick ass. His physical attacks will deal the blows, use MagmaBurt or MagmaBomb. The X-Strike works nicely if you have it, the StarBurst is pretty effective in this battle as well. Just keep your HP up and attack as normal.

After the battle continue onwards and head around to the next area. In here, head to the bottom right room and inside, look around for a treasure chest. Then continue to the left, go to the leaning control tower and press the switch (it looks like another demonstration of that Lavos thingy in CT) and Norris will come in if he is not in your party, otherwise an automatic dialogue will come up. An image of Lavos Core shell comes up. Time periods like 2300AD (from CT of course) and 65000000BC are found on the screen. Now head out and go down until you reach outside.

When you reach outside collect the treasure chests around here and feel free to save your game just outside the center dome. Head inside and a monologue for this area will start, the party looks up and notices a date which says "2400" and obviously that's AD but the appearance of the place. Now go around and collect the treasure chests and then to the elevator to the left, you will choose between 3 floors, choose the 1st floor for now and then head to the bottom where the elevator went and pick up the treasure chest inside and then head to the next area, which is a blue door located to the upper right on the 1st floor. In here talk to the ghost on the bottom right, he seems depressed and walks off, follow him and you notice that he dissipates at a certain area, walk over it and a text box comes up, he will have dropped the key item Station Pass, which will allow you entrance to Arris Dome. Head around and to the next area, and pick up the treasure chest at the bottom right, inside is another key item which is the Medicine Book.

You notice that the books are suspended in mid air and a lot of rubble is also suspended in mid air, but why? But you can't get down below here now, head back to the shopping circle (the main room) and take the left path and in here as you head lower down the level, the party stops. The notice a little creature that heads off to the top right. Pick up the various treasure chests around here and at the top there is a small garden or a park, pick up the Prop Sword for Pierre that is embedded into the grass, and then head to the next area to the left. In here head to the center and the party notices somebody at the balcony walking around, head up the balcony to the left and collect the treasure chest and then head back down and go to the top right to the purple area (the blue door to the top left LEADS NOWHERE!).

In this next room you notice that there are a lot of ghosts, a conversation starts up but one of the ghosts disappears. Also, you probably caught this earlier on, but only Serge can see the ghosts, the party members can't and that's why they think Serge is acting a bit odd. Head towards the center, but another conversation starts up, after that head towards the center and you will be taken to the next room. Save your game to the right but use the

Enertron at the right(just like Chrono Trigger :P), unfortunately "You're still hungry" and then save your game. Pick up the treasure chest at the top right and go around to the next area, now talk to the boy sitting on the arch. If you didn't know it before, you do now, it's Nadia's Bell. Sadly her bell will never be heard again...the little ids blame Lynx for the sorrow found in the world.

However, they are just echoes from those who passed, mainly just an illusion. The man seems to know automatically that Lynx is actually Serge, but Serge probably doesn't remember the man. It's been nearly 14 years since the night of the storm, Miguel is shown inside Chronopolis along with Serge's father Wazuki. A voice echoes into the ears of Miguel telling him to bring a wounded child to the place, however Wazuki continues onward as Miguel tries to stop him but to no avail. Miguel has been here for 14 years, but it was 10 years ago that something catastrophic changed the Sea of Eden to the Dead Sea. The future was never meant to be however, it was destroyed before it was born and it rests in the Dead Sea. He tells the party that the future is controlled by Fate, Lynx's presence was predicted long ago. He will ask if you wish to stay here with him, but either choice will prompt him to believe that you are trying to restore the dimensional distortion. However, you will have to defeat Miguel in order to return the distortion back to it's proper place.

BOSS BATTLE: Miguel HP: 1950 Element: White

This battle will be pretty tough, he is stronger than he looks. He will virtually use elements between all of your attacks, he also has this Luke Skywalker attack where he slashes you with a lightsabre which does over 320+ HP of damage to a single character! It's an instant kill, but attack with elements and heal, Lynx should do a lot of bulky damage in this battle with his regular attacks since he's a black element. The HellBound element you picked up earlier won't work so don't bother, but Gravitonne will work very nicely (^_^). Avoid using white elements and the such on Miguel, otherwise you'll heal him.

After the battle Miguel notices that the party is strong, and might stand a chance to defeat Fate. It was in 1999 that Lavos awoke after draining the planet's power...it was then that the future would've changed to a drastic state, were it not for a teenage boy and his group of friends. *If you haven't played Chrono Trigger, this would make little sense to you* It was then that the party realized they could not turn away after seeing the bleak future of 2300 AD, even if the withering of the planet was nowhere near their lifetime. They traveled using the Epoch and eventually won the battle. However, it was at that time that the future time axis would ceast to exist. The future of the world was pretty much set to becoming a better world, but it's coming back to the reality and destruction again. Miguel mentions that three people came looking for the Frozen Flame, but never made it out alive as only the "chosen one(how many times have we heard that before eh?)" can approach the flame. The place is about to collapse, the party heads out of here but it doesn't look like they will make it out in time, however the Dragon saves the party.

When they land on Marbule they notice that the distortion is now set...so off to Opassa Beach you go!

=====
ANOTHER WORLD, ANOTHER TIME

Items: None

Elements: None

Party: Lynx and whoever
=====

Head back to Opassa Beach, use your Astral Amulet and you'll arrive at ANOTHER world. The shadocats will eventually notice Lynx and run off...the kid mentions some rainbow shells and runs off. You get some information that some type of rebellion is lead by some guy named "Serge" and it looks like you will have to head back to Termina.

You will have to head through Fossil Valley again, the enemies are much tougher this time though.

Once you reach Telmina Square, you notice that it has become much like a totalitarian state, except its not as extreme as it was in Serge's world. In Smithy's house an automatic even occurs once you enter, it appears that a soldier from the manor is keeping strict control of things. If you didn't acquire Greco earlier, now's your chance to acquire him. Head over to the east shrine and after the small scenario head inside his house and "tag" him along(pun intended).

When you head to the bar, you are immediately called out...head to the back and you will speak with the bartender...check the left side of the back wall into a clandestive room. Karsh notices Lynx, but he knows himself that it's Serge. Karsh will flash back to the events that happened in My.Pyre in ANOTHER world...he finds Viper wounded and Serge and Kidd teleport off...the party is just awed. They help General Viper and took him to Hermit's Hideaway and prayed for his recovery, he's recovering and getting better by the day. However, this didn't leave the manor for long, but when they returned to Termina the Porre military had already taken over Termina. Karsh tells the party that Riddel is being held captive in Viper Manor. One of them will go with Lynx and the party while one will stay behind to collect info. The shards that they picked off the ground are useless to them, Karsh gives you the Tear of Hate because of it.

Head out, but as you do you find Norris telling the guards to bring in the boy when they find him. He then notices Lynx and is informed that Grobyc has arrived at the Manor ahead of schedule.

=====
RIDDEL'S RESCUE
Items: Denadorite, Humour, Magic Seal, Prison Key, Rainbow Shell, Viper's
Venom
Elements: Deluge, Nimble, TurnYellow, Turnblack, Revive
Party: Lynx and whoever
=====

Once you are inside the manor, talk with the guards and they will let you through, head to the center and talk to the other guards and they will let you through. You will see that Riddel doesn't know anything about what happened at Fort Dragonia, they then take Riddel to the basement, much to the demise of Norris, he can do nothing about it. You also get to see the personality of Grobyc, who is the killing machine from the lab, he talks without pausing...since he is pretty much a robot.

Head to Norris' room and talk to Norris in his quarters(second room on the left from the entrance hallway). The party will tell Norris that Lynx is not Lynx but rather Serge...everything begins to make sense to Norris, then he gives you a Prison Key. Head out to the kitchen but you will have to hurry as Hell Orcha has left for the basement. In the kitchen check the grate in the back, the flow of the river will make it impossible to go anywhere but the direction of the flow. In the next room push the barrels out into the waters so that they create a bridge to the middle left staircase. Tighten the Valve

and then head back around to the prison, the guard won't let you through though, but head around to the stairs and go back to the kitchen and drop down the grate again. Head to the right, if you fail to do so you will have to go around to the grate again. You can pick up the Magic Seal, then go back and go to the other right path.

Go around to the top and tighten the other valve, head back and tighten the valve on the left and it will open the door across it to left you through. Now head across and pick up the Nimble and then open the valve to move the wall the other direction. As you try to reach the ladder a very big and very fugly roach will attack you.

BOSS BATTLE: Roachster HP: 1245 Element: Blue

This battle will be tough, get ready to heal yourself when the roach sends the babies to attack in swarms (BugKamikaze), it does about 80+ HP of damage to every character, so you will have to watch out for that. MagmaBomb works nicely in this battle, if you have X-Strike you can probably deal about 500 HP of damage to this guy! Red elements is what works in this battle, so use them and keep your HP up.

After the battle, climb the wall with the green light and you will see three different paths, take the right one first and you notice that the pirate captain is sleeping on top of the grate, and he moves the bed and the party will have a conversation, he then heads out as the door is unlocked via the jail key. Head out along with him and take the right path and save your game on the triangle. Then enter through to the next area, it appears that they want to eat her or something...those horrible little bastards! Orcha became the Hell's Cook when he ate some Quaffid seeds, and apparently it's Orcha that took the Dragon Tear from Guldove, but hsi real self doesn't know about it. Later you'll have to prepare yourselves.

BOSS BATTLE: Hell's Cook HP: 2800 Element: Red

This battle isn't too tough. The chef cooks up some mean punches, but they are only medium rare alone, the beefy part comes when he puts a consecutive combo on you and if you don't heal often in this battle...then your dead meat! But show this chef some cooking lessons and use your elements, StarChild's elements are very effective and the Cat Reign attack from Serge will prove very useful...if ya smeeeeeeellllllllleeellll! What the Serge is cooking? (^_-) Iceblast and basically any blue element will work in this battle, if you have the FrogPrince use it, it'll help a great deal.

When you destroy the Hell form of Orcha, he'll feel obligated to help and will join your party automatically. Later Norris promises himself and the party he will take Riddel to Hermit's Hideaway safely. You also notice that you can't leave since the place is still full of guards.

When you head up you will be surrounded by guards, defeat them and then you will have to face Grobyc.

BOSS BATTLE: Grobyc HP: 2800 Element: Black

This guy is tough, his attacks can easily go into the 150's and he has a powerful head laser attack that can severely damage all party members. This battle is so friggin tough, watch for his combination attacks, you pretty much can't do anything about it except hope that he'll miss with his attacks. His Haircutter attack does massive damage, but Starky will be of great help in this battle since he has an opposite element innate, just attack as normal and use elements like Meteorite or Meteorshower.

After the battle, the two guards run away in fear while the commander goes over to the robot on the bottom right, he kicks it to wake it up and to attack the party, the robot does and literally walks over the commander and expect yet another boss battle to face.

BOSS BATTLE: Guillot HP: 1001 Element: Yellow

Use Bushbasher or Bushwhacker a couple of times, attack like normal and he should be done. He's not too hard though, it's really not much of a different strategy than before so eh.

After the battle the party notices that the robot still wants more beef, but the party seems too weak to fight another battle, so whoever your leader is, the leader will lead them to the library and the robot will chase after them. They reach a dead end and will have to fight again.

The party escapes to the top but they have to fight yet again against the robot that acts like a zit, it just won't go away! However, Grobyc comes to your aid and cuts the rope suspending the expensive looking chandileer(sp?) and he and the robot drop to the floor. The party then jumps out through the stained glass window and onto the barn house.

The barnkeeper then gives you two options, but whatever you choose will result in the barnkeeper to release the dragons and trample the Porre guards that are waiting outside. Grobyc will then will decide to join your party, I suggest you keep him in your party because this guy is strong as shigot!

Whether or not you choose to have him in your party or not, the party will exit out of the manor and you will see the red ship above Telmina. Take it over to Hermit's Hideway.

=====
AN EARTHLY COINCIDENCE (HOME)

Items: None

Elements: None

Party: Lynx and whoever
=====

NOTE: As you head here, you can use the Ice Breath over the small pond. When you do this, you can acquire Turnip from the HOME world.

When you reach here, climb down the tree and Radius will be the first person to greet you(if he's in your party someone else will). It seems like Marcy has apologized for her ways earlier. Talk to Riddel and she'll join your party for saving her. Choose to take a rest but suddenly the party hears a giant explosion.

Lynx rushes outside as does your other current party members soon follow, it's Kidd! But she still thinks your Lynx, despite the fact of what happened at Fort Dragonia earlier. Lynx dodges all of her attacks, apparently it's Dark Serge now and Lynx has completely changed old Serge's attire. It looks like the party is in a bit of a rut but luckily Fargo is there to save them. Your other party members are safely onboard as well.

The party later ends up on the captain's boat, Serge is seen overlooking the waters of the ocean as the FMV and voice of Kidd flashes in his memory, damn, I gotta say one thing: Square certainly knows how to make a person evil and they certainly know how to make the character so heart stricken that anybody can show empathy or sympathy. A couple of FMVs showing Kidd pass by

but he is later interrupted by Harle. Afterwards head down to the lower deck of the ship, you can acquire A LOT more party members: Fargo, Viper, Karsh/Zoah, and Marcy.

So if you picked Zoah earlier at Termina, Karsh will join you now and vice versa.

Afterwards, you will automatically sail to the Sea of Eden. Inside talk to Harle, she'll tell you that you need the power of the six relics from each Dragon to obtain entrance to the Sea of Eden. However, the entrance to the Sea of Eden is in the other world and you will find six dragons scattered across each world. She also mentions that Dark Serge is already inside the Sea of Eden since Serge is the Chrono Trigger and was allowed access through to the Sea of Eden, also note that you cannot enter the Sea of Eden with the 6 relics alone, you will need the Dragon Tear. Later you find Harle a bit depressed on the S.S. Zelbess...if you acquired Starky he'll come in and talk a bit with Harle, if not then some other party member will(I guess, unconfirmed). She hopes Starky won't tell everyone that she cries...ever notice Starky's usual third person comments?

=====

ISLE OF THE DAMNED (ANOTHER) [Optional]

Items: Eyeball, Memento, Mixed Bones

Elements: Revenge

Party: Lynx and whoever.

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NOTE: The Mixed Bones are in the back left of the first area of this place, also you don't need Karsh to get in, but he is needed to acquire some nifty items and to trigger the events.

When you enter here, go around to the top left doorway, in here go under the tailbone and you will reach the top left mirror. You will have to use Garai's Keepsake over these mirrors, just like you did in your HOME world. Head to the next room, in here head to the middle room by going around, like before. Once you head to the cliffs, you see Peppor and Solt and it appears that they have had their suspicions of Karsh...apparently he killed Dario.

A little flashback occurs with Dario and Karsh training in Termina. You'll get a bit where you sorta understand why Glenn felt it was so important to obtain a Bellflower from you earlier. A little closer to the future but still in the past, you still see Karsh looking over the Bellflower. Dario and Riddel tell Karsh that they will marry, but Karsh seems a little shocked, he throws the flower on the floor in disgust. Later you see an event that happened between Peppor, Solt, Karsh, and Dario in the Isle of the Damned. He seems pretty "hyped" to see the Masamune. Later you see Karsh slash at Dario unsuspectingly, the sword has added feul to the fire inside Karsh, much like Radius did to Garai. You can see Glenn looking ahead.

As the story ends, it looks like you'll have to face off against the two.

BOSS BATTLE: Peppor and Solt HP: 1000 (Peppor), 900 (Solt) Element: Yellow

This battle shouldn't be too hard. Attack with Bushwhacker and Bushbasher, any green element would do. Green element characters are the most effective and also the most vulnerable to attacks in this battle. Karsh and Peppor have beefed up significantly in this battle, they attack in combos and each hit packs quite a wallop.

After the battle Peppor and Solt apologize as they think that Karsh would

never kill Dario after the battle they just had. You receive the lvl7 Axiomatic for Karsh and the Memento Pendant.

=====

MAGICAL DREAMERS (HOME)

Items: None

Elements: None

Party: Lynx and anybody else

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NOTE: You can receive the "titest" Tech in the game, the Invincible during this event, but note that you cannot complete it after you defeat the Black Dragon.

Have Fargo in your party and visit the Fargo in the S.S. Zelbess. He's extremely pissed off at Fargo(home), he will take over the ship and sail over to Marbule and play the song at full blast.

Later you'll see Nikki play the song in dramatic fashion, it's quite a long play...it's better that you watch it and I NOT explain it in detail.

Later when you head out, Fargo made a promise not to use the attack, but now he has no choice. He will receive his lvl7 tech skill...equip it now and head to your ship, you will automatically land on Marbule. You notice that the monsters here are made flesh instead of ghost. After your talk with Toma defeat all the Lagoonates that you see.

When you defeat them all, you will have awoken the Black Dragon that was sleeping earlier from the nightmares. This event is needed to complete the Dragon Quest.

=====

ORLHA AND GULDOVE (ANOTHER)

Items: None

Elements: None

Party: Lynx and anyone else

=====

When you reach here, you will notice Porre Soldiers here, she whoops some ass and the last soldier standing will notice Lynx and asks for assistance. She'll attack you thinking you are the enemy.

BOSS BATTLE: Orlha HP: 1800 Element: Blue

This battle isn't too tough, she doesn't have a lot of HP as like the other bosses. Watch for her combination attack, it can cause over 100HP+ of damage. Use mainly red elements and the sorts, Meteor Shower and Gravitonne are also pretty effective in this battle as well. Keep your HP above 150 and attack like normal.

After the battle the two other party members will tell the trooper to head back to headquarters as their "superior officers command it." Inside the guest quarters Orlha will give Lynx the SapphireBrooch, you will have to return it to her when you are in Serge's true form and she will then join your party.

Now head over to the top tent to the west side of town and then show your semi-shell shaped crystal to the old man sitting in front of the stairs, and you will get a 7 slot plate that is vaguely similiar in design with retrospect to the floor in the tower palace on the east side of the main

continent. Now head back to Hidora Swamp, which is on the south east side of the main continent.

=====

HYDRA MARSH (ANOTHER)

Items: Carapace, Copper(3), Good Backbone(or not), Life Sparkle, Pendragon Sigil B, Safety Gear(or not), Seed, Tablet(2)

Elements: ElectroJolt, Hydra Shadow

Party: Lynx and anyone else

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NOTE: If you didn't receive the Safety Gear earlier, then pick them up at the left of the marsh and talk to the man in purple and he will give you his extra set. Also note that the whole in the stalk is already cracked open, even if you did not come to this place earlier. Also once you have gotten the Beeba Flute the first time, RE-ENTER THIS PLACE, that means get out of Hydra Marsh and come back in. You will face another Beeba again, once you defeat it, you can pass through to use the Flute, skip down to the Green Dragon section for more information.

In here head to the west part of the swamp and you notice that two monsters are ganging up on the Beeba that attacked you earlier(IF you chose to look for the Hydra Humour way earlier in the game), defeat the monsters for the Beeba and then he will thank you and give you the Ancient Fruit, which is needed to defeat the Green Dragon. Keep going around to the top right and drop through the whole, after the small transcript, you are attacked by an enemy.

BOSS BATTLE: De-Hydrate HP: 1042 Element: Black

Not too tough of a battle, just attack it like normal and using all white elements like Meteorshower and PhotonBeam. Attack as normal and heal yourselves.

After the battle, head up the ladder tree(there is a treasure chest at the bottom) and then jump off the platform to go behind the plant that wouldn't let you go through earlier. Then head upwards to the left, from here keep going until you reach a save point. Go ahead and save your game and then head to the top right.

You notice that two monsters you fought earlier try to take the treasure chest, but being the greedy mind that you are, you stop and they attack you. After you open up a can of whoop ass on them jabronies, pick up the treasure chest and inside it contains a key item which is a Life Sparkle. Now head back to the previous room and take the bottom right to the next area, in this next room, go to the doorway at the bottom right(under the rocks) and check inside it to pick up another bone item, which is a Good Backbone. Then head out of here by taking the bottom right path, and head back to your ship.

NOTE: After completing this side quest, you will have done what is needed to defeat the Green Dragon later in the game, also if you followed this walkthrough, you will have received all the bone items needed to complete Skelly.

=====

FUNGUY AND SHADOW FOREST(HOME) [Optional]

Items: Bone, Ivory Helmet, Silver Loupe

Elements: Capsule(5), Carnivore(Trap)

Party Members: Lynx and whoever

=====
Head back to the forest to the northeast part of the main continent, and then make your way through until you reach two paths, take the left path above the small waterfall and you will be underneath the mansion. In the waterwells of the mansion, drop the two barrels into the water like you did before, walk across it and turn the valve handle to move the wall to block off the flowing water. Now, head back to the previous room and take the ladder(the top left) and use your jail key to open up the lock and pick up the treasure chest in the middle room, then go around to the back of the jail cell and climb down like you did before. In here go around to the left and turn the valve so that you can get through, after you turn the valve, head to the bottom left part of the room(head for the stairs) and then turn the valve handle at the top so it removes the block.

After that just head back to the jail cell area, go back down the crate and head back to the forest area, but instead of climbing up into the mansion, go towards the entrance to the forest area, head to the small room under the tiny waterfall and talk to the man in front of the campfire(you noticed that earlier you could not get his treasure chest), he turns into a walking mushroom and after a long talk he will join your party! Name this cool fella 'Kinoko' which is his translation name.

He's a very good party member to have, he's strong and quite agile, after that take the treasure chest and then head out of the forest, just basically head to the world map.

NOTE: At this time you can acquire Pip if you acquired him earlier. You'll find Pip at the S.S. Invincible on the lower decks.

=====
VIPER'S VENOM(ANOTHER) [Optional]

Items: Viper's Venom

Elements: None

Party: Lynx and whomever
=====

Note: You can acquire this sword earlier in the game, but it's not until you acquire Viper that you can use it.

1. To open the secret room in General Viper's study, examine the statue bust and twist the head. The bookcase will swing back to reveal the hidden room you saw Lynx and Viper come out of the first time you set foot in there. There's a desk in there with a rather cryptic note, which goes as follows:

Fear the one with the
Missing shield...
Repress the anger
Of thy god...
The moment you see truth
From within the light...
The god's anger will calm...

I have no idea what the hell most of this means, though I have figured out just about half of it. ^_^; If you read the message twice, you find some additional writing on the back, which is pretty self explanatory:

Check the pillar in the armory!!!

2. If you go to the armory (the room with the pushable snake column), first

place the Relic Shield you got in the room adjacent to Luccia's lab (the one you got the Silver Pendant in) in the arms of the suit of armor that has no shield, and a battle will ensue in which you fight five armored monsters known as Man O'Wars. After this, check the pillar in the top left corner of the room. A hole will open up and you will be asked if you want to push the switch. Do it and push the snake column into place. A secret room will open up in the section of the wall between the two snake columns, where you will find two treasure chests. One contains a wicked triple-pronged sword known as "Viper's Venom" which only General Viper can be equipped with and allows him to kick major ass. :)

Once again, thanks to HSChum1 for this info. I had never found the sword myself...luckily HSChum1 did!

=====
SKY DRAGON ISLE (ANOTHER)

Items: None

Elements: None

Party: Lynx and whoever
=====

Head off to the Dragon Isle in ANOTHER world and speak with the White Dragon. He'll tell you that you will need to gain protection from the other 5 elemental dragons, once you have done that you should return and talk with the dragon.

=====
EARTH DRAGON (ANOTHER)

Items: Denadorite(2), Explosive, Mythril, Yellow Relic

Elements: Brace, Capsule, Thundasnake

Party: Lynx and whoever
=====

NOTE: Talk to the man in the room just before the three turtle room and choose the first option and you will get a key item, which is an awkward high technology stick of dynamite, you will need this item in this very cave. Also note that you will have to visit this place again, once the crew blows up the Rockroach you can past through, but you will have to wait till then.

In Serge's ANOTHER dimension, head to the Yellow Dragon Isle, which is the island that is yellowish in color and north of the main continent. Inside the Rockroach that was previously blocking the door way is now gone, head down until you see the room with the three sand geysers, go to the top right and then place the stick of dynamite over the turtle and it will fly up into the air and land on top of the sand geyser. The turtle at the top left tier can be pushed off the geyser...JUST SO LONG AS IT IS EXTREMELY CLOSE TO THE GEYSER, THEN FIGHT IT AND DEFEAT IT.

After you defeat it and drop it into the hole, a geyser in the middle of the room will open up, jump on that geyser and reach the Earth Dragon.

BOSS BATTLE: Earth Dragon HP: 3100 Element: Yellow(duh)

This battle won't be that tough, you should use green element attacks like Bushbasher and such. Keep your HP up and attack as normal, watch out for it's physical attacks, they can easily deal over 120 HP of damage to a single character. Feralcats and Meteorshower works pretty well in this battle as will FrogPrince. You should also definitely try to steal a Yellow Plate from this guy, it's definitely worth the trouble.

After the battle you receive the Yellow Relic and the Thundasnake summon.

=====

GREEN DRAGON

Items: Denadorite(3), Green Brooch

Elements: None

Party: Lynx and whoever

=====

NOTE: You will need both the Beeba Flute and the Ancient Fruit to get to Gaea's Noval, each item can be found by saving and defeating(respectively) the Beeba in the Hydra Marsh.

Head to the 'HOME' swamp and then go around to the top left and defeat that idiot that has been blocking your way for ages, after defeating the Beeba, he tells you to go over to his other Beeba and use the Beeba Flute, which is to the next room atop. Use the Beeba Flute here and it will take you to Gaea's Navel.

NOTE: In this area, everything that you see. Everybody and everything, this will make the Tyrano angry and it will come out, pick up the treasure chest where Leah was standing as well.

In here you notice that a little girl will come by and talk to you, she's not very good in the English department but does sound and look awfully familiar, there is a possibility she is a descendant of Kino and Ayla, but oh well. Only Square can clear this up for us I guess. :P

You can put her in your party if you want, she's a pretty solid character considering she's only six year old! Afterwards head around to the left and pick up the treasure chest up top, but be warned you will be attacked as you come on your way down. Keep going to the left, you will find a save point, and you will have to climb alot as well, note that when you think you reached as far as you can go to the left, there is a rusty stalk that you can climb down in the same area. Note that as I am writing this, I did not realize...YOU WENT AROUND IN CIRCLES! But after you have defeated all the bugs, head back to the area where you came in and when you try to head forward, a dinosaur attacks you.

BOSS BATTLE: Tyrano/Pterodact HP: 1600(T), 750(P) Element: Red

There are two dinosaurs actually, one T-Rex and the other a Pteradactyl. Finish off the Pter. first, it has only 750 HP of life compared to 1600 HP from the T-Rex, watch out when you get the Tyrano in critical condition though, it will do a biting attack that can cause over 500HP+ of damage, which is more than enough to wipe out any party member at this present moment. Don't use the Lvl5 attack from Leah on the Pterodact. otherwise it will counter attack with a wind attack of its own. Use all blue elements, Fargo can use the FrogPrince summon if you have it on him, and the Invincible should do nicely too.

After the battle, the party heads up north and finds an Earth Dragon. You might want to save your game at this point if you haven't already done so.

BOSS BATTLE: Green Dragon HP: 3700 Element: Green(duh)

OMG! This guy is way outta your league! Well almost, be sure to keep your HP up to the max if possible, attack with yellow elements like ElectroJolt and the works. He constantly uses Bad Breath, but hopefully you will be infected

with the minor status effects (like flu), UpHeavel works nicely as well...and note that it will use Green Effect at times when you use your elements, rendering a lot of yellow elements down the drain, unless of course you cast three consecutive varied colored elements other than yellow. You should also definitely try to steal a Green Plate from this guy, it's definitely worth the trouble.

After the battle Leah will join your party for good this time, you will also have recieved the Green Relic and the Sonja summon. Head back to the EXACT same spot you came in on and call for the Wingapede and it will take you back towards the Marsh.

=====
RED DRAGON: MT.PYRE (ANOTHER)
Items: Pendragon Sigil A, Poultice Cap, Red Relic
Elements: Magmabomb, Salamander
Party: Lynx and whomever.
=====

Head to the 'ANOTHER' dimension and make your way around to the east side of the main continent, and back into the lava pits and when you see an open path to the right (you should see a blue door) enter it and you will have to ride the lava, take the first down path and then quickly hold right, you will see a treasure chest, pick it up and then head through the doorway to the next room. In here pick up the treasure chests and then head above. Talk to the little dragon holding a spear, he wil fight you...but be warned that he is A LOT tougher than he looks.

BOSS BATTLE: Red Dragon HP: 3400 Element: Red (duh)

The first form of this guy is pretty easy, but he later turns into a bigger dragon (or did they just switch places?) and I'm guessing that this boss has about 5000 HP total combined (me thinks)! Use any blue elemental that you may have, obviously this is the dragon's weak point. Keep your HP above 200, it's Flame Breath does 160+ HP of damage so beware! Attack and heal as usual, and note the first form only has 800 HP, the second form has 3400. Iceblast and Aquaball works well, Fargo will be an excellent addition to this battle, and I know you're just dying to use the Invincible tech! You should allocate some Ointments in this battle, this way you can recovery your stamina normally. You should also definitely try to steal a Red Plate from this guy, it's definitely worth the trouble.

After the battle you recieve the Salamander summon and the Red Relic.

=====
BLACK DRAGON (ANOTHER)
Items: Black Relic, Valencian Cloth Frame
Elements: Grimreaper
Party: Lynx and whomever
=====

NOTE: If you bring a party of demi-humans (Lynx, Starky, Sprigg, Pip, NeoFio, Funguy, and Turnip)...YOU DO NOT HAVE TO FIGHT THE BLACK DRAGON! He'll give you the Black Relic. You'll know why when you play through the rest of the game. Also with a party of demi-humans you can acquire the Valencian Cloth Frame by talking to the guy near the entrance...it's just a welcome gift for fellow demi-humans.

When you reach here, the dragon seems to be waiting for you, talk to it (make sure you saved earlier) and you will fight it.

BOSS BATTLE: Black Dragon HP: 3800 Element: Black(duh)

Oh dear...Serge is in BIG TROUBLE in this battle. The Shadow Dragon uses a lot of black element attacks like gravity and demon breath, bring Star Child along for this battle, he can take the hits VERY well and I think he is the most underrated player in the game. Whatever you do with Serge DO NOT USE HIS ELEMENTS ATTACKS, otherwise you will heal the Dragon. Don't be surprised if Serge gets knocked out quick in this battle, bring two White element party members along and have them use their element attacks like MeteorShower and PhotonBeam. He will most likely cast Antiwhite on Starky or any other white element character, it gets annoying sometimes since you can't use your opposite element. You should also definitely try to steal a Black Plate from this guy, it's definitely worth the trouble.

After the battle you receive both the GrimReaper summon element and the Black relic that you came here for.

=====
BLUE DRAGON(HOME)

Items: Blue Relic

Elements: Blue

Party: Lynx and whomever
=====

IN YOUR 'HOME' DIMENSION, head to the south green island directly below the main continent. In here get across the pods and reach the dragon down below (there is a save point inside) and he should look familiar if you followed this walkthrough or if you came here on your own. There is a giant watercrest crab blocking the way, defeat the enemies and then head through. Talk to it and select the second choice, and I hope you brought some red element party members along.

BOSS BATTLE: Blue Dragon HP: 2800 Element: Blue(duh)

This battle shouldn't be too tough really, attack with Red elements (MagmaBomb, Magmaburst, Fireball, etc.) and attack as normal with the other party members. You must watch out for this guy's physical attacks though, they hurt like crazy. Keeping your HP up is definitely a good idea. Prepare to heal yourselves after the Tsunami though, he uses this when he has about 1000 HP left sometimes. You should also definitely try to steal a Blue Plate from this guy, it's definitely worth the trouble.

After the battle you will have received the Blue Relic.

=====
SKY DRAGON(ANOTHER)

Items: White Relic

Elements: Saints
=====

This is going to be the last dragon you face for now, head over to the Sky Dragon Isle in ANOTHER dimension. Talk to him after you have defeated all 5 of the other elemental dragons...he will then fight you.

BOSS BATTLE: Sky Dragon HP: 3400 Element: White(duh)

This battle will be tough, he's not the toughest battle(the Fire Dragon is the toughest battle IMO) but he can pack a serious punch. His combo attacks only do about 90 HP, yes I said only because his dragon breath deals out over 200HP+ to every party member, make sure you have some type of epidemic cure element. That's your main focus, keep healing yourself and keeping your HP up is not an option...it is a requirement! Lynx will be able to deal out a lot of damage here, his FeralCats attack will definitely be of tremendous use. Use black elements like Gravityblow and Gravitonne to damage this guy, try to avoid the white elements and attack as normal. You should also definitely try to steal a White Plate from this guy, it's definitely worth the trouble.

After the battle you will receive the Saints summon along with the White Relic. You can now do one of two things. Head over to the Sea of Eden or head over to Forbidden Island in the HOME world.

=====

WARM REUNION ON FORBIDDEN ISLAND(HOME) [Optional]

Items: Mastermune

Elements: None

Party: Lynx, Riddel, and whomever

=====

NOTE: You must have completed the sidequest at Isle of the Damned in ANOTHER world before you can accomplish this quest, after Solt and Peppor are defeated this event can be accomplished.

NOTE: This next area requires a bit of finding, THERE IS A TINY ISLAND NOT MARKED ON THE MAP, NOT MARKED DO YOU HEAR ME? I've spent literally days looking for this place! A tiny island on the northeast of the main continent is ONLY reachable by boat, in the middle of the tiny island is a small trail of smoke that rises. This place is located on the HOME dimension. I also highly suggest you save before you come in, this battle is going to be pretty tough, and yes...you MUST have Riddel in your party to trigger the event. This is an event I recommend you try accomplishing, even before you fight Dario you can fill in the gap Karsh left behind after your battle with Solt and Peppor at the Isle of the Damned.

Inside here, speak with Dario, Riddel will be shocked to see Dario alive, but in actuality, it's another world. Dario doesn't even know who the party is, it's been 4 years since he washed up ashore. Riddel will try to reawaken Dario's memory by showing him the pendant from his mother. Dario regains his memory, but tells Riddel to run. The Masamune has gained control of Dario, and the Masamune has never been lost from Death's Gate but returned to it's rightful owner...Radius thought Dario died fighting demons on the Isle of the Damned, but this is where Karsh finishes his story.

You'll see Dario go over to the Masamune, but Karsh tries to warn him before picking up the sword. He attacks Karsh and as he gains control of himself he tells Karsh to kill him, which Karsh does eventually after seeing Garai's spirit. You'll see Lynx come in, he'll tell Karsh to tell everyone that Dario was killed by demons...which leads the scenario back to Dario.

After the storyline, it looks like you'll have to defeat Dario. Hopefully you have a white element character in your party for this battle.

BOSS BATTLE: Dario HP: 3500 Element: White

Oh my gosh! This guy is so friggin powerful! He has combo attacks that can kill any party member, each of his attacks wield over 100+ and his dash blade attack does over 650+ HP of damage. Keep your HP to the max and do not give this guy any breaks! Show no mercy and stay off hiatus! You might want to equip some elements that boost the physical attack defense up, this way you can cut down the POWERFUL attacks that this guy does. Use everything you can, ranging from healing to attacking. Hopefully you were paying close attention to the dialogue, it mentioned several times that the

Masamune was after the blood of Riddel. This prompts Dario to attack Riddel constantly in battle, the problem is that he can easily finish her off with a quick combo, she'll survive if she has at least 500 HP...trust me. Use white element attacks basically, Starburst and Meteorite are both excellent attacks to use, have Riddel be the healer...assuming she can withstand the battle for long. Also if you have the Black Mail, you can equip it on Riddel (before battle of course) and she'll take the hits a little more lightly, but all of Dario's element attacks will heal her.

Here is an alternative and a VERY SMART strategy that does not involve the Black Plate from Billy Bob.

--

"No it doesnt involve the black plate.

Here goes nothing...

My party was Serge/Lynx, Grobyc and Riddel.

Make sure every character has as much blue, red, yellow, green elements as possible. Even if theirs like slot 1 fires or sumptin.

Note: DO NOT USE ANY WHITE OR BLACK ELEMENTS OR IT WILL SCREW UP THE PLAN

Have at least cures with people in your party. Just in case the plan fails.

Call it a plan B.

When u first start the battle make sure Serge/Lynx has at least one level one firball. (Using Serge/Lynx) Hit Dario with a one level hit then right after use the one level fireball to get the pattern going. Dario will now be forced to use Numble the counter of a red element. Now it's Grobycs turn to hit him. Try to hit him as follows, 1-2-3 levels (Do not go over that u here me) that will make u use a level 6 element. Now use a green, blue, red, yellow level 6 element to hit him cuz all the counters for them cannot hurt u in any way other than making u less stong or lose evadeiness.

Look at this graph

You use He counters with

Red Element Numble effect: Lose evadness/speed or sumpti

Blue Element Strength effect: He grows stroger n

Yellow Element Bat Eye effect: Lose defence

Green Element Eagle Eye effect: Lose iunno i forgot

Over the course of the battle you start to lose your level 6 elements letting u now use level 7 , if u have it, becuz 1-2-3 hit% + 1 equals 7

Then u just keep repaeting the process.

The best thing about it is that he wont even hit u once or use those gruesome attacks that usually kill a player in one hit.

It took me a long time to defeat him this way, id say about 5-15 mins, but it's well worth it cuz u get the Masamune!!

PLAN B: Theres only 2 ways this plan could fail.

1: he uses an attack right at the start of the battle making u heal a player

2: u run out of green,red,blue,yellow elements with all three players and are forced to use white and black"

--

After the battle the sword has found a new master...apparently Masa and Mune along with Doreen have formed the Mastermune for Lynx. When the party takes Dario to see Viper Manor, he'll be shocked to see what he finds, the manor is in crumbles. Anybody from this world who went to the Dead Sea cannot return, they went to search for the Frozen Flame, but ended up being swallowed into a mixed timeline. Dario will later give Riddel the SnakeFangs, which is her strongest tech skill.

=====
EARTH DRAGON ISLE (ANOTHER) [Optional]

Items: None

Elements: Brace(5), Capsule(5), Upheavel

Party: Lynx and whomever
=====

NOTE: You must have completed the Earth Dragon scenario to complete this side quest.

NOTE2: I know this is nitpicking but a grammar error is evoked by the Criosphinx: "Thou may be allowed to alive here leave!" They should switch the "leave" and "alive" around, but eh. (^_^)

Head to Earth Dragon Isle in ANOTHER world and head around the same way you did earlier against the Earth Dragon, when you reach the room you will see the Criosphinx.

BOSS BATTLE: Criosphinx HP: 13000 Element: Yellow

This battle is really much easier than it seems. Even if you have max stats, this guy can still give you a lot of trouble. But like Gogo, you really have to read carefully because brute force will just put you in a bad position. He'll let you live if you can answer his riddles correctly. Defend for the first round when he asks "Now riddle me this."

"Auburn nay the burn, Iron pyrite nay the fool, All that glitters is nay...But silence be..." -Yellow Element

"In my anger, I see...Both the rag to charge at, and the flag to stop at. Blushing, I walk the royal carpet(obvious clue here)." - Red element

"It isn't easy being...A friend of the planet, With the jealous monster's eyes giving me a sign to proceed." - Green Element

NOTE: Jealous is your key word since Green is the color of envy. Duh. :P

"Mare et caelum et viola, Give me a melancholy gloom, But a first prize ribbon, Makes me feel I've royal blood!" - Blue Element

NOTE: Royalty is often a term concerned with old English knights, and of Englishmen in high ranks(Knights) are sometimes called "blue blood."
(^_^)

"Like pontoon nay the knave, Or Jolly Roger nay the bones, Even the top rank of self-defense, be no protection from the plague." - Black Element

"What the extorted one is bled, With knuckles of fear. The plumage of a coward when faced with the hottest of heat." - White Element

After the battle, you get nothing and he leaves you be. However, a very special item can be obtained from this guy the next time you fight him on New Game+, the Sunglasses will boost the power of every single type of attack done significantly...although it won't raise your stats. To obtain the Sunglasses you must defeat him anytime before he gives all six riddles. And to do that, you will need a heckuva lot HP. I'm also pretty confident that if one of your party members is equipped with a Yellow Plate stolen(Pilfered or Pillaged) from the Earth Dragon, that you can pretty much absorb the attacks and keep attacking back since he'll just heal you basically. Be warned though, this guy has a ton of HP, almost as much as Lavos...I seriously doubt you'll lose this guy even 2000 before you die without the Yellow Plate.

=====
REBIRTH OF SERGE (HOME)

Items: Denadorite, Dragon Emblem, Mythril, Red Brooch, Tear of Love
Elements: AntiBlack, AntiWhite, Iceberg, Inferno, Nostrum, Strengthen,
 Thundastorm, Tornado, Volcano, Weaken
Party: Lynx and whomever
=====

NOTE: You will need to acquire the Dragon Emblem from Direa, head to ANOTHER world and head to Guldove to the Dragon Shrine and show Direa the Tear of Hate...she will give you the Dragon Emblem from the Dragon Shamans.

NOTE: You will have to redo everything here if you came here before defeating the White Dragon. The Tear of Hate will automatically do everything for you, so all you have to do is just walk towards Dark Serge.

Now head to the 'HOME' world if you are not there yet and then head to Guldove and reach the Dragon Shrine to the left, there is a man outside, show him the Dragon Emblem that you recieved earlier and he will let you in. Inside talk with Steena, she will give you the Dragon Tear "as promised(?)." She will accompany you to the fort as well.

Head back to Mt.Pyre, you will have to make your way through again to Fort Dragonia, just like you did prior when you went off to Fort Dragonia in ANOTHER world.

When you reach the center elevator, you will find Lynx(who is in Serge) floating but expect a fight.

BOSS BATTLE: Dark Serge HP: 3000 Element: Black

Keep your HP up, watch for his Cat Reign attack, yes he does have it, but I don't know why since Serge in Yameneko's body doesn't have anything that Serge had. It does about 220+ damage to all characters, bring any type of healing magic that spreads to all party members. Watch for his combo attacks, if you have moderate physical defense, then each hit should do about 40 and he can do this three times in a row to a single character. Attack and heal, it's not a hard fight but he does yield an atrocious 3000 HP count.

Dark Serge is the only boss in here or if there are any bosses here for that matter. Head down on the elevator and place the Big Egg on the incubator, this will prompt the egg to hatch Draggy, a cute and very adorable dragon. Feel free to recruit him in your party if you like. When you reach above head to the right, then go around and pick up the treasure chests along the way and when you go around to hit the light switch, head to the center part of the room and it will take you upwards like before.

When you open the door...Steena will either talk or appear right behind you (assuming of course she is not in your party) and then leave, Lynx (Serge) will go in alone. Go to the center and press the action button over the orb in the middle and a shining energy ball will encircle the room concurrent to the statues. It'll go about some sort of evolution phase, mainly the dinosaurs. Then one day a giant meteor struck, the "meteor" was Lavos, but the "apes" that lay hidden in the forest came about the flames and evolved into "humans."

In FMV fashion, Serge will become reborn in his true body, but the Dragon Tear has shattered. Later he walks out in his former self, the party members are shocked to see Serge. Steena will mention something about a Chrono Cross, she also mentions that hate and love will bring this piece together in the Devine Dragon Falls. The shattered crystal from ANOTHER world was the Tear of Hate. The shattered crystal from this world is the Tear of Love. You may now head out of here as there is nothing to do.

=====
SEA OF EDEN (HOME)

Items: None

Element: None

Party: Serge and whomever
=====

Head over to the Dead Sea to the east side of the world map, it was destroyed and the white dragon rescued you, remember? There are 3 wormholes, there are no variations to the storyline on which Fate Distortion you opt to take, so enter in either one of them and a sequence will start...enter in DISK 2!

----- [Disc 2] -----

NOTE: I was playing another turn earlier and I noticed that you DO NOT NEED a second disc to reach this next area! Quite odd...there maybe more loose ends to this game than I thought, or maybe it was just my hallucination. (^_^)

Afterwards, you will be in another area...go ahead and save your game and note that you can return back to the other world by going back to the wormhole. You've done a lot so save your game and I will save my walkthrough (on disk that is, what you think I was talking about? The game?) on my CPU.

=====
SEA OF EDEN (ANOTHER) [Continued]

Items: None

Elements: None

Party: Serge and whomever
=====

There are three islands that are on each end of the middle waterfall, it doesn't matter which order you take when you go around and in each island press the action button on the triangles in the middle of each island and the third time you will face a boss battle. However, depending on which island path you take will determine which boss you face.

Present, Past, Future/Past, Present, Future: Vita Dos
Future, Past, Present/Past, Future, Present: Vita Unis
Present, Future, Past/Future, Present, Past: Vita Tres

BOSS BATTLE: Vita(1/2/3) HP: 2500 Element: Blue(3), Green(2), Red(1)

This is a pretty easy battle, you must attack hard at first mainly because it increases in both offense and defense gradually. It does have a lot of HP though, but it's nothing that you can't handle. It does tend to heal itself when you deal more than 400HP+ of damage in a single attack and it will attack quite frequently too. The battle strategy should pretty much go without much hassle, use yellow against Green, use Blue against Red, and Red against Blue.

After the battle the ground shakes, this is the waterfall collapsing, so now you can head to the center island.

=====

TIME FORTRESS - CHRONOPOLIS
Items: Card Key, Forget-Me-Not-Pot, Rainbow Shell, White Brooch, Yellow Brooch

Elements: CureAll, Hellbound, Magnify, Nostrum(5), Recharge(5)

Party: Serge and whomever

In here, it seems as if this place is much like the island that was vaporized before, it's full of technology and bright artificial lighting. Head towards the middle, but as you do a ghost talks to you...he'll talk about how FATE is using a Flame as some sort of time-counter energy of sorts. After they talk prepare yourselves.

BOSS BATTLE: Polispolice HP: 3200 Element: White

Heh...I'm not sure if this might be the same for you, but this guy is a joke for me. I had Leeh, Star Child, and Serge in my party at this time and I annihilated this guy. Have Serge attack as normal and have one healer, your third character should mainly stick to using elements, but you should bring along a white element character, this way you can change the field effect and use your summons(Obviously avoid using Saints) like FrogPrince and such. Attack with black elements(Gravitonne, GravityBlow, etc.) and keep your HP up.

After the battle, go around and down to pick up the treasure chest and then head to the next room. In here the top doors are locked, head to the shaft at the bottom right. Now head to the left and activate the computer and a little robot will pop up(Deja Vu for SOME strange reason), you will control it with your controller and direct it to the top right, note that anytime if the little robot falls into the water, you will have to start over again. When you reach the top right there is a switch, hit it and a bridge will connect to another platform, and then go around and hit the other switch, to complete the bridge and also collect the treasure chests at the bottom. Once your done end the protocol and continue on.

Now head to the top right to the ladder and in the next room go around to the front of the computer behind you and hit the switch and a door will open. Now continue to the top and in this room the path splits off into numerous places, head to the right path through the door to the next room. In here head to the second floor and open the blue door on the stairs, note the yellow door cannot be opened. In the room to the left you notice a set of red lasers, you can pass through them but this would only initiate a robot to veer up, the door to the back is inaccessible. Head down to the next room and head to the far left pass the elevator, you notice a map emanating from the floor, it should look familiar since it is the world map in the previous world. Talk to the ghost and he will hit a switch

the variates the map on the floor...he'll talk about how El Nido Archipelago is basically artificial. The research staff had their memory of the future erased and were sent to the islands created by FATE, and since then FATE has watched over them for 10000 years...there is a lock out switch at the top left of this room...hit it and head out.

Head to the middle elevator and then head to the third floor. In here head to the far left into the stationary, you notice that in the back of the room has several flashing pictures of Lavos...don't tell me this guy is back again(gasp!). The computer in the back left of the room will detail a bit about the past(mainly it's just a summary of what happened in Chrono Trigger). After a history recap, head to the back and pick up the Rainbow Shell and head out to the elevator and take the 4th floor.

On this floor, head to the operating room to the right, the left door has two ghosts that block your path. In here an automation of events occur, the middle display houses a temporex wormhole(yeah...Star Trek vocabulary!) and later the four other ghosts will come towards the center display... they'll start to detail about a scientist in the 11th century(Lucca) and about the possibility to time travel with a Time Egg, but the research crew is a bit skeptic towards using theories from ancient dynasties to perform time travel. Apparently when the crew discovered an a gravitational field in the sea of El Nido, they had built artificial islands and soon later created Chronopolis. Afterwards you can head to the right and go down to pick up a treasure chest on the stairwell but it's not much of an element, head back to the elevator and head to the first floor.

In here, head to the left, there is a save point and this appears to be the loading docks or whatever, talk to the ghost at the top platform tier, he'll talk about Belthasar simply vanishing, so the crew decided to continue his research. Head back to the 4th floor, the main computer room to the left is open for you, inside you notice that monitors keep an eye on both worlds, you see on the screen, Viper Manor of both your 'HOME' world and the 'ANOTHER' world. FATE has been controlling both worlds to avoid major changes to history, controlling people's lives without them even noticing it. Instructions were then given to a girl in Arni 01 to give up becoming a poet and to a man giving up being a fisherman. Fortunately, since the occurrence in the Dead Sea 10 years ago has disenabled FATE to intervene directly with World 01. The only thing FATE could do was recieve data from the Records of Fate(in which the save points have led you to this point in the game has it not?) and with a little success FATE destined Miguel as a watchmen for the Dead Sea. This story is really starting to become a lot more intruiging.

To the left is a robot you fought earlier, but its a weaker version but this time it is accompanied by two other robots(or not)...defeat them like regular opponents(attack the smaller robots first if there are any) but use Blue elements against it and then collect the treasure chest, which is a Card Key. Check the switch in the back, it'll detail a bit about an old diary someone's grandfather had kept...could this memoir be Kid's grandfather's diary? You'll see a small dialouge between Magil(I don't know who this guy is yet), Serge, and Kid in the first trip towards Ft.Dragonia in some other world besides ANOTHER and HOME. Afterwards head out back to the elevator and head to B1.

In here you will have to face some robots, fight them and then to the left of the door, there is a platform, stand on it and press the action button over the control panel and after the retina and fingerprint scan you can proceed to go through(oddly enough, the computer welcomes you back as "Chrono Trigger"). This has been the whole reason why Lynx wanted Serge's form, to grant him access to Project Kid. After that head to the next room and you notice a giant orange orb(which is the Frozen Flame), on the floor in front

is Kidd, you'll soon see Dark Serge.

Apparently after long ado, he tells the party that he is the human incarnation of FATE...or rather that he is FATE. It was 10 years ago that Wazuki and Miguel had sailed the seas and when Serge was hurt, his wounds were far beyond the healing capabilities of any doctor. But when he had landed on the island, the Flame had made contact with Serge and healed his wounds...but as the security card was rebooted, it granted access to the "Arbiter" or Serge. It was then that a tiny circuit had laid hidden in the motherboard since the Mother Brain era. This circuit acted decades beyond FATE's comprehension time, once FATE would detect the circuit, it would erase all records of it's previous existance, which would explain why little was done about Serge in the beginning of his journey up till now. However, it was not just by a matter of luck, Belthasar and Lucca Ashtear both created this highly sophistocated circuit. Later a short Prometheus program will run(Robo), he'll notice Serge and hopes that Serge can bring an end to the enmity between FATE and the dragons...but later the Prometheus program is then eliminated. Now is the time to test your true wits, all those previous battles don't nearly compare to the toughness of this battle(with exception of Dario and Crisophinx).

BOSS BATTLE: FATE HP: 5000 Element: Black

This battle is amazingly tough, the problem with this battle is that even though it employs a countdown, instead of being idle during the duration of the countdown(like Tyrano or Rust Tyrano from Chrono Trigger), it attacks with several different and varying black element attacks that can deliver fatal blows to the party. Attack with white elements basically, Meteorshower is incredibly effective in this battle, as with two white element based characters. Attack and keep your HP up, you'll need to keep your HP up to the max if possible.

Afterwards, Kidd awakens and it looks like she wishes to destroy the Frozen Flame, this prompts Harle to persuade Kid not to, but she does anyways...the Dragon Gods have noticed that FATE has died...this prompts the Dragons to prepare for something(you'll know what it is soon enough), you'll soon see the Terra Tower rise in FMV fashion. Back at Chronopolis, you learn that in 2400 a counter-time experieiment goes out of control, causing dimensions to rip apart in a Time Crash and sending Chronopolis 10000 years back in time...in which is the reason why FATE has watched over the two worlds for 10000 years. Another city was thrown back in time, Dinopolis which is the future city of the Reptites was summoned much like Chronopolis was summoned from the future. You also learn that it was not the Dragon Gods that had sealed the Frozen Flame, but it was FATE who used the Frozen Flame to divide the power of the Dragons and had put them to sleep. Once FATE is defeated, the Dragons will then merge into one and enact revenge(you'll soon see the merge in FMV fashion).

Harle will then leave, you find yourselves on the S.S. Invincible. The other party members find it hard to believe that they were being used...but their main objective is to reach that floating tower...but how? Luckily Kid is resting up at Hermit's Hideaway with Radius caring over her, but her condition doesn't seem too good. Riddel mentions that Kid's pain probably lies in the past...and it'll probably take an item like the Dragon Tear or the Masamune to awaken her. Afterwards make sail to Hermit's Hideaway.

=====
TRAPPED IN THE PAST

Items: Diva Dress, Ice Gun, Stardust Cape

Elements: Nostrum(10)

Party: Serge and whomever

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Later when you reach Kid, Masa and Mune will talk for a while but then decides not to help since it's out of their league(although I'm not sure if acquiring the Mastermune or not would effect this small scenario or not). Doreen then will come in and suggest using the Time Egg, which was created by Lucca(although it's not in whole), you will then go back in time to save the Princess(Kid), you'll see the robot you busted at Leene Square's Fair in Chrono Trigger, talk to him and he'll tell you that Kid and Lucca are in the back behind the flames.

Head to the left staircase and check the gun to the left green box(or whatever) in the back of the room and take the Ice Gun, beware though, it's not for the <Lucca>Mechanically challenged!</Lucca> Note that one of your party members disappear once you take the gun, you'll need this gun to take out the flames in the house.

Now head to the right staircase and then go around to the balcony and defeat the monster and talk to the kid, he will direct some importance of a special element that I don't know of.

NOTE: In the machinery room, check the machine next to the grandfather clock and then press L1, Triangle, R1, Triangle, and X. You might have noticed that you formed a Cross or plus sign with the buttons you pressed, this is because Lucca's mother's name is Plus X. In Chrono Trigger, Lucca never knew the password to the machine and in result her mother lost both legs. You will recieve Kids' lvl7 tech, HotShot.

Now head back to the previous room and check the top right of the room in the back and open the latch and climb down, keep going and another party member will disappear and Serge is left to fend for himself. Use the ice gun that on the fire that is blocking the path and continue onto the next room, you notice that Lynx is in the back of the room along with Harle, apparently she help set the house on fire since Kid didn't listen to her back at Chronopolis(refer back if you may have forgotten or didn't know what happened in Chronopolis). Later they then leave, Lucca's glasses are found on the floor, but as Kid tries to run after Lynx and Harle Serge grabs her and leaves the house before it is set ablaze.

Outside the house is set on fire as it continues to deminish, it appaers that Kid is alone now...but fortunately she has Serge to comfort her...but not for long as the power of the Time Egg dwindles down.

NOTE: Yes, I did "busta tear" during this moment. Promise not to tell anyone!

After you come back, Kid will join your party again, Radius then tells Kid that a letter is waiting for her at Viper Manor, but he tells the party to rest for the night. Later Kid expieriences a bit of memory loss, apparently that whenever she's in a dangerous situation she disappears and vanishes but when she wakes, not a single scratch. Later head out back to Viper Manor.

=====
MYSTERY LETTER (ANOTHER)

Items: Rainbow Shell(3)

Elements: None

Party: Serge, Kid, and whomever

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NOTE: You must bring Kidd along for this event. Also you can acquire NeoFio

to join your party, make sure you have the Life Sparkle and take it over to the small pond in the courtyard to the right Viper's room, you will bring NeoFio to life...put him in your party if you like.

Head to the lab and speak with Luccia, shockingly Luccia knew Lucca and had recieved the letter from her to give to Kid when the time is right(so is it coincidental they share nearly an identical name?). Lucca never really predicted when Kid would read the letter, she tells Kid that she and a few of her friends had changed the future by defeating Lavos, an unknown creature from an unknown planet. Lucca wonders what happened to the time that was no longer to exist go? The suffering that was meant to be no longer exists, but by defeating Lavos, new suffering among people exist and the birth of those people who were meant to be born no longer exist. It worried Lucca that what they did might cause someone to enact revenge to capture or kill her and her friends. Lucca has always prepared for the worst, she knows that "he" will always look after Kid, "he" maybe here right now, and gives a hello to Janus(obviously this isn't necessarily true).

After Kid reads the letter she wishes to be alone, after talking to herself she picks up the Rainbow Shell that was dropped from the letter.

=====
DEVINE DRAGON FALLS (ANOTHER) [Optional]
Items: Chrono Cross
Elements: Chrono Cross
Party: Serge and whomever
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NOTE: This event can only be completed after Chronopolis. Also note that Steena is not required to come along with you, but if she is, she'll detail a little bit more about the Devine Dragon worshippers.

There is a waterfall that is not labeled(much like the Bend of Time and Forbidden Isle), it's located on the south part of the main continent(Zenan Mainland) between Hydra Marsh and Arni village. Head inside and place the Tear of Hate and the Tear of Love in each brass podium. You will then recieve the Chrono Cross, if Serge has the Saints summon, you can give it up to someone else like Starky. The Chrono Cross is a level 8 element and also a key item...you'll know later in the game what it's purpose is for.

=====
UNIDENTIFIED FLYING OBJECT: EL NIDO TRIANGLE (ANOTHER)
Items: Anti-Gravity Device, Rainbow Shell(2), Resistance Belt
Elements: None
Party: Serge, Starky, and whomever
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NOTE: Bring Starky along on this mission, if you didn't acquire him yet then head to the green western island on the world map on your 'HOME' world, by now he should be pretty easy to defeat. Also note that you can defeat the boss and then bring Star Child afterwards because this boss can only be hurt by red elements(as shown by the field effect status sphere at the top left) and I would HIGHLY suggest that you bring two red element characters along, they will stand up incredibly durable against the boss' attacks.

Head to the south triangular rocks and go down the whirlpool to the ocean floor(the music is a bit reminiscent of Maridia from Super Metroid though) and head straight to the center and you will see a UFO, head to the UFO and battle with the Jellyfish.

BOSS BATTLE: RoyalJelly HP: 1657 Element: Blue

Hopefully you did do what I ask and bring two red element characters along. Your physical attacks do nothing, as does green, black, yellow, blue, and white elements do nothing. Red elements will deal a lot of damage to this guy and he only has 1657 HP. Have Serge just attack the guy until he gains to level 7, this way you can heal your party members in case they need it. Have Serge defend (if he only carries healing properties and no red elements) and have your other characters attack until they can use level 5-7 elements, use all of those up first and then go down weaker in your elements chart so that you can destroy this boss much more quickly. The jellyfish's attacks are nothing to worry about and it attacks VERY slowly, so you can get about 1.5 rounds per attack the jellyfish manages to get. Elements like Volcano, Inferno, and Salamander all work very nicely.

After the battle (if you don't have Star Child, go back and get him) Starky will be shocked to find his ship (gosh he is just so gosh darn cute). You also learn that the party is able to breathe since the ship emanates a force field. Later Starky begins to do a lot of things with the ship, later they head back to Chronopolis. Before you leave, note what he said, he said he might be able to find some stuff when he comes back later, keep this in mind.

When you arrive at Chronopolis, Starky will install the Anti-Gravity device onto the boat. After a little talk the party flies towards the Terra Tower in FMV fashion.

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TERRA TOWER (ANOTHER)

Items: Betta Carotene, Defender Plus, Pack of Lies, Rainbow Shell(3),
Spectral Glove, Time Egg
Elements: Blackhole(2), BlueField, GreenField, HealPlus, HolyHealing,
Nostrum, RedField, YellowField
Party: Serge and whomever
=====

When you head here, there is a save point, save your game and then continue on through. Inside you see a floating yellow sphere of energy and you will be forced into battle.

BOSS BATTLE: Terrator HP: 2200 Element: Yellow

This battle shouldn't be too tough, you should mainly attack with green elements like Sonja (if you have it) or Bushbasher. Attack it like normal, you can also trap a Golem and Earthquake from this guy as well as steal a Yellow Brooch, so at least this guy gives away a lot of goodies.

After the battle continue on inside and to the left is a weakened statue, push it over to cross over to the other side. Then enter the doorway and head down to the lower right and climb down the red stalk or whatever it is. In here, go around to the bottom left door. In here climb around to the bottom, you will eventually reach a branch that just breaks and you fall to the bottom below. Down here you notice a giant face on the ceiling, he mentions that the Terra Tower is a fortress belonging to the Reptites and it's a symbol of revenge against mankind by the dragons. In just 3 million years, the human brain has evolved three times in size, the human evolution has evolved rapidly since the encounter with the crimson flame from Lavos.

Afterwards continue to head to the left. In this next room go around past the

waterfall and pick up the treasure chest (be careful not to fall) and then head to the top right, in here, climb the red vines till you reach the top (don't forget the treasure chest at the bottom which is semi-hidden behind the waterfall) and then you will come back to the room you initially entered except this time you are on the upper level.

From here push over the two statues and they will form a path to the next area. In here fight the red orb at the top right.

BOSS BATTLE: Pyrotor HP: 2400 Element: Red

This battle shouldn't be too hard, you should attack with BlueWhale or FrogPrince and keep this guy in check. He'll cast Sadness Wave at the beginning of the battle to lessen your physical attacks, but it's nothing too much. He has this annoying tendency to heal himself with a Tablet three times, while it cures him only 90 HP total, it turns the field effect completely red while he does it.

After the battle pick up the treasure chest to the left and continue onto the top right. In here, it's pretty linear...just pick up the treasure chests and climb to the top. In here it's pretty much the same thing except replace the ladders with staircases and head to the top right.

You will find yourself at the left wing of Viper Manor, which leads directly to the library and the Guru of Reason, Belthasar. As you know from Chrono Trigger, he was thrown out of his time in 12000 BC due to Queen Zeal's obsession for Lavos' power. When he was in the future, he applied his own knowledge of magic and combined it with today's magic...technology. His research led him to the Time Crash and Chronopolis and he had created a machine named "Neo Epoch" and he had used it to travel to 2400 AD to see how things were doing in the distant future. The Terra Tower actually is Dinopolis, a city that was created by descendants from Azala, it was drawn into ANOTHER world's past 10000 years ago because it would serve as a counter balance against Chronopolis.

Later it was then that the Reptite's Fortress, Dinopolis, had engaged in a battle against the humans, eventually it was the Reptites that suffered defeat and that the Fortress was sealed away by FATE. Initially, the Archipelago of El Nido was known as the Sea of Eden...where the dragons had laid dormant. It was then that FATE had sealed away the Dragon Gods' powers...which resulted in the name, Sea of Eden. Shockingly, you were used by the Dragons to destroy FATE...ironically the story of what the Dragons had told you were untrue. The power of the Dragons were sealed by FATE using the Frozen Flame, and in truth it is the Dragons who favor the Reptites and FATE is the protector of humanity.

Originally the Dragons were once uniform of the planet's energy. In the future of the Reptites, the Dragon was used as a machine to power the Reptites' future, but FATE had divided the Dragon God into six weaker forms and sent them scattering and sealed. Apparently there are more than six dragons but seven, the 7th dragon lay hidden...the Dark moon Dragon. This dragon was to work against FATE to break the bond FATE had over the Dragons. You soon learn that it was Harle who had helped loosen the bond between the Dragons and FATE. If you have the Chrono Cross, you'll hear the three kids tell you how to use it...Melody and Harmony. With it, once you acquire all six elements in battle, you can combine the sounds of the world into one melody, afterwards they leave. Pick up the Blackhole element at the top and head back out to the way you came in.

Head out to the previous room prior to the bridge and then take the next

doorway(it previously was not available to you before). You notice 6 giant elemental crystals in this room...just continue onto the next room...proceed to whoop ass.

BOSS BATTLE: Anemotor HP: 2500 Element: Green

This guy isn't too tough IMHO. Just use Yellow Elements like ThundaSnake or Upheavel, he will change the entire field effect green by using the InfoScope initially. Once you damage him beyond 2000 HP, he'll heal himself with about 497 HP, it gets annoying at times too. Make sure you have the Trap Sonja element in place, this way you can acquire the summon if you didn't acquire it from the PreyMantis earlier.

After the battle press the action button over the platform and you will arrive at a new location and YES! Finally! A save point!! It's a sure fire bet that I don't have to tell you to save because you've accomplished a lot so far. It appears that the party still have ways to go...this thing is far from over.

Head to the left and keep going left until you reach a blue portal...you will see a bad ass dude in front of a green refractor...you know what to do.

BOSS BATTLE: Gravitator HP: 3000 Element: Black

This guy is really softer than he looks...use white elemental attacks against this guy...they work pretty well and physical attacks with Serge and Starky are highly recommended since you can do about 150+ damage on this guy with some of the characters you carry around(Serge can do about 200+ if he's strong enough). When his HP goes down below 500 he will heal himself with 200 HP, it gets annoying sometimes because he can do this everytime you hit him, which makes attacking him almost useless. Save your level 7 attacks for last, once he heals use your level 7(Floating Arrow, Starstruck, etc.).

After the battle the crystal shatters and energy is cut off to the main resource. Head back around(save your game if you wish) and you should try bringing Black element characters(Grobyc, Guile, etc.) along, then head to the right. Note that the wind is blowing rather strong, maintain your balance because the wind blows you directly to enemies around you. When you reach the other green refractor...prepare yourselves.

BOSS BATTLE: Luxator HP: 3000 Element: White

You should mainly stick to black element attacks(remember the Blackhole element you recieved earlier?), avoid using techs for your white element characters. Guile's and Grobyc's techs work pretty well in this battle. Note that when you knock it down into the 1800 HP area, it will heal itself with HolyHealing, which heals almost 800 HP to himself...ouch. Just keep attacking and heal yourself when you need to. You should try to lay trap elements on this guy if you can, you can get nifty spells like UltraNova(strongest white element in the game), Unicorn summon, and HolyLight. The white plate will obviously protect you from it's devastating OmegaWhite attack...without it, you just better pray that he doesn't use it during battle. (^_^)

After the battle, all energy is cut off to it's output resource. Head back and save your game. Then continue to the next area.

In here is a blue orb...you know what to do.

BOSS BATTLE: Aquator HP: 2800 Element: Blue

This battle shouldn't be too hard, use your TurnRed element to turn the field effect in your favor. Attack with red elements such as Salamander and Volcano and watch for it to heal itself with 457 HP once you knock it down to about 2000 HP...save your level 7 attacks for last so that you can finish it off before it gets the chance to use it.

After the battle you will notice several glowing energy spots on the floor. Go to the top and reach the next area. This place should look familiar since you have been here before...you fought the Sky Dragon here, as you make your way to the top you notice the Frozen Flame, as the party tries to come in contact with the Frozen Flame, they get pushed back by a glimpse energy field. It looks like the Time Devourer wishes to eliminate all human lifeform on Earth...luckily you won't let that happen.

BOSS BATTLE: Time Devourer HP: 11500 Element: All

This battle will be tough, this dragon has about 11500 HP!! Damn! Once you lose it about 1100 each time, it will transcend to another area and you should notice these areas because he will travel to all the locations you fought the elemental dragons on except the white dragon because you are already on that platform. He's actually pitifully weak and all HP...HONEST! He has weak ass physical attacks and the only damage you should worry about is when he teleports to another area...the drop damages the party but very little, sometimes it might miss or not damage you at all...it all depends on the side quests that you have accomplished since they might have boosted your stats high enough to withstand the attacks. It normally doesn't heal itself but you might want to save your level 7 attacks for last(EXCEPT SERGE!) have Serge use his level 7 attack when the field effect is black...this will deal out about I don't know...900-1200+ damage! Use the XXXfield elements for varying elements this dragon turns into, the locations should easily tell you which element to use. This is where your TurnXXX element comes into play, it will start off in a white element status. Attack with black, also note that each time you are teleported to a new location, your characters can suffer damage depending on which element they are. Characters of the same element with the next location will suffer no damage(if your character is blue and you travel to the Water Dragon Isle, you will suffer no damage). However, if your stats are strong enough, you can suffer no damage wherever you travel to, period. Each form yields an atrocious 2000 HP, the last form yields 1500 HP and is also a white innate element. Do not be surprised if you lose a few times, but luckily this guy gives you a chance, he doesn't use super strong elements, often he might cast a few weak elements like MagmaBomb and IceLance. If you like, you can steal a HolyHealing from this guy, unless of course you already have it.

After the battle, the Dragon God exits, apparently you only defeated a temporary form it used to appear in this dimension. The Dragon God itself was consumed by Lavos long ago...the Frozen Flame is merely a splinter from Lavos. Once you become connected with the Frozen Flame, you in effect become connected with Lavos. The Time Devourer is a new lifeform, fused with Lavos and a lifeform from this planet...it wishes to devour everything into nothingness...afterwards Belthasar gives you the Time Egg. You will later witness a giant earthquake that erupts on Dinopolis...luckily the party escapes without trouble. The Terra Tower itself sinks to the sea...and forms into a giant pheonix.

Afterwards Kidd gives her speech...she later tells the party that the Devourer of Time is located on Opassa Beach, or at least the path to it. It's where this thing got started and it's probably where it's going to end.

Before you head to Opassa Beach, you may want to do a few things first before

taking your journey towards the End of Time.

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RETURN TO EL NIDO TRIANGLE (ANOTHER) [Optional]

Item: None

Element: Starstruck

Party: Serge, Starky, and whomever

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Head back to El Nido Triangle and go back to Starky's spaceship, you remembered earlier that he mentioned about looking for some other things when he comes back, in his spaceship he will search through some things until he finds his Starstruck lvl7 tech skill.

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GULDOVE AND ORLHA (ANOTHER) [Optional]

Item: None

Element: None

Party: Serge and whomever

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Show Orlha the Sapphire Brooch in her bar and she will then join your party.

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RAINBOW ITEMS [Optional]

Items: Master Hammer

Elements: None

Party: Serge and whomever

=====

NOTE: This event can only be completed when you have liberated Marbule free of the monsters.

Head to Marbule in the HOME world and purchase a Master Hammer from the guy in the back of Marbule. Equip it on Zappa and then head to ANOTHER world with Zappa in your party and speak with the other Zappa in Termina, later they'll start to create the Rainbow Axe, but unfortunately the Axe is for the other Zappa to keep. However, Zappa does learn how to forge rainbow items now, which are severely powerful and cataclysmically outrageous in terms of overall stat boost. You will need to earn Shiny Items if you wish to acquire these rainbow items, just finish off your opponents with summons to acquire rainbow items.

=====

EINLANZER 2 AND SKELLY (ANOTHER) [Optional]

Items: Einlanzer (2nd)

Elements: None

Party: Serge, Glenn, and whomever

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Put Glenn in your party and then head over to Termina in your ANOTHER world and talk and check the sword laying on the east shrine, Glenn must have the Einlanzer sword equipped, afterwards you will receive the other Einlanzer. Fortunately you can them both at the same time, resulting in a ferocious physical attack.

Head over to Skelly's mother's house (right of Viper's statue) and then talk to her when you have collected all the pieces:

Angry Scapula

Good Backbone
Heavy Skull
Mixed Bones
Pelvic Bone
Sturdy Ribs

The clock will then ring and Skelly will then come back to his grandmother, head out and come back in and talk to Skelly and he'll join your party if you say "Please."

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CHRONO TRIGGER...PART DEUX

Items: None

Elements: None

Party: Serge and whomever
=====

Head to Opassa Beach on the HOME world and speak with the three kids. Speaking with them will tie up a few knots in the storyline along with brief synopsis of things. So when did all of this start? 10 years ago when Serge died in ANOTHER world? Or 14 years ago when Serge was wounded by the black panther and when he came in touch with the Frozen Flame? Or maybe it was the Time Crash that sent Chronopolis back 10000 years in the past? Or maybe back in 12000 B.C. when the Kingdom of Zeal met it's fate when Queen Zeal used the Mammon Machine to harness Lavos' power? Indeedio, it was the destruction of the ancient Kingdom of Zeal. Schala had saved the party, but she did not save herself as she was sucked into a dimensional vortex along with the Mammon Machine...it was then that Schala and Lavos united to form a very powerful entity...the Devourer of Time. Half of her mind wanted to set destruction on all existance while the other half wished to save the universe. It was then that Serge had cried 14 years ago when he was attacked by a black panther, Schala heard his cry and when she tried to come to this dimension(HOME), it caused a magnetic storm which resulted in leading Serge to the Frozen Flame and the temporary power outage of FATE's systems. Before she was consumed with her destructive side, she created a clone of herself and sent it into this dimension, she then left her daughter-clone with the pendants so that it would protect her from life and death situations. That clone turned out to be Kid. The "Project Kid" experient by Belthasar was to lead Serge to the special point in time between the Time Crash, Chronopolis, and the battle between FATE and the six Dragon Gods...all predestined so that Serge would acquire the Chrono Cross to prevent Time itself from being devoured. However, Kid was to never be aware of the plan until the entire plan was finished. Kid was to save Serge from drowning 10 years ago and to call Serge when Serge spoke with Leena on the very beach that you are standing on now.

As you speak to the child in white, she'll tell you of a new species that is about to born that is even more evolved than Lavos. On the other side of time, she became an emnity with Lavos...but Belthasar had already predicted this outcome in the year 2300, the time period where he was thrown into when Queen Zeal tampered with the power of Lavos. He did everything in his power to prevent the Time Devourer to consume time. The Chrono Cross itself is a very special item, with it, you can combined the sounds of the planet that the six elements produce. The "Song of Life" will bring Melody and Harmony to Schala and it will save her from the depths of her own emnity.

Talk to the other Kid in red(who looks like the kid form of Crono), he'll tell you that Serge had drowned and died on the very spot that he was standing on 10 years ago. The world Serge is in now(the HOME world) is the false world...10 years ago Lynx tried to Kill Serge on this very beach...but Prometheus(Robo) broke the link between the Frozen Flame and FATE. As the

link broke, the Frozen Flame was literally up for grabs between giant powers. The six dragons had sent Harle to acquire the Frozen Flame...it was then that Harle had come in contact with FATE's biological incarnation and fooled it into joining forces to acquire more information about the Frozen Flame. It was the priority of everyone to break the lock Prometheus had on the Frozen Flame. No one was able to break the link, not even FATE or neither Harle, it was then the two went back in time and captured Lucca...who had the ability to break the link Prometheus had on the Frozen Flame. But it got nowhere, FATE predicted that you would come in contact with the Frozen Flame one day and cross dimensions to do so. Shockingly(yes I was shocked myself), but Lynx was actually your father Wazuki!!!!!!! Crap! What a storyline! Wazuki was influenced by the Frozen Flame, the image of seeing his only son die changed him. It was then that his psyche had eroded and he was intergrated by FATE. FATE had created Lynx, to mimic your worst fear...the black panther that had attacked Serge and gave Serge his wounds. Although Wazuki was able to escape with Serge, he was already consumed by FATE. Maybe even one day, FATE itself would try to evolve it's own self into a new species. When you gazed into the Frozen Flame, it gazed back at you.

Use the Time Egg that you just recieved and use it over the purple warp tile...select the first choice and head on. You will end up in the Darkness of Time dimension.

FINAL CONFRONTATION: Time Devourer HP: 17000 Element: White

This battle really isn't as hard as it looks. You should mainly attack it with black elements...it attacks mainly with Green and Yellow elements like Upheavel and Carnivore, but they attack pretty hard. Rarely will Time Devourer use OmegaXXX but when it does, I sure hope you have the XXX Plate to protect against it. You don't necessarily have to have the strongest items and armors to win, because you don't! Simple as that! Time Devourer is pretty slow, it'll attack every two or three rounds. Use Dual Techs and Triple Techs against this guy if you have them. To be honest, there really isn't much strategy that goes towards beating this guy.

Here is what LtRckHuntr says about another strategy towards Time Devourer:

"First have everyone at power 8 and stamina 7, and right after Lavos uses a spell (Usually Carnivore or some other Green Element), Have Serge cast Uplift, then have the person after him defend for serge to gain 1 Stamina, then have that person cast a red, then have the next person in party defend, then you continue with the rhythm..... the main idea is to get all the way up to black & white... after a Black spell immediately cast a white and lavos will never attack you unless you cast another element, so all you have to do is have serge attack to gain back whatever Power Lvls he lost and then cast Chrono Cross, also, each character after their turn should try and be at 1 stamina after their first turn (Stamina Belts help aswell), after that you need to try and make sure they atleast stay at 0 stamina after their turn because after someone else casts an element the person with 0 should gain 1 stamina point.

Confusing I know, but if you try and decode that you'll have a sure fire way to beat him."

Note that is method works, I just like to point out that when I tried it, Lavos had this annoying habit of casting a yellow element after I casted my red element. I think it's random rather than just any definite pattern. But other than that, this strategy definitely works though.

NOTE: I was too lazy to do this earlier, but the order of element bosses you

fought in Dinopolis(Terra Tower) is the corresponding code for the Chrono Cross. But you noticed that you fought the Black and White elements before the blue element, which is NOT the correct order...read below for more details on that matter. And thanks to William Birken for the correction I had made.

NOTE: To obtain the best ending, use the Chrono Cross. You will have to play the elements in a certain order...which order do you use? Remember the order you fought the elements in Terra Tower? With Yellow, Red, Green, Blue, Black, and White. Also note that you cannot switch the Black and the white around, because you may have fought Luxator first before Gravitor. The hard part is to get the six elements in place, Time Devourer is such a (insert b-word here) since he can easily break up your rythmn. What you have to do is work with Time Devourer instead of against it. The problem with this is that you really have to do some predicting, Lavos will use Green, Yellow, and Blue elements the most. Let's say you predict Lavos will use a green element, first use Yellow and then Red, and then attack or defend BUT DO NOT TRY TO CONTINUE the Chrono Cross pattern. Instead wait for Lavos to cast the potential green element, and then you continue it from there and just cast Black, White, Blue, and then the Chrono Cross. It's a lot harder than it sounds, another tip you want to bring along is to use lvl1 or lvl2 elements, no matter how strong the element, you will still get the same melody and harmony as from any other element. If you use a lvl1 element, you would have 7 levels left(assuming of course you had built your element levels by attacking regularly) instead of no levels left if you were to use a summon like the Saints. Also the Chrono Cross is a level 8 element, and you don't want to take your chances by building up to level 8 with physical attacks if you are not already there since Lavos can attack with an element during the middle of your physical attacks sometimes and that breaks up your order and you would have to start over again. It's quite frustrating and you'll need to must up a lot of preparation for this battle if you want the best ending. Make sure all three of your characters carry at least 4 different types of any elements in their lvl1 or lvl2 slot. This way you won't have to defend and give Lavos a chance to change your rythmn because a certain character didn't have that element color, and the character that did have the correct element had already depleted their stamina. Also take note that you can use the Chrono Cross only once...once you use it up, famoose...it's gone. This is a lot to bare but the ending is worth it.

After playing through the game, I must say that this game kicks serious ass. Involving the most complex, most intruiging, and mist interesting storyline in any RPG to date...this game can easily render up among many people's favorite game of all time list.

NEW GAME+ is available to you, save your game to memory and start the game over with stats and items from before! So now you don't have to worry about getting whooped again to get a better ending...

=====
----- [Endings] -----
=====

1. Defeat Time Devourer once Serge wakes up, without doing anything major head to Opassa Beach and defeat Time Devourer.

You'll find yourself at Viper Manor, this is the development room where you meet almost the entire crew of Chrono Cross...it's pretty much the same thing as the End of Time Development room in Chrono Trigger.

Rating: 1/10

Comments: Yawn. Boring. Personally, I don't like this ending...no offense to Square, but their development room endings produce "major suckage."

2. Defeat Time Devourer after acquiring Poshul in your party or after the events on Opassa beach.

You'll be in Arni village at the docks, Serge almost caught a 10 foot lion shark. The ferryman and Lenna talk about Serge and such (like being surprised that he used to be a housekeeper). Later Kid comes in around the back, she then witnesses what the party says about Serge settling down with Leena and having a family, she then runs off. After a short talk the scene switches over to Viper Manor where Kid defeats Lynx for the Frozen Flame. Later she becomes General Kid, lord of El Nido. The Viper army becomes hesitated and intimidated when they hear of the Porre army approaching but Kid settles them down telling them she has the Frozen Flame, she talks about defeating Guardia Kingdom and then taking down the Porre army. You'll see a small dialogue that Kid and the Acacia army had defeated the Porre army and along side her was the Frozen Flame.

Rating: 9/10

Comments: Really a shocking ending, it came unexpected...I can pretty much imagine this scenario as the Third World, completely different from the HOME and ANOTHER realities. Truly a great and long ending.

3. Defeat Time Devourer before you save Kid with the Hydra Humour.

The events start off with Leena telling Lisa to hurry for Nikki's concert in Termina. After searching around Lisa finds the tickets in her pockets, later the streets of Termina are LITERALLY crowded with people all waiting to see the Magical Dreamers concert. Later Nikki will introduce the new band members, Serge as the percussionist, Kid the vocalist, and Razzly, the mascot! They'll later perform Magical Dreamers, the song that was played in Marbule after the S.S. Zelbess events. Later at Fort Dragonia you see Lynx at the top pondering as the screen fades...

Rating: 7/10

Comments: Pretty good ending, could've been longer though. The concert was okay...although you couldn't hear Kid at all, despite the fact that she was the vocalist...but then again the only Square RPGs ever to have voice was Xenogears, Final Fantasy VI and Final Fantasy IX. It would've been nice to see what happened before the screen faded though.

4. Defeat Time Devourer without acquiring Nikki before switching over to Lynx.

It looks as if Serge has a job at Termina. Later at Fort Dragonia, Peppor, Solt, and Pierre looks like this have some work to be done.

Rating: 6/10

Comments: A good ending...but too short and, quite frankly...it was wierd. O_o

5. Defeat Time Devourer after you escape from the Temporal Vortex.

You'll find Harle and Lynx in the new Marbule, the people greet Harle and Lynx warmly. Later Harle and Lynx decides to take on the request of Irenes (at this present time we do not know what that request is).

Later the Sage will then wish for Lynx to become the new leader for Marbule...people look up to him and they need him. Harle then tells Lynx that he will regain his old self, but until then she wishes Lynx to do what is best for the demi-humans here at Marbule as Harle promises to be at Serge's side.

Later you see Radius, Zappa, and Fargo at the Dead Sea entrance in the HOME world...bwahahahahahaha! "Three old farts!" That is a portion of the dialogue when the party meets up with Dark Serge, and note that this did actually take place in the Chrono Cross storyline. The screen fades with Kid and Dark Serge against Radius, Fargo, and Zappa.

Rating: 9/10

Comments: Really a powerful ending. I hate it when Square leaves you on the edge of your seat like that. This ending would've gotten a higher score had it not been so predictable near the end(with Kid coming out to help and with the ending fading before we see the real action). But overall, this is one of the best endings I've seen in the game so far.

6. Defeat Time Devourer directly after saving Ridel before Harle leaving your party.

You will see Viper set down in the center room...they prepare to face Lynx's army. Norris is apparently a chef(lmfao!) of some sort and hopes that the Porre army will strike back. Later you see a battles underneath on the lower docks of the S.S. Invincible with the Pirates and Acacia army against numerous monsters and such. Fargo and Viper along with the three Dragoon Devas meet Dark Serge.

Later Harle and Lynx(Serge) are talking over with each other and how Harle never stays in one place so long since the other Lynx kept traveling so much. Before Harle goes to get the ingredients, Kid comes in and still think Lynx is Lynx as the screen fades...(damn, I predicted that!)

Rating: 9.5/10

Comments: Truely a wonderful ending, the reason why I like this ending so much was that it got more tense as the ending went along...it was made even more tense once the screen faded when Kid met Lynx. It's not that long of an ending...but definitely a very good ending.

7. Defeat Time Devourer after Harle leaves your party but before defeating FATE at Chronopolis.

You will find Kid and Dark Serge at Chronopolis' entrance hall. Kid will hold off the party as she tells Serge to ahead. Harle(who left your party earlier) will come in...she tries to persuade Kid to stop Dark Serge but to no avail as the two get ready to fight each other as the screen fades to black.

Later in Termina you see an old man who comes in the far left shack to consult the records of FATE, when the man goes over to the Record of FATE, it begins an errie glow of dark energy...apparently the Record of FATE has turned black as he runs out.

Later you see Dark Serge in front of the Frozen Flame at Chronopolis and he laughs as he will become FATE(on a correction, he is FATE...but I'll leave the details to Square).

Rating: 8/10

Comments: A good and very unpredictable ending(for once). This fills in

the gap as to what happened immediately after Harle had left your party.

8. Defeat Time Devourer after Harle leaves your party and after you defeated Dario and recieved the Mastermune, but before you defeat FATE at Chronopolis.

You'll see a bunch of kids in Viper Manor...Viper gives them a rather short lecture. Later Dario and the Acacia officer discuss plans to build a Dragoon Youth Group...they seem to laugh everytime they mention that they should keep it a secret from Riddel. Later in Termina Dark Serge, Kid, and Harle. Dark Serge wishes to make Termina into a ghost town but Harle and Kid complain that they have been walking all day and need a rest...they then head into the bar...Karsh and Marcy lead the group to their table. Dark Serge orders an "ice-cold beer(?)" but Harle tells Dark Serge that he's underage(LMFAO!!! Serge is only 17!!!). Kid wants some non-alcoholic drinks(wuss) and Karsh suggests the "Galaxy Night" in which Kid accepts. Harle wishes for a Denadoro Mountain Blend with two cream and ten sugar(!). Marcy then persuades Dark Serge to order her and himself a Galaxy Night as well. As Luccia attends to the drinks, two Starky's come in...they order everything in the box.

Dark Serge and the gang have a toast...later he reorders another Galaxy Night for Marcy. The two Starky's however(or look-alike Starky's) have ranked the people as Rank K, and have found no unique substance in their liquids. Oddly enough they wish to commence attack with the Mothership but it looks like they'll have to wait. Dark Serge calls for the check but looks at the outrageous price for the drinks...he goes to the back and threatens to sue. Outside Karsh laughs at the "easy money" that they made and it looks like they'll meet their quota for this month.

Rating: 9.9/10

Comments: A really long and very enjoyable ending. A lot of the stuff was hilarious and it's nice to see the soft side of Lynx(or FATE) now and then. The underage drinking and the outrageous bar tabs was truely hilarious. 2nd Best ending in the game IMHO.

9. Defeat Time Devourer after Serge's rebirth and after you defeat FATE at Chronopolis but before defeating the Dragon God.

You'll find the Sage of Marbule and the chief dwarf at Sky Dragon Isle along with the Dragon God. The Dragon God wishes to eliminate all humans as does the Chief Dwarf, but the Sage has his doubts...later you'll find Harle in Serge's house and Arni is completely vacated by demi-humans. The demi humans laugh upon the humans who had ran. Harle still ponders over what had happened, she picks up Bellflowers and places them over a grave, which is probably Serge's.

Rating: 10/10

Comments: A close margin for being the best ending in the game, while it was a bit on the short side, IMHO, it was pretty powerful. The most shocking part was Harle placing flowers over Serge's(presumably) grave. Powerful and shocking is what gives this ending the trouble to see.

10. Beat the entire game without using the Chrono Cross.

The credits roll and a small box displays some FMVs not found during the course of the game as well as some of the game's events.

Rating: 3/10

Comments: Not much of an ending, the music was good...but obviously no

one really cares about the credits...we care about the actual ending!

11. Beat the entire game with the Chrono Cross.

During midway through the battle, after you cast the Chrono Cross...you'll witness a realtime event where Schala breaks free from Lavos. Later you see a dialogue, in front of a watery view the planet, of Schala's voice. On a side note, Schala makes very key points that some of us never think of. Sadly, Serge will lose all previous memories of this entire adventure, the party members that were with him say their goodbyes. However, Kid vows to find Serge...no matter what time or world.

A voice then calls upon Serge, he finds himself awoken on Opassa Beach, right after the tidal wave had hit him after talking with Leena. Serge talks about FATE, Chronopolis, etc.(I thought his memories were to be erased?) but Leena finds it odd since they just got there. The screen then fades...an FMV plays(similar to the opening intro)...the text goes by with Schala "Kid" Zeal's closing letter...then it switches over to ending 10, in which the credits roll, bla bla bla bla bla.

After the credits, or during near the end of the credits you see Kid in the modern day streets of Japan(I guess) holding a bead neckless...she still wishes to continue to find Serge. The last FMV is rather interesting though, Kid is shown on Opassa beach but instead of her usual attire she's in a white dress(looks like a wedding gown but not sure) as the screen fades to "Fin"

Rating: 8/10

Comments: A sad ending really...losing memories such as those is devastating...even though you would not know about them. I only have two small gripes about this ending, it was too short and was barely worth the trouble to get it(but it still is worth the trouble, just not too much trouble) and it made it seem that all the events in Chrono Cross appear in unjustifying vain.

===== [Miscellaneous] =====

- New Game+

This feature is pretty well known. You will receive 3 key items, the Relief Charm, Time Egg, and Time Shifter. Read below to see what each does, and when you reach the Bend of Time, you can go through the door and fight with Ozzie, Flea and Slash.

BOSS BATTLE: Flea, Ozzie, Slash HP: 1200(F)/2000(O)/1400(S)

As you can expect this will be a tough battle. Attack Ozzie first, this takes away his annoying spells, there is one spell where he casts that it makes it impossible for you to hit Ozzie, Flea, or Slash with anything, not even elements. Then Attack Flea, he will use a lot of status effect spells, but he's pretty weak in the physical attack department. Slash, obviously is Slash, pretty much a pure physical(and powerful) attack character. If you couldn't tell just by looking at them, Flea is of a red element, Ozzie is of a green element, and Slash is of a blue element. If you have Sprigg with the Forget-Me-Not-Pot element, you can capture all three of these guys' attacks and such. It's especially important that you acquire Slash since you'll need him to perform the ultra powerful Z-Slash triple tech. Just have Sprigg defeat Slash and it's yours basically.

- Obtaining all 44 characters

After you have beaten the game, you must make your way all the way up to Sprigg's dimension, this is where you will have a chance to acquire all your party members from your previous game. Then you will have to beat the game three times to acquire the rest, the first time you took Pierre, the second time you took Guile, and the third time you took Nikki. To obtain Harle however, you must have Harle in your party and go to the Darkness of Time and defeat Time Devourer. Just take the different paths each time and you will have all the characters. Let me remind you that playing through Chrono Cross(even with it's stature), it gets pretty boring the third time around. Note that you can access Sprigg's dimension through the Hydra Marsh on the HOME world.

- Minuses

When you start a New Game+, you will lose all your key items(except for what is described above), and all the event items like the Einlanzer or the Mastermune. However, your stats still remain intact and you still have your previous elements and previous summons and you can prepare to kick ass like you never did before.

- Continue+

This really isn't much actually. With continue+ about, you can have the Relief Charm and the Time Shifter in your possession and you are welcomed to head over to the Bend of Time(which is located on the small islands south of the main continent, and note that this place is not marked the first time you come here) and fight the three foes. Also here is a bit of info from Sabin0786:

"Also no guides mention this either : evry time u beat the gmae on continue game plus and save it after the credits. It gives u the option of continue game plus and new game plus agian except evrything u had si one more. Say u beat the continue game plus with 1 rainbow armmor saved it after the credits did new game plus or continiue game plus agian u would hav 2 rainbow armors this applies to evryhting (weapons armor elements money) except for stars. It is a great way to build money and hard to get elemnts like ultranova. Unfourtenatly it doesnt work with summons. well thnx for making an awsome faq and i hoipe this helps u. Plz respond."

=====
----- [Characters] -----
=====

----- [Doc] -----

Age: 27(M)
Origin: Zenan Mainland
Height: 5'9"
Weight: 146 lbs.
Build: Ordinary, Right-Handed
Weapon: Daggar
Element: Red

- [Techs] -

Lvl3: Highfive(one)
Physical attack against one opponent.

Lvl5: Gnarly(one)
Powerful physical attack against one opponent.

Lvl7: HangTen(all)

Heals a ton of HP for your party.

NOTE: Find the Medecine book and show it to Doc.

- [Attacks] -

Stab | Weak | High Percentage
Splice | Medium | Medium Percentage
Slash | Fierce | High Percentage

- [Background] -

Good hearted doctor that resides in Guldove and helps out whenever he's asked. He's somewhat disturbed at times, he's occassionally in a state of depression and only curiosity can snap him out of it.

- [Acquirement] -

Choose no when you are asked to find the Hydra Humour and then talk with him again in Guldove after Kid is revived.

----- [Draggy] -----

Age: 0(M)
Origin: Fossil Valley
Height: 2'2"
Weight: 25 lbs.
Build: Tiny, Front Left Clawed
Weapon: Claws/Bare
Element: Red

- [Techs] -

Lvl3: Cough Drop(one)

Fire attack against one opponent.

Lvl5: Cough Mix(all)

Powerful flame attack against all opponents.

Lvl7: Big Breath(All)

Powerful attack against all opponents.

NOTE: You'll find this in Fossil Valley in ANOTHER dimension.

- [Attacks] -

Poke | Weak | High Percentage
Slap | Medium | Medium Percentage
Spin | Fierce | High Percentage

- [Background] -

Not much on this cute baby really, just the fact that he's just so cute! Aw!

- [Acquirement] -

Acquire the Big Egg(Key Item) from the Fossil Valley(you will have to climb atop the mountain and then go around and climb down) and take it to Fort Dragonia and head down the main elevator and place it in the back and watch

it hatch!

----- [Fargo] -----

Age: 40 (M)
Origin: Unknown
Height: 6'0"
Weight: 163 lbs.
Build: Macho, Right-Handed
Weapon: Long Sword
Element: Blue

- [Techs] -

Lvl3: Pillage(one)
Steal money me mateys!

Lvl5: Cannonballs(all)
Fire cannons from the Invincible towards all on screen opponents.

Lvl7: Invincible(one)
Super powerful attack against one opponent.

NOTE: Have Fargo talk with the other Fargo on the HOME dimension, he will choke out the other Fargo a bit(for being such a lousy father) and voila! Lvl 7 element!

- [Attacks] -

Punch		Weak		High Percentage
Thrust		Medium		Medium Percentage
Slash		Fierce		High Percentage

- [Background] -

The captain of the S.S. Invincible has a heavy pirate accent and loves to con people out of their money. He's an expert at it and no one even comes close, not only that but he's a strong and agile fighter...too bad he can't show the same affection for his son than he does for his money.

- [Acquirement] -

On Hermit's Hideaway, he rescues the party from Kid and Dark Serge. Getting him basically is part of the game rather than an optional part of the game.

----- [Funguy] -----

Age: Unknown (M)
Origin: Shadow Forest
Height: 6'0"
Weight: 66 lbs.
Build: Light, Right-Handed
Weapon: Axe/Hammer
Element: Yellow

- [Techs] -

Lvl3: Lumberjack(one)
Physical attack against one opponent.

Lvl5: SporeCloud(one)

Attack your opponent with spores.

Lvl7: Myconoids(one)

Attack them with lots of fungus!

NOTE: Check the mushrooms with Funguy in your party in the waterfall in the Shadow Forest and check the fungus that is growing.

- [Attacks] -

Bash		Weak		High Percentage
Chop		Medium		Medium Percentage
UpwdCt		Fierce		High Percentage

- [Background] -

Residing in Shadow Forest, he hasn't really accomplished much in his lifespan, but he'll soon join the party when they give him the special mushroom!

- [Acquirement] -

Acquire the Mushroom and talk with the guy under the waterfall in Shadow Forest, the waterfall is semi-hidden, it's located on the south end of the 3rd part of the Shadow Forest and under a rather small waterfall.

----- [Glenn] -----

Age: 20(M)
Origin: Termina
Height: 5'9"
Weight: 141 lbs.
Build: Average, Right-Handed
Weapon: Sword
Element: Green

- [Techs] -

Lvl3: Dash & Gash(one)

Strong phsyical attack against one opponent.

Lvl5: Sonic Sword(one)

Powerful energy attack towards one opponent.

Lvl7: Dive & Drive(one)

Super powerful physical attack against one opponent.

NOTE: Earn at least 40 stars.

- [Attacks] -

Stab		Weak		High Percentage
Slash		Medium		Medium Percentage
Thrust		Fierce		High Percentage

- [Background] -

The storyline for this guy is almost completely different than that for Chrono Trigger. Glenn, the masters swordsmen is Dario's brother and shares a

keen path with Riddel.

- [Acquirement] -

Tell Macha that you will not look for the Hydra Humour, then head to Termina's entrance and talk with Glenn and then head back to the west side of Termina and take Glenn along for the boat ride.

----- [Greco] -----

Age: 33(M)
Origin: Termina
Height: 6'7"
Weight: 271 lbs.
Build: Heavy weight, right handed
Weapon: Bare
Element: Red

- [Techs] -

Lvl3: Starlight(one)
A chest blast from the cool robot towards one opponent.

Lvl5: Flip Flop(one)
Powerful physical attack on one opponent.

Lvl7: Grave Digger(one)
Wrestling move on a tombstone, I wonder what the WWF would do if he were to use a Pile Driver...hmmmm...powerful though.

NOTE: Head to his house in the HOME dimension and talk with the person inside.

- [Attacks] -

BckHnd		Weak		High Percentage
Stomp		Medium		Medium Percentage
2Pmml		Fierce		High Percentage

- [Background] -

Square's version of Zangief? Most likely not but I definitely knew this guy was going to be given a name change, HONEST! The retired wrestler resides in Termina but still lifts weights! Lift his weights up and walk slowly too!

- [Acquirement] -

When you rescue Kid, head to the house on the shore side of Termina(the one opposite of the docks) and talk to Greco(ANOTHER dimension).

----- [Grobyc] -----

Age: 26(M)
Origin: Unknown(2300 A.D. ? JK!)
Height: 6'8"
Weight: 401 lbs.
Build: Bionic, Right-Handed
Weapon: Arms
Element: Black

- [Techs] -

Lvl3: Rocket Fist(one)

Powerful physical attack against one opponent.

Lvl5: Haircutter(all)

A wickingly cool laser beam that directs off his hair as he jumps to the air.

Lvl7: Strong Arm(one)

Super powerful physical attack against one opponent.

NOTE: On the entrance in Gheddo, check the elevator to the left and on the second floor yields his lvl 7 tech.

- [Attacks] -

Punch		Weak		High Percentage
RKick		Medium		Medium Percentage
Stab		Fierce		High Percentage

- [Background] -

A tough cyborg, extremely powerful and is armed with some type of martial arts skill. Defeating him will gain his respect for you.

- [Acquirement] -

When you defeat this guy in Viper Mansion later in the game, he'll join you when you leave.

----- [Guile] -----

Age: 26(M)
Origin: Zenan Mainland
Height: 6'2"
Weight: 154 lbs.
Build: Tall & Slender, Right-Handed
Weapon: Rod
Element: Black

- [Techs] -

Lvl3: Wandaln(one)

Stabs a wand right through an opponent. Ouch.

Lvl5: Wanda Swords(one)

Strong attack against one opponent.

Lvl7: Lightning Rod(one)

A powerful elemental attack against one opponent.

NOTE: Like Serge, you must earn 35 stars in order to use this.

- [Attacks] -

Bash		Weak		High Percentage
Club		Medium		Medium Percentage
AllRod		Fierce		High Percentage

- [Background] -

A good-hearted young fellow. He only wants proof that he's been to the mansion but soon finds himself entailed with the party in their epic quest.

- [Acquirement] -

Outside Termina you see this guy cleaning the statue of Viper/Jayakoto, talk with him and head to the bar and ask him to be taken to Viper Manor.

----- [Harle] -----

Age: 18 (F)
Origin: Unknown
Height: Unknown
Weight: Unknown
Build: Unknown, Right-Handed
Weapon: Shot
Element: Black

- [Techs] -

Lvl3: Moonbeams(all)
Energy attack against all opponents.

Lvl5: Moonshine(all)
Cast this on your party and they will be protected by positive status spells.

Lvl7: Lunaretic(all)
Powerful energy attack against all opponents.

NOTE: Gain at least 25 stars.

- [Attacks] -

Tack		Weak		High Percentage
Single		Medium		Medium Percentage
Scatter		Fierce		High Percentage

- [Background] -

She seems to have some kind of affection for Serge, but the truth lies in the past as she help Lynx set ablaze Lucca's house. She seems quite devious and obnoxious, I'd keep an eye on her if I were you :p .

- [Acquirement] -

She'll join you in the vortex, but then leaves your party for good.

----- [Irenes] -----

Age: 16 (F)
Origin: Ocean
Height: 5'10"
Weight: 115 lbs.
Build: Mermaid, Right-Handed
Weapon: Harp
Element: Blue

- [Techs] -

Lvl3: Water Breath(one)

Attack one opponent with water.

Lvl5: Mermain Melody(one)

Heal a lot of HP for a single character.

Lvl7: Siren Song(all)

Powerful sound energy attack against all opponents.

NOTE: After the Zelbess incident(after you acquired her), head back to Marbule and talk with the guy several times and voila!

- [Attacks] -

Low		Weak		High Percentage
High		Medium		Medium Percentage
Chord		Fierce		High Percentage

- [Background] -

Peaceful and a good-hearted mermaid. She has good intentions and wishes only unity and harmony(I know I sounded corny)...she joins you because she thinks you can help her accomplish that.

- [Acquirement] -

When you head towards Marbule, spend the night in the cave. After a semi-long event in Marbule you'll find her outside when you leave, she tells you to head over to the S.S. Zelbess. On the S.S. Zelbess, defeat the Marbule Sage and talk with Irenea on Nikki's ship.

----- [Janice] -----

Age: 22(F)
Origin: S.S. Zelbess
Height: 5'7"
Weight: 104 lbs.
Build: Plumpish, Right-Handed
Weapon: Carrots
Element: Black

- [Techs] -

Lvl3: Beat It(one)

Attack one opponent physically.

Lvl5: Carrots(one)

Throw carrots and watch them damage!

Lvl7: What's Up Doc?(one)

Powerful attack against one opponent.

NOTE: Take Janice with you and head to the Bend of Time(islands south of the main continent) and pester the guy in there. :P

- [Attacks] -

Carrot		Weak		High Percentage
--------	--	------	--	-----------------

Bonk | Medium | Medium Percentage
Plant | Fierce | High Percentage

- [Background] -

Read below.

- [Acquirement] -

This girl runs the Grand Slam contest in which she trains monsters against other monsters that people choose to use against her. Sorta reminds me of Pokemon. Defeat her and she joins you. Yay!

----- [Karsh] -----

Age: 27(M)
Origin: El Nido
Height: 5'11"
Weight: 159 lbs.
Build: Solid, Right-Handed
Weapon: Axe
Element: Green

- [Techs] -

Lvl3: Dragon Rider(one)
Strong physical attack against one opponent.

Lvl5: Axial Axe(all)
Strong axe energy attack against all opponents.

Lvl7: Axiomatic(one)
Super powerful physical attack towards one opponent.

NOTE: Once Karsh is in your party, head to the Isle of the Damned and defeat Peppor and Solt.

- [Attacks] -

Slice | Weak | High Percentage
Slash | Medium | Medium Percentage
2xSlash | Fierce | High Percentage

- [Background] -

A trust worthy Dragoon of Viper, he later is caught in the accidental framing for the "death" of Dario. Unconvinced, Peppor and Solt attack Karsh only to find themselves running.

- [Acquirement] -

After the events with Gheddo Tower and the Dead Sea, head to the Termina bar at the HOME dimension and then talk with Karsh. He'll join your party, if you talked with Zoah you can still acquire him on the S.S. Invincible.

----- [Kid] -----

Age: 16(F)
Origin: ???
Height: 5'5"

Weight: 99 lbs.
Build: Slender, Ambidextrous
Weapon: Daggar
Element: Red

- [Techs] -

Lvl3: Pilfer(one)
A.K.A. Steal.

Lvl5: RedPin(all)
Throw a bunch of daggars at all foes.

Lvl7: Hot-Shot(one)
Super powerful single attack against one opponent.

NOTE: In the back of the first room in the burning house, enter the password
"Lara."

- [Attacks] -

Stab		Weak		High Percentage
Slash		Medium		Medium Percentage
UppCut		Fierce		High Percentage

- [Background] -

Her obsession with the hatred of Lynx cannot be told in words. She first encounters Serge as he is surrounded by Palace guards. She comes to his aid, but it's as if she wants Serge to help her destroy Lynx rather than anything else.

- [Acquirement] -

She will ask you numerous times to join you, select the appropriate "yes" and she will join your party.

----- [Korcha] -----

Age: 16(M)
Origin: Guldove
Height: 5'6"
Weight: 123 lbs.
Build: Thin, Right-Handed(WTF? Serge is about his size!)
Weapon: Fishing Lure
Element: Blue

- [Techs] -

Lvl3: Headbutt(one)
Physical attack against one opponent.

Lvl5: Hook&Sinker(one)
Physical attack against one opponent.

Lvl7: BigCatch(one)
No comment.

NOTE: Once the Terra Tower is destroyed, head back to ANOTHER dimension and then check the mermaid tank and find the missing mermaid over to

Greco's House.

- [Attacks] -

Reel | Weak | High Percentage
HKick | Medium | Medium Percentage
FshRod | Fierce | High Percentage

- [Background] -

He's a trouble maker, but luckily that's not how he always is. He stays around Termina quite often but he's a native of Guldove. He and Kid looks pretty much like they are the related (obviously they are not related) and he'll help you out when he sees Kid in good hands.

- [Aquirement] -

He'll join you after to talk with him when he takes you back to Termina.

----- [Leah] -----

Age: 6(F)
Origin: Gaea's Novel
Height: 3'5"
Weight: 71 lbs.
Build: Infantile, ambidextrous
Weapon: Axe
Element: Yellow

- [Techs] -

Lvl3: Rockthrow(one)
Toss rocks at opponents.

Lvl5: Tailspin(one)
Attack with the furry of gust created by her tail.

Lvl7: TripleKick(one)
Like Ayla, she'll kick one opponent three times for insane damage.

NOTE: Obtain at least 35 stars.

- [Attacks] -

Chop | Weak | High Percentage
Right | Medium | Medium Percentage
Left | Fierce | High Percentage

- [Background] -

Ummm...if Square says she's NOT in any way related to Ayla from Chrono Trigger, then their lying. She has the same techs, the same caveman accent, and pretty much the same looks as Ayla. She's a cute little cave girl that has survived through the wilds of the Novel and anxiously joins the party the moment you catch eyes with her...she's so cute too!

- [Acquirement] -

She'll join you automatically when you reach Gaea's Novel to fight the Green Dragon.

----- [Leena] -----

Age: 16(F)
Origin: Arni
Height: 5'5"
Weight: 93 lbs.
Build: Ordinary, Right-Handed
Weapon: Various utensils
Element: Blue

- [Techs] -

Lvl3: MaidenHand(one)
Physical attack to one opponent.

Lvl5: MaidenHeart(one)
Recharges all elements on a party member.

Lvl7: MaidenFaith(one)
Casts Life3 on one opponent(?).

NOTE: If you "remember the day" at the beach and when Serge is reborn, have Leena lead the party and have her talk to her mom in Arni.

- [Attacks] -

Stomp		Weak		High Percentage
Smack		Medium		Medium Percentage
Whap		Fierce		High Percentage

- [Background] -

She mainly hangs out at the docks of Arni, she watches over children and is very respectful and gentle towards others.

- [Acquirement] -

After you defeat Peppor and Solt for the first time, don't ask Kid to come with you, later Leena will join you(try resting at your house in Arni).

----- [Luccia] -----

Age: 28(F)
Origin: Zenan Mainland
Height: 5'9"
Weight: 97 lbs.
Build: Thin, Right-Handed
Weapon: Cards/Shot
Element: Black

- [Techs] -

Lvl3: Pin-Up Girl(one)
Physical attack on one opponent.

Lvl5: Mix & Match
Multiple Status ailment towards one opponent.

Lvl7: Test Amoeba(one)

Physical/Status Effect attack on one opponent.

NOTE: In the undergrounds of the Viper Manor, you will find an amoeba.

- [Attacks] -

Flick | Weak | High Percentage
Shot | Medium | Medium Percentage
Scatter | Fierce | High Percentage

- [Background] -

While her cunning beauty may lead you to believe she is some kind of daughter of Viper, in truth she's pretty much like the Karvorkian(sp?) of science.

- [Aquirement] -

After defeating Lynx go to the courtyard and then go back to the lab.

----- [Lynx] -----

Age: 17(M)
Origin: Arni(Aruni)
Height: 6'4"
Weight: 176 lbs.
Build: Solid, Right-Handed
Weapon: Swallow/Masamune(when you control him), Scythe(when he attacks you)
Element: Black

- [Techs] -

Lvl3: Glidehook(one)
A powerful single attack strike towards one opponent.

Lvl5: FeralCats/Cat Reign(all)
Releases a furry of cats behind him that attacks all opponents greatly.

Lvl7: Forever Zerp(all)
Super powerful single attack against all opponents.

NOTE: Like Serge, you must earn 35 stars in order to use this.

- [Attacks] -

Jab | Weak | High Percentage
Slash | Medium | Medium Percentage
2xSlash | Fierce | High Percentage

- [Background] -

If one word that can describe this man, it's probably "Determine." His strong skills and powerful attacks are matched by none. His obsession with Serge and Kid only leads more to his finding of the Frozen Flame...and he'll do ANYTHING to obtain it.

- [Acquirement] -

SPOILER ALERT! This happens automatically through the first third of the game, he will switch minds with Serge and voila! You get a SergeLynx!

Age: 9(F)
Origin: Zenan Mainland
Height: 4'9"
Weight: 84 lbs.
Build: Smallish, Left-Handed
Weapon: Glove
Element: Blue

- [Techs] -

Lvl3: Cat's Cradle(one)
Casts Stop on one opponent(?).

Lvl5: String Phone(all)
Casts Stop on all opponents(?).

Lvl7: WebSurfer(all)
While this name might sound like someone with the internet, it's far from it. This will launch a powerful attack against all opponents.

NOTE: You must earn 40 stars.

- [Attacks] -

Slap		Weak		High Percentage
Kick		Medium		Medium Percentage
RndHse		Fierce		High Percentage

- [Background] -

This stubborn little girl can be found in the library of Viper Manor, she has a bad attitude and a mean punch.

- [Aquirement] -

Rescue Riddel.

Age: 19(F)
Origin: S.S. Zelbess
Height: 5'6"
Weight: 150 lbs.
Build: Stout, Right-Handed
Weapon: Various utensils
Element: Red

- [Techs] -

Lvl3: BottomsUp(one)
Strong physical attack against one opponent.

Lvl5: Folding(one)
Physical attack towards one opponent.

Lvl7: Dirty Dishes(one)
Powerful physical attack against one opponent.

NOTE: Earn at least 35 stars.

- [Attacks] -

Poke	Weak	High Percentage
HButt	Medium	Medium Percentage
Swat	Fierce	High Percentage

- [Background] -

The proud mother of Mel and Korcha, and an "exceptional" mother would be an understatement. She has a keen sense for many things and an acute sense of common knowledge. She definitely knows best and there's no defying her...well at least not for Korcha and Mel. (^_^)

- [Acquirement] -

Tell Macha that you will not find the Hydra Humour. Then head over to Macha near the west part of Guldove and then after reaching Termina, talk to Glenn and then talk to Macha.

----- [Mel] -----

Age: 10 (F)
Origin: Guldove
Height: 4'3"
Weight: 84 lbs.
Build: Thin, Right-handed
Weapon: Boomerang
Element: Yellow

- [Techs] -

Lvl3: Snatch(one)
Steal.

Lvl5: Doodle(one)
Physical damage against one opponent.

Lvl7: Tantrum(all)
Quake attacks to all opponents.

NOTE: Obtain at least 40 stars.

- [Attacks] -

BoRang	Weak	High Percentage
High	Medium	Medium Percentage
Rang	Fierce	High Percentage

- [Background] -

Sister of Korcha and daughter of Macha, she's nosy and doesn't know when to keep her mouth shut at times. But she's a good and reliable character to have in your party...just separate her from Korcha from time to time :P .

- [Acquirement] -

Choose to find the Hydra Humour, and in the middle of the night when Mel fiddles around with Kidd's elements, find her around Guldove, then when you

find Kid in Chronopolis, head back to Guldove in ANOTHER dimension and find Mel in the first tent in Guldove and talk to her.

----- [Miki] -----

Age: 19(F)
Origin: S.S. Zelbess
Height: 5'7"
Weight: 95 lbs.
Build: Slender, Right-Handed
Weapon: Glove/Bare Hands/Whip
Element: Red

- [Techs] -

Lvl3: Headbopper(one)
Odd dance performed against opponents.

Lvl5: Sexy Wink(one)
Casts Lure on one opponent.

Lvl7: Dance on Air(all)
Powerful gust attack against all opponents.

NOTE: Earn at least 35 stars.

- [Attacks] -

TSlice | Weak | High Percentage
Tassel | Medium | Medium Percentage
Spin | Fierce | High Percentage

- [Background] -

The "Dynamite" dancer certainly has dynamite looks. She's probably Nikki's favorite dancer and shows a lot of care and concern for Nikki. She's not a very good character IYAM, but equip her with some good elements she can be extremely effective.

- [Acquirement] -

After the play performed by Slash on the HOME dimension, head to Marbule and kill all the monsters and head to the S.S. Zelbess and talk with Miki down below the decks in the restaurant.

----- [Mojo] -----

Age: Unknown(M)
Origin: Arni
Height: 6'3"
Weight: 20 lbs.
Build: Waistless, both hands
Weapon: Bare
Element: Black

- [Techs] -

Lvl3: VoodooDance(one)
Cast random status effects towards one opponent.

Lvl5: CartWheel(all)

Attack all opponents with a CartWheel.

Lvl7: HoodooGuroo(one)

Powerful physical attack against one opponent.

NOTE: Have Mojo talk to the worshipper(Mojoy) in Arni in the HOME dimension and then head to this same place in ANOTHER dimension and talk to the sculptures in the following order: Lasery, Aurey, and Lickey.

- [Attacks] -

Hop	Weak	High Percentage
Nail	Medium	Medium Percentage
Spin	Fierce	High Percentage

- [Background] -

Odd guy, period. Being a symbol at times for worship, he joins the party with a never sad attitude and a delightful personality.

- [Acquirement] -

Take the Shark Tooth item and head to Arni in ANOTHER dimension, check Mojo first and use the shark tooth over him and voila!

----- [NeoFio] -----

Age: 5(F)
Origin: Viper Manor
Height: 4'0"
Weight: 44 lbs.
Build: Undefinable, Omnidextrous
Weapon: Bare
Element: Green

- [Techs] -

Lvl3: PopPopPop(all)

Attack with seeds!

Lvl5: SlurpSlurp(one)

A.K.A. Drain

Lvl7: BamBamBam(one)

Powerful physical attack against one opponent.

NOTE: Take NeoFio to the Sky Dragon Isle, talk to the monster, he won't respond, head out and come back in to find that he has eaten the butterfly, talk to him again and it will cough up the butterfly and voila!

- [Attacks] -

Cross	Weak	High Percentage
BButt	Medium	Medium Percentage
Whip	Fierce	High Percentage

- [Background] -

Odd little thing, she doesn't have much of a background since she pretty much is a bio-experiment of Luccia.

- [Acquirement] -

Use the Life Sparkel key item in the courtyard in Viper Manor.

----- [Nikki] -----

Age: 19(M)
Origin: S.S. Zelbess
Height: 6'0"
Weight: 115 lbs.
Build: Thin, Right-Handed
Weapon: Guitar
Element: Blue

- [Techs] -

Lvl3: Grand Finale(one)
Strong physical attack against one opponent.

Lvl5: ChillOut(one)
Casts Stop/Freeze towards one opponent.

Lvl7: LimeLight(all)
Powerful sound energy attack to all opponents.

NOTE: Have Nikki talk with the other Nikki on the Magical Dreamers ship located on the top right part of the main continent on the HOME dimension and then talk with Nikki on the ship.

- [Attacks] -

Pick		Weak		High Percentage
Whammy		Medium		Medium Percentage
Rock		Fierce		High Percentage

- [Background] -

He's never had good relations with his father Fargo, but that still doesn't mean he and Fargo hate each other. Nikki's dream was to be a rock star, while Fargo's dream for Nikki was something else...gee...guess what Nikki did with his life. (^_^)

- [Acquirement] -

Talk with Miki and Slash(Nikki)'s manager and agree to find him. Head to the Shadow Forest to the far east of Termina and then you will find him surrounded by monsters in the forest, defeat them and he will eventually join your party.

----- [Norris] -----

Age: 26(M)
Origin: Porre, Zenan
Height: 5'10"
Weight: 137 lbs.
Build: Average, Right-Handed
Weapon: Pistol

Element: Yellow

- [Techs] -

Lvl3: Spiral Ray(one)

Small energy attack against one opponent.

Lvl5: SunShower(all)

Powerful elemental attack against all opponents.

Lvl7: Top Shot(one)

Powerful energy attack towards one opponent.

NOTE: Have Norris in your party and talk with the ANOTHER Norris in Viper Manor.

- [Attacks] -

Shldsht | Weak | High Percentage

BdySht | Medium | Medium Percentage

Snipe | Fierce | High Percentage

- [Background] -

A fit leader for the Porre Army, his goal is to infiltrate the Dragoon's operations but Lynx(Serge) convinces him to join with a little help from Radius.

- [Acquirement] -

In the Home Dimension, he can be found in the cells of the mansion below. Have Radius in your party, talk to him, and bada bing bada boom, he joins your party.

----- [Orcha] -----

Age: 44(M)

Origin: Guldove

Height: 5'7"

Weight: 203 lbs.

Build: Chubby, Right-Handed

Weapon: Various Utensils

Element: Red

- [Techs] -

Lvl3: Spice of Life(all)

Recovers some HP for the entire party.

Lvl5: Mystery Menu(one)

Physical attack against one opponent.

Lvl7: Dinner Guest(one)

Physical attack against one enemy.

NOTE: Take him to Belcha in Arni in the HOME dimension and talk with Belcha.

- [Attacks] -

Stomp | Weak | High Percentage

Cleave | Medium | Medium Percentage
HdSmsh | Fierce | High Percentage

- [Background] -

The chef for the Viper Manor, he seems very odd at times. His evil form controls him a lot of the times but once it's defeated, he becomes a wholesome chef that packs some mean chili. MmmmmmmmmMMM!

- [Acquirement] -

Rescue Ridel from "Evil" Orcha and he'll join you in Viper Manor in the basement.

----- [Orlha] -----

Age: 23(F)
Origin: Guldove
Height: 5'5"
Weight: 119 lbs.
Build: Muscular, Left-handed
Weapon: Bare
Element: Blue

- [Techs] -

Lvl3: Multipunch(one)
Strong physical attack against one opponent.

Lvl5: Punchdrunk(one)
Powerful physical attack against one opponent.

Lvl7: Sisterhood(one)
Powerful physical attack against one opponent.

NOTE: Have Orlha talk with Doc in the HOME dimension.

- [Attacks] -

Kick | Weak | High Percentage
UprCt | Medium | Medium Percentage
RKick | Fierce | High Percentage

- [Background] -

She's tough but is calm most of the times. She doesn't take a lot of slack and can easily dismantle many people bigger than her. She can easily fend for herself but has a tough time with customers(usually the drunk ones) in her bar in Guldove.

- [Acquirement] -

When you defeat Orlha as Lynx, she'll give you a Brooch, when Serge becomes reborn show it to her back at her bar and she'll join you.

----- [Pierre] -----

Age: 23(M)
Origin: Termina
Height: 5'11"

Weight: 130 lbs.
Build: Weakling, Right-Handed
Weapon: Sword
Element: Blue

- [Techs] -

Lvl3: Medalsome(one)

This tech is kinda dumb IMHO. All it ever did for me was gain me about 30 loss HP.

Lvl5: Foiled Again(one)

Physical attack against one opponent.

Lvl7: Slap of Cyrus(one)

Super powerful attack against one opponent.

NOTE: Show Pierre the Prop Sword.

- [Attacks] -

Slash		Weak		High Percentage
Swing		Medium		Medium Percentage
FSwing		Fierce		High Percentage

- [Background] -

Simply put, he's pretty much the Edward/Gilbert of Chrono Cross. He's a weakling and he's pretty, well...you figure out the rest by yourself.

- [Acquirement] -

Take the Hero's Medal (obviously this guy is no Frog) from the center of Termina and show this to Pierre in his room on the left bottom part of Zappa's blacksmith shop.

----- [Pip] -----

Age: Unknown (M)
Origin: Viper Lab
Height: Unknown
Weight: Unknown
Build: Unknown
Weapon: Bare
Element: White

- [Techs] -

Lvl3: Pounce(one)

Attack opponent with physical attack.

Lvl5: Soothe(all)

Cure HP for all allies and refill stamina gauges.

Lvl7: Pounce+4(one) [This tech is available when he isn't used much]

Attack one opponent with physical attack damage.

Lvl7: Canon Cannon(one) [This tech is acquired when your in "rainbow" form]

Attack an opponent with a canon.

Lvl7: Heaven's Call(one) [This tech is available in "Angel" form]

Strike opponent with Holy Power.

Lvl7: Hell's Fury(one) [This tech is acquired in "Devil" form]

Pip becomes much like Vincent Valentine's transformations from FF7, he'll go into a state and have increased stats.

NOTE: Depending on which element you use during the game with Pip in your party will determine what he changes into. If you use Black, Green, and Red elements on him or have him use those elements, he will grow a horn, all other elements will make him grow wings. Once he grows a wing, he will change into two forms...either the butterfly wings or the angel wings, if you use White, Yellow and Blue elements on him or with him in battle, he'll metamorph into a "Angel" Pip. If you use all other elements he'll have Rainbow Wings. If he has a horn and you use Black, Red, and Green elements on him or with him then he will change into a "Devil" Pip. If you use the other elements after his first transformation then he will metamorph into a rainbow Pip. If you use him for under 2 hours of the game (unconfirmed but that's what happened to me) he'll have the Pounce+4 tech.

- [Attacks] -

Kick | Weak | High Percentage

Flip | Medium | Medium Percentage

Flipx2 | Fierce | High Percentage

- [Background] -

An experiment of Luccia, this little guy is cute and is quite an odd fellow. He's not very effective, but his defense does rank up there.

- [Acquirement] -

Unlock the cage in Luccia's lab in Viper Manor, the little pink dude will run out. Then chase him around when you see him aboard the S.S. Invincible.

----- [Poshul] -----

Age: ??? (F)

Origin: Arni (Aruni)

Height: 3'8"

Weight: 26 lbs.

Build: Roly-Poly Dominant Paw

Weapon: Glove/Paws

Element: Yellow

- [Techs] -

Lvl3: K9-Ball(one)

Physical attack against one opponent.

Lvl5: DoggyDunnit(all)

Attacks all opponents with...sand! Gasp!

Lvl7: Unleashed(one)

Powerful physical attack against one opponent.

NOTE: Talk with Leena in Arni after Serge is reborn while Poshul is in your party.

- [Attacks] -

Bite		Weak		High Percentage
Jab		Medium		Medium Percentage
Flip		Fierce		High Percentage

- [Background] -

This little puppy is found wandering around Arni, she's quite the jolly dog and will happily join the party if you like.

- [Aquirement] -

If you did not want Kid to join your party, this little dog will join you after your first encounter with Peppor and Solt. If Kid was in your party, pick up the Heckran Bone found in the restaurant in Arni and take it to Poshul.

----- [Radius] -----

Age: 62(M)
Origin: Zenan Mainland
Height: 5'8"
Weight: 119 lbs.
Build: Thin, Right-Handed
Weapon: Staff
Element: Green

- [Techs] -

Lvl3: Long Shot(one)
Energy attack against one opponent.

Lvl5: Quick Draw(one)
Powerful physical attack against one opponent.

Lvl7: Vital Energy(one)
Powerful energy attack against one opponent.

NOTE: Earn 35 stars.

- [Attacks] -

Tap		Weak		High Percentage
Poke		Medium		Medium Percentage
Staff		Fierce		High Percentage

- [Background] -

His status still stands tall all around El Nido as one of the legendary Dragoons, he's a master at fighting techniques and resides in Arni after retiring.

- [Aquirement] -

As Lynx, go to Arni, walk around and talk to people, then head to the beach, and talk with Marge and return to Arni and talk with Radius and defeat him.

----- [Razzly] -----

Age: ???(F)
Origin: Water Dragon Isle
Height: 3'7"
Weight: 11 lbs.
Build: Tiny Dominant Arm
Weapon: Rod
Element: Green

- [Techs] -

Lvl3: Raz-Star(one)
Attack on one opponent.

Lvl5: Raz-Heart(one)
Cast protective spell on one ally.

Lvl7: Raz-Flower(all)
Casts defensive spells on the party.

NOTE: Head to the Dragon Isle in ANOTHER dimension after Serge is reborn,
talk with Rosetta on the second part of the Water Dragon Isle.

- [Attacks] -

Jab		Weak		High Percentage
Slash		Medium		Medium Percentage
2xSlash		Fierce		High Percentage

- [Background] -

This little fairy is in need of finding her home, she will join your party when you help her.

- [Aquirement] -

When you are looking for the Hydra Humour, in Hidora Swamp(Hydra Marshes) fall through the stalk after defeating the Wingapede. Then examine the cage and later defeat the Pentapus.

----- [Riddel] -----

Age: 24(M)
Origin: El Nido
Height: 5'7"
Weight: 104 lbs.
Build: Slender, Right-Handed
Weapon: Rod
Element: White

- [Techs] -

Lvl3: Snake Eyes(all)
Heal the entire party with low-moderate HP.

Lvl5: Snake Skin(one)
Casts some sort of Barrier or MBarrier on a single party member.

Lvl7: Snake Fangs(one)
Turns the Field Effect towards your party's favor.

NOTE: On the sidequest against Dario, defeat him and you'll eventually have the lvl 7 tech.

- [Attacks] -

Bash | Weak | High Percentage
Rod | Medium | Medium Percentage
AllRod | Fierce | High Percentage

- [Background] -

Daughter of Viper, she shows a bit of affection for Dario and Glenn but it's her actions that changes Dario.

- [Aquirement] -

After Ridel is saved from the Porre Army in ANOTHER dimension, head to Hermit's Hideaway, eventually you will be able to acquire her aboard Fargo's seaship.

----- [Serge] -----

Age: 17(M)
Origin: Arni(Aruni)
Height: 5'7"
Weight: 128 lbs.
Build: Ordinary, Right-Handed
Weapon: Swallow/Masamune
Element: White

- [Techs] -

Lvl3: Dash & Slash(one)
A quick slash attack towards one targeted opponent.

Lvl5: Luminaire(all)
Giant energy attack to all opponents.

Lvl7: Flying Arrow(one)
This attack will have some sort of monster mimic Serge and then release a powerful energy attack towards one opponent.

NOTE: You must earn 35 stars(or defeat 35 bosses) to earn this attack.

- [Attacks] -

Jab | Weak | High Percentage
Slash | Medium | Medium Percentage
2xSlash | Fierce | High Percentage

- [Background] -

Lead into another world by fate, he is the main character of the game. His tenacity and leadership skills are kinsmen for what lies ahead of him. He is shocked to find himself dead 10 years ago, but yet all he witness was just an errie energy field on the beach...

- [Acquirement] -

Initially recruited.

----- [Skelly] -----

Age: 32(M)
Origin: Termina
Height: 6'2"
Weight: 51 lbs.
Build: Boney, Left-Handed
Weapon: Bare
Element: Black

- [Techs] -

Lvl3: Juggler Vein(all)
Attack all opponents with popular circus act.

Lvl5: Balloon Loan(one)
Increase attack power on thyself.

Lvl7: On a Roll(one)
Powerful physical attack to one opponent.

NOTE: Talk with the bartender in Termina in the HOME DIMENSION after the Sea of Eden incident.

- [Attacks] -

Kick		Weak		High Percentage
Flip		Medium		Medium Percentage
Leap		Fierce		High Percentage

- [Background] -

Skeletons are usually involved with evil mischief and miscellaneous black magic, but Skelly is basically the opposite. With a Good Humor(tm) and a good, err...heart, he joins the party if asked.

- [Acquirement] -

Acquire ALL parts and take him back to Termina and head to the house where people were talking about Skelly...after that you can come back and talk to him and he'll join your party.

----- [Sneff] -----

Age: 53(M)
Origin: Unknown
Height: 5'6"
Weight: 139 lbs.
Build: Ordinary, Right-Handed
Weapon: Shot/Cards
Element: Yellow

- [Techs] -

Lvl3: Big Deal(one)
Throw cards at opponents.

Lvl5: HPShuffle(one)

Variate your HP to the highest possible! This is only temporary for the battle as you can expect.

Lvl7: Swordtrick(one)

Powerful magic(physical attack actually) trick attack on one opponent.

NOTE: Obtain at least 35 stars.

- [Attacks] -

Hand	Weak	High Percentage
EstEye	Medium	Medium Percentage
Toss	Fierce	High Percentage

- [Background] -

The addicted gambler is pretty much stuck on the S.S. Invincible since he has such a high debt from his constant and past gambling. He serves as the ship's magician and can perform some amazing tricks, you have to see it to believe it.

- [Acquirement] -

After he returns you back to human form, talk with him again and he'll join your party.

----- [Sprigg] -----

Age: 224(F)
Origin: Vortex
Height: 4'4"
Weight: 86 lbs.
Build: Dwarfish, Left-Handed
Weapon: Staff
Element: Green

- [Techs] -

Lvl15: Dopplegang(one)

This will allow Sprigg to change into any opponent that she last encountered, meaning that she's pretty much like a "Gau" type character. She's very effective once you meet later and more stronger opponents.

- [Attacks] -

Varies	Weak	High Percentage
Varies	Medium	Medium Percentage
Varies	Fierce	High Percentage

- [Background] -

Living in the Vortex for hundreds of years, she wishes to leave the Vortex and view the outside world. And seeing Lynx, she quickly joins him in hopes of finding a way out. Although she may look like a demon, truth is she has a good heart and a bold attitude.

- [Acquirement] -

She'll join you automatically in the vortex.

----- [Starky] -----

Age: Unknown(M)
Origin: Another Planet(Mars?)
Height: 2'11"
Weight: 11 lbs.
Build: Alien Ambidextrous
Weapon: Space Gun
Element: White

- [Techs] -

Lvl3: Starlight(one)
A chest blast from the cool robot towards one opponent.

Lvl5: Star Burst(all)
Super cool lasers attack everybody!

Lvl7: Starstruck(one)
Cool neat space guardian blast enemy to smithierines!

NOTE: After the Terra Tower, go back to the HOME dimension and check in the UFO.

- [Attacks] -

Shldr		Weak		High Percentage
Hip		Medium		Medium Percentage
Flip		Fierce		High Percentage

- [Background] -

Like Draggy, this little dude is so cute! But aside from that, he's a little alien and like Razzly, he wishes to go home. His spaceship holds the key to reaching the star continent...but only if you can defeat the boss that's guarding it!

- [Acquirement] -

Acquire the Star Fragment(blue jewel encrusted starfish) and then head to the Sky Dragon Isle in the HOME dimension and defeat his giant form and voila!

----- [Steena] -----

Age: 24(F)
Origin: Guldove
Height: 5'9"
Weight: 110 lbs.
Build: Tall and Slender, Right-Handed
Weapon: Sword
Element: White

- [Techs] -

Lvl3: Direa Shadow(one)
Summon attack to one opponent.

Lvl5: Hydra Shadow(all)
Summon attack to all opponents.

NOTE: Defeat the Hydra, play the game till Serge is reborn and drop down the hole in the Hydra Marsh and defeat the Hydra Frame.

Lvl7: Garai Shadow(one)
Summon attack to one opponent.

NOTE: With Steena in your party head to the Isle of the Damned(where you fought Peppor and Solt in those mirrors) and head to Garai's grave.

- [Attacks] -

Thrust		Weak		High Percentage
Slice		Medium		Medium Percentage
Slash		Fierce		High Percentage

- [Background] -

Not much is really known about her, she seems like the "quiet but heroic" type. I really can't give up a good background on her w/o spoiling. :P

- [Acquirement] -

First talk with Steena in Guldove(HOME dimension) and then defeat all 6 dragons and show the guard at the tent the key item Dragon Emblem and talk with her inside and voila!

----- [Turnip] -----

Age: 3(M)
Origin: Hermit's Hideout
Height: 4'4"
Weight: 62 lbs.
Build: Round, right-handed
Weapon: Sword
Element: Green

- [Techs] -

Lvl3: VegeChopper(one)
Physical attack against one opponent.

Lvl5: VegeMight(one)
Powerful physical attack against one opponent.

Lvl7: VegOut(one)
Powerful attack against one foe.

NOTE: Take NeoFio and Turnip to the upper courtyard and examine the pool in Viper Manor in ANOTHER dimension.

- [Attacks] -

Poke		Weak		High Percentage
Cross		Medium		Medium Percentage
Spin		Fierce		High Percentage

- [Background] -

Not much out of this guy other than the fact that he's a "vegetable."

- [Acquirement] -

In Lucca's house, pick up the Ice Gun on the first room to the left in the back and then take it towards Hermit's Hideout in ANOTHER dimension and use it over the pond(where you walk over it and a message highlights up) and head back to this same place in the HOME DIMENSION. Check it with Poshul and voila!

----- [Van] -----

Age: 14(M)
Origin: Termina
Height: 4'11"
Weight: 88 lbs.
Build: Smallish, Left-Handed
Weapon: Boomerang
Element: Green

- [Techs] -

Lvl3: Jumpthrow(one)
Physical damage against one opponent.

Lvl5: WetPaint(all)
Attack all opponents with physical damage using artist accessories!

Lvl7: Piggyboink(one)
Attack opponent with piggybank! Variable damage depending on how much you deposit.

NOTE: Earn at least 35 stars. Go to his house in the HOME dimension and deposit money to increase power...it's nuts the damage that this thing does.

- [Attacks] -

BoRang		Weak		High Percentage
Left		Medium		Medium Percentage
Right		Fierce		High Percentage

- [Background] -

In one world he lives in a huge house and he's a talented artist while his father is a fat and overweight man. In the HOME world he saves up to pay off debts and his father is a slender man who's pretty much the artist of the house. IMHO, this guy isn't too good to have in your party.

- [Acquirement] -

Talk to the poor Van in the HOME dimension in the back part of Termina, say you want to find the Frozen Flame and he joins you.

----- [Viper] -----

Age: 57(M)
Origin: El Nido
Height: 6'7"
Weight: 216 lbs.
Build: Solid, Right-Handed
Weapon: Sword/Viper's Venom

Element: Yellow

- [Techs] -

Lvl3: G-Force(one)

Powerful single physical attack against one opponent.

Lvl5: Air Force(all)

Powerful wind attack against all opponents.

Lvl7: Flag Bearer(one)

Boost stats during battle...temporary.

NOTE: After Serge reborns have Viper in your party and return to the HOME dimension. Talk with the bartender and check the back wall, it's pretty much the same way you acquire Karsh and Zoah.

- [Attacks] -

Jab		Weak		High Percentage
Slash		Medium		Medium Percentage
SpinSlh		Fierce		High Percentage

- [Background] -

Although you probably couldn't tell by his stature, he has a lot of fear for the Porre Army, which is a powerful threat against his domain. In hopes of preventing a takeover from the Porre Army, he makes an alliance with Lynx, someone he knows very little about.

- [Acquirement] -

After you rescue Ridel, go to Fargo's ship(S.S. Invincible) and talk with Viper and he will join you.

----- [Zappa] -----

Age: 52(M)
Origin: Zenan Mainland
Height: 5'8"
Weight: 181 lbs.
Build: Solid, Right-Handed
Weapon: Axe/Hammer
Element: Red

- [Techs] -

Lvl3: Hammerblow(one)

Quake attack towards one opponent.

Lvl5: Hammer Throw(all)

Hits all opponents with a steal hammer.

Lvl7: Balls of Iron(one)

Powerful physical attack against one opponent.

NOTE: Have at least 40 stars.

- [Attacks] -

Upper | Weak | High Percentage
Bash | Medium | Medium Percentage
WindUp | Fierce | High Percentage

- [Background] -

An expert blacksmith with somewhat of a tough attitude. He hates being disturbed while he's working and takes great pride in the craftsmanship of weaponry.

- [Acquirement] -

Have Radius in your party and speak with Zappa in the back part of Termina in the HOME dimension.

----- [Zoah] -----

Age: 16(M)
Origin: El Nido
Height: 6'3"
Weight: 203 lbs.
Build: Mammoth, Right-Handed
Weapon: Glove/Fist
Element: Yellow

- [Techs] -

Lvl3: Dragon Rider(one)
Medium attack against one opponent.

Lvl5: Gyronimo(one)
Strong attack against one opponent.

Lvl7: Toss&Spike(one)
Powerful physical attack against one opponent.

NOTE: In ANOTHER dimension, head to Viper Manor and hit select so that Zoah is in the front party. Head to his room and have him pick up the treasure chest.

- [Attacks] -

Slap | Weak | High Percentage
Punch | Medium | Medium Percentage
Pummel | Fierce | High Percentage

- [Background] -

Another loyal Dragoon of Viper, he later joins the party after what happened during the Porre incident.

- [Aquirement] -

Like Zoah you can acquire him at the Termina bar after the Dead Sea event or you can acquire him on the S.S. Invincible, so if you picked Karsh you'll find Zoah on the S.S. Invincible and Vice Versa.

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----- [Multiple Tech Listing] -----

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Like Chrono Trigger, multiple techs can be performed with certain characters who have certain techs. While the overall damage of the tech is pretty damaging at times, it certainly doesn't equal the damage of a single tech used alone by each character. Sadly, Chrono Cross doesn't even have 25% of the multi-techs that Chrono Trigger had.

Double Tech	Character/Tech	Character/Tech	Element
Double Take	Mel/Snatch	Kid/Pilfer	Red
Draggy Rider	Draggy/Bigbreath	Leah/TripleKick	Yellow
Dragon Spike	Zoah/Toss&Spike	Karsh/DragonRider	Green
Flamenco	Miki/DanceOnAir	Nikki/Limelight	Red
PitchBlack	Norris/TopShot	Grobyc/StrongArm	Black
Sword Storm	Sneff/SwordTrick	Guile/WandaSwords	Black
Tossed Salad	Turnip/VegOut	NeoFio/BamBamBam	Green
Vital Force	Radius/VitalEnergy	Viper/AirForce	White
X-Strike	Glenn/Dash&Gash	Serge/Dash&Slash	Red

Triple Tech	Character/Tech	Character/Tech	Character/Tech	Ele.
DeltaAttack	Leena/MaidenFaith	Serge/Luminaire	Razzly/RazFlower	White
Z-Slash	Sprigg/Lvl4*	Kid/RedPin	Serge/FlyingArrow	Blue

*Sprigg must be at lvl4 for his element usage and he must be in Slash' Doplegang form...otherwise the Z-Slash will not be available.

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----- [Monster Listing] -----

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Monsters in this game show a type of reaction when they are both in good health, or when they are low in HP. If the monster starts to limp a bit, you know you've got them on the run. But if it's a powerful boss, even if you strike the boss to low HP, that doesn't mean they don't have a lot of HP since you have to take into consideration of the ratios. Keep in mind that even when you steal items, there is still a good chance the the enemy may still drop an item. Also note that when you finish off opponents with summons, you will not recieve any items but you will recieve various materials after the battle. The element of that summon used will determine what the material may be, like the Shiny Salt can be acquired if you finish off your opponents with the Frog Prince.

As you can expect from my previous guides, I'll place the monsters in alphanumeric order(like I always do :P).

NOTE: In order to shorten this list I will have to make abbreviations, but I will do the best in my ability to make them easy to read.

Here's a small legend to help you out in the guide.

- H = Home World(the stats of the same enemy in the HOME world)
- A = Another World(read above)
- 1 = Your first encounter with them
- 2 = Your second encounter with them(or for the rest of the game)
- 3 = Your third encounter with them(or for the rest of the game)

- R = Rare
- C = Common
- T = Trap Element

Att = Attack Power

Mag = Magic Attack Power

Def = Defense Power

MDef = Magic Defense Power

----- [Monster Listing] -----

Name	HP	Att/Mag	Def/MDef	Drop(C)	Drop(R)	Steal(C)	Steal(R)
AciaP(1)	210	29/10	12/0	LoRes	SilvrEr	Capsule	LoRes
AciaP(2)	70	13/10	0/1	Tablet	PhtnRay	IvyHelm	Capsule
AciaS(1)	84	14/10	0/2	Copper	Meteor	BrnzHem	Capsule
AciaS(2)	240	31/10	15/1	ElecBlt	Iron	UpHeavl	LoRes
AeroGrd	540	65/15	65/8	Screw	NA	DnaDort	HLight
AFrame	450	9/20	24/25	Bone	SealAll	Mythril	E.Pad
AlpBt(A)	260	30/10	20/7	Iron	HBound	GrvyBlo	HBound
AlpBt(H)	100	28/10	1/0	GrvyBlo	NA	Tablet	HBound
Aquator	2800	133/24	60/25	BlueFld	SCharm	NA	NA
Anemotor	2500	100/23	65/21	GrnFld	NA	GrnBrch	FCharm
Beachbum	32	4/4	0/0	Humour	Tablet	Medicin	Cure
Beeba	280	22/10	3/6	Fur	UpHeavl	Tablet	Copper
BigBoxer	80	12/10	5/0	AroSacr	ElecJlt	Heal	ElecJlt
Blk Drgn	3900	96/20	70/15	GrmRepr	BlkPlte	NA	NA
BluMoam	145	11/10	0/5	Feather	IceBlst	IceLnce	NA
Bomber	650	20/10	40/10	NA	NA	Capsule	CldCpe
BDngo(A)	30	7/10	0/0	Fur	Firebal	Fur	Cure
BDngo(H)	140	28/10	32/8	Leather	Ointmnt	Tablet	Capsule
Bulb(A)	50	11/10	0/1	Seed	BshBshr	Tablet	BrnzPck
Bulb(H)	280	21/10	31/10	Seed	Sonja(T)	Heal	Capsule
Bunyip	400	43/15	20/0	NA	NA	FreeFal	BlkHl(T)
Bunyip	1200	52/15	35/10	Gravton	HBound	FreeFal	BlkHl(T)
Csowry(A)	100	14/10	1/0	Uplift	Feather	IvyMail	ElecJlt
Csowry(H)	500	41/10	32/7	Mythril	Nostrum	SScope	Nostrum
CtBurg(A)	195	26/10	7/0	Ointmnt	Leather	PoltCap	PwrGlv
CtBurg(H)	588	58/10	42/8	Fur	NA	Mythril	DnaDort
Cntapede	370	45/10	28/7	Fang	UpHeavl	ElecBlt	ErthQke
Chamlion	530	60/14	50/12	WhtOut	Panacea	DnaDort	TrshTiar
Combat	200	27/10	10/1	BlkOut	Imbecle	Capsule	Nostrum
Combot	1900	74/16	70/10	Inferno	Screw	DnaDort	Nostrum
CrsBones	150	28/10	0/0	Bone	Iron	Iron	HBound
CSphinx	13K	140/30	95/28	SunGlas	DnaDort	RainShl	NA
Cupoid	570	63/10	46/10	Purify	WngShoe	StrDstC	Purify
Cuscus(A)	56	10/10	0/0	Tablet	Eyeball	ElecJlt	Tablet
Cuscus(H)	200	32/10	30/8	EglEye	BatEye	Capsule	AroBlstr
Cybot(A)	314	40/10	60/0	Screw	Iron	K.Pad	HiRes
DafDrf(1)	90	18/8	1/2	Tablet	BrnzVst	ElecBlt	AroBlstr
DafDrf(2)	130	16/7	0/2	Elecblt	Leather	Iron	Capsule
DagDrf(1)	100	20/8	1/2	Fur	BrnzVst	ElecBlt	AroBlstr
DagDrf(2)	140	20/7	0/2	ElecJlt	Copper	Tablet	Iron
Dario	3500	130/37	130/60	SnkFang	PDrgn A	Nostrum	NA
DrkSerge	3200	90/27	79/25	PDrgn A	StmaBlt	TrshTia	RainShl
Deadbt(A)	150	22/10	10/5	Eyeball	HLite(T)	UniCn(T)	UNova(T)
DeadBt(H)	90	22/10	2/5	Iron	HelSoul	HelSoul	Bone
DeadHd(1)	700	48/20	15/8	HelSoul	HBound	GrvyBlo	BrnzAxe
DeadHd(2)	1200	52/14	32/10	Diminsh	Mythril	PlstrCp	Heal
De-Hydrt	1042	71/13	60/11	FreeFal	RestRin	DaeChrm	HBound

Dodo (A1)	168	17/10	5/0	Feather	Feather	Feather	Purify
Dodo (A2)	220	24/11	7/0	Bone	Feather	Feather	Tablet
Dodo (H)	500	40/10	40/12	Feather	StrnMin	Mythril	Magnify
Drgoon (1)	350	42/15	39/10	Ointmnt	K.Pad	SlvrPnd	GldErng
Drgoon (2)	700	49/18	40/7	FrgPrnc	NA	DrgnGnt	NA
Drongo (A)	40	8/10	0/0	Seed	AroSacr	Tablet	Heal
Drongo (H)	200	32/10	33/10	Carapce	Mythril	Carapce	Heal
Dwarf (1)	140	19/8	1/2	Uplift	BrnzMal	Capsule	Heal
Dwarf (2)	150	18/7	0/2	Upheavl	Copper	Iron	Capsule
ErthDrgn	3100	86/18	70/11	ThdaStr	NA	YlwPlte	NA
Ectoplsm	450	19/15	40/7	Nostrum	NA	CureAll	NA
Fargo	660	43/7	12/2	Meteor	PhtnBem	Capsule	PhtnBem
Fate	5000	109/49	84/49	MagcSel	HHealng	ErrLight	NA
FireDrgn	850	45/31	20/22	Weaken	MgRing	MgRing	WispCape
Fre Drgn	3400	93/22	55/14	Salmndr	NA	RdPlate	NA
Flea	1200	55/20	43/16	DrmSlsh	NA	WngShoe	FleaVest
Fosickr	555	50/3	52/14	Mythril	NA	Mythril	NA
Garai	1987	77/16	45/14	DrngHnr	NA	NA	NA
Geos	208	28/10	31/10	HiRes	Eyeball	Capsule	Heal
Gridae (A)	54	9/10	0/0	Fang	AquaBem	Medicin	AnvrlCap
Gridae (H)	260	14/10	30/7	AquaBem	CurePls	CurePls	Deluge
GntGoop	800	42/14	60/0	AquaBal	IceBlst	AnvrlCp	NA
Gzmotoid	500	70/15	68/8	DnaDort	PwrSeal	DnaDort	Nostrum
Gloop (A)	50	9/10	0/0	Humour	PultcCp	Humour	NA
Glopp (H1)	200	18/10	30/6	CurePls	Numble	Numble	Deluge
Gloop (H2)	230	31/10	21/10	Medicin	CurePls	CurePls	Medecin
GBGook (A)	47	10/10	0/0	MgmaBmb	AntxlCp	Ointmnt	Bronze
GBGook (H)	270	32/10	25/10	Feather	DncShoe	HelSoul	MgmaBrst
Googhoul	180	28/10	8/0	Eyeball	ElecBlt	Capsule	HiRes
Gravitor	3000	140/32	70/28	BlkHole	BlkBroh	DaeChrm	NA
GrnDrgn	3700	81/20	52/12	Genie	NA	GrnPlte	NA
Gremlin	280	34/10	20/10	Humour	Leather	DncShoe	SScope
Grobyc	2800	75/23	54/8	Defendr	FreeFal	NA	NA
Guillot	1001	65/19	73/0	Mythril	Screw	NA	NA
Gurgoyle	520	60/14	50/12	ErthChm	NA	DnaDort	Nostrum
Gyroblde	460	75/20	63/8	Meteshr	NA	DnaDort	GldErng
Harle	400	32/10	10/5	PhtnBem	MoonGls	PhtnBem	MoonGls
HellCook	2800	92/30	27/5	GldPndt	Mythril	NA	NA
HiWayMan	2000	78/15	44/10	Nimble	Mythril	NA	NA
HiHoTank	1000	28/12	14/5	K.Pad	Iron	Screw	K.Pad
HtDgty (A)	165	22/10	6/0	Fang	Iron	DncShoe	NA
HtDgty (H)	417	54/10	40/7	Fang	RWlf(T)	RWlf(T)	Mythril
Hydra	700	43/12	20/9	UpHeavl	Bronze	NA	NA
JelyBlub	475	52/10	25/9	Mythril	CureAll	CureAll	Iceberg
Karsh (1)	115	14/5	0/3	BoneAxe	PwrGlve	Copper	PwrGlve
Karsh (2)	370	30/7	13/9	EgleEye	SlvrEng	AroBlst	IronAxe
Ketchop	260	20/11	0/0	SlvrErn	Na	Tablet	PwrGlve
KnngMoam	245	14/10	0/2	GrvyBlo	PwrGlve	Copper	FthrDrss
KdomoPup	28	4/4	0/0	Bone	Feather	Tablet	Medecine
Lagoonte	510	45/10	62/21	Fang	RstRing	Capsule	CureAll
LatrnJaw	290	42/10	25/11	Capsule	Inferno	MgmaBrt	CldCape
LvBoy (A)	230	28/10	11/0	MgmaBrt	GldPndt	Tablet	SScope
LvBoy (H1)	614	60/10	48/7	Inferno	GldErng	FlnChrm	RdBrooch

LvBoy (H2)	780	63/13	48/10	DnaDort	RdBroch	RdBroch	StneHelm
LilBoxer	70	11/10	5/0	IceLnce	Meteor	Heal	ElecBlt
LckNst (A)	43	10/10	0/0	EyeBall	Antidte	Antidte	Seed
LckNst (H)	210	31/10	30/6	Capsule	HealAll	Capsule	Crnivore
Luxator	3000	140/30	70/28	UltNova	WhtBroh	AngChrm	NA
Lynx (1)	820	26/10	1/7	PDrgn C	Gravitn	MgRing	PwrGlve
Lynx (2)	1000	60/17	31/29	PDrgn B	DjinRng	PDrgn B	DjinRng

MmDngo (A)	70	12/10	0/0	Leather	MgmaBmb	Cure	NA
MmDngo (H)	140	28/10	32/8	Strngtn	MgmaBrt	PoltcCp	Capsule
MomKdomo	160	13/7	1/0	Fang	Tablet	NA	NA
ManQueen	200	42/15	32/20	Mythril	Inferno	Mythril	SScope
ManAtArm	160	20/10	6/0	Heal	BrnzMal	HelSoul	Iron
ManOWar	100	16/10	5/0	Capsule	Heal	GrvyBlo	Iron
Mantry (A)	480	54/10	30/10	Leather	FPrn(T)	Mythril	FPrn(T)
Mantry (H)	500	60/10	46/10	Leather	CurePls	Medicin	Antviral
Marcy	525	30/5	0/0	IceBlst	Iron	SlvrLup	Dancing
MegaStar	2800	65/12	39/10	MagNgte	NA	AngChrm	WhtBroch
Miguel	1950	69/20	55/14	DrmScrf	NA	NA	NA
Myxcete	550	44/14	32/11	NA	WingSho	Nostrum	AnglChrm
NeONBulb	160	28/10	4/1	AroSacr	EgleEye	Seed	Heal

Orlha	1800	78/20	49/8	Mythril	WrstPad	KFuShoe	NA
OpahFish	40	8/4	0/0	Scale	Bone	Ointmnt	Tablet
Ozzie	2000	88/10	69/10	OzePnts	NA	Antdote	Tornado

Paperboy	165	26/10	5/0	Capsule	WeakMnd	WhtOut	RecvrAll
Pentapus	600	36/10	15/5	AquaBal	IceBlst	NA	NA
Peppor (1)	60	10/5	0/0	IvyHelm	Copper	Tablet	KneePad
Peppor (2)	90	10/5	0/0	IvyHelm	Copper	Tablet	KneePad
Peppor (3)	90	10/5	0/5	IvyHelm	Copper	Tablet	KneePad
Peppor (4)	180	13/10	0/5	Brace	MgRing	PlstCp	PwrGlve
Peppor (5)	483	33/10	16/9	IronMal	DrngGlt	PDrgn B	Nostrum
Peppor (6)	1000	75/10	43/12	DnaDort	StneMal	FMNP*	NA
PlisPlce	3200	115/35	100/52	PhysNgt	Capsule	RainShl	NA
Polly	540	34/8	15/5	MgaBlst	NA	SScope	Inferno
PorrePVT	350	52/10	28/5	AquaBal	IronHlm	NA	NA
PorreSGT	400	55/10	31/5	IceBlst	StmnRng	NA	NA
PortlGst	330	22/10	5/0	Capsule	EyeBall	Magnify	Heal
Popporri	68	19/10	0/0	AroSacr	Brace	Brace	Tablet
Potty	350	14/10	5/0	Brace	Bronze	Capsule	UpHeaval
Prehytrc	550	58/10	54/7	DnaDort	Golem(T)	ErthChm	YelBroch
PreyMant	610	50/10	50/7	Feather	Sonja(T)	FrChrm	GrnBroch
Pterodct	750	58/11	50/10	Inferno	GldErng	CldCape	StmnBelt
Puffy	300	50/10	23/7	Scale	Mythril	Mythril	Deluge
Pyrotor	2400	130/22	55/20	RdField	NA	RdBroch	FmChrm

*Forget Me Not Pot

Quafid (A)	200	12/10	0/1	Seed	BshBshr	Antdote	BatEye
Radius	750	44/15	38/15	PDrgn C	Grvitne	Heal	Magnify
Redmoam	145	11/10	0/5	Feather	FrePilr	MgmaBmb	NA
Roachstr	1245	66/20	54/12	E.Pad	NA	NA	NA
RoboDcky	450	45/10	38/7	Screw	Mythril	Mythril	GldErng
Roborg (1)	300	35/12	8/0	Copper	ElecBlt	Screw	Capsule
Roborg (2)	1000	49/19	14/8	Copper	ElecJlt	Screw	Heal
RockRoach	515	75/11	77/10	DnaDort	Fang	Sonja(T)	Tordo(T)
RoyleJely	1657	64/12	30/10	RstBelt	NA	EngLite	MgRing

Sage	1500	56/25	41/20	MythHel	NA	NA	NA
SndSqrt	26	3/4	0/0	Fang	Scale	Tablet	NA
SchlMate	400	49/10	25/10	Scale	Mythril	CureAll	Nostrum
Scorpoid	250	32/10	5/0	Feather	KneePad	Tablet	Capsule
ShdwCat	350	45/10	25/10	Fur	MShip(T)	DaeChrm	FreeFall
SdeStp(A)	620	52/10	35/10	CureAll	NA	Deluge	Nostrum
SkyDrgn	3800	97/20	61/25	Saints	NA	WhtPlte	NA
Slash	1900	70/10	58/5	Slasher	3rdEye	Iceberg	NA
Snibgblin	110	24/10	1/0	AroSacr	BshBshr	AroBlst	Antidote
Snobgblin	120	24/10	1/1	Fang	BshBshr	Antidte	Capsule
Solt(1)	52	9/7	0/0	IvyVest	Copper	Tablet	SlvrLop
Solt(2)	80	9/7	0/0	IvyVest	ElecJlt	IvyHelm	TrnBlk
Solt(3)	80	9/7	0/0	IvyVest	ElecJlt	IvyHelm	TrnBlk
Solt(4)	150	12/10	0/5	Copper	Copper	BrnzVst	DncShoes
Solt(5)	500	32/10	17/10	IrnVest	DjinRng	Nostrum	KungFu
Solt(6)	900	70/10	39/15	DnaDort	StneVst	RstVst	PenDrgn
SprFshr	487	44/10	30/16	Nimble	CureAll	AnvrlCp	IceBlst
Sunofagun	365	47/12	68/50	Iron	NA	Screw	NA
SwampBug	80	20/10	0/1	Fang	Feather	Medicin	Numble
Taurintr	658	60/10	45/10	Mythril	MythHelm	Mythril	GldErng
Taurusoid	1600	43/6	40/0	Fang	IrnVest	Trndo(T)	Sonja(T)
Terrator	2200	100/20	65/16	YelWfld	NA	YelBroh	ErthChrm
TerraTer	700	69/10	53/10	Nostrum	Defendr	WstPad	Nostrum
TimeDrgn	15K	120/30	93/45	ErnHope	NA	HlyLight	NA
TotalChs	230	30/10	32/10	Gravitn	Mythril	Mythril	TrshTiar
Tragdene	380	32/10	18/10	AquaBal	Deluge	Heal	Crnivore
Tutshamn	300	43/9	22/22	Weaken	ElbowPad	Capsule	DjinRing
Tyrano	1600	80/15	55/20	RstRing	NA	PwrSeal	GldErng
TzetzeFly	160	25/14	0/0	Humour	GrvyBlo	Heal	BlkOut
Viper	820	46/16	30/15	DrgnGnt	MythMal	StmnRng	NA
Vita Dos	2500	100/32	100/70	EngLite	DvaDrss	WhtBroh	HolyHeal
VitaTres	700	100/30	105/60	DvaDrss	GldTiar	WhtBroh	HolyHeal
VitaUnus	2500	105/30	105/65	Vigora	NA	WhtBroh	DivaDres
WtrDrgn	2800	84/15	50/11	BluWhle	NA	BluPlte	NA
Whoot	600	68/10	60/18	ErthChm	YelBroh	3rdEye	TrshTia
WightKnt	750	80/18	45/10	Iron	RainShl	Nostrum	HBound
Wlowsp(1)	45	11/8	0/2	Tablet	Ointmnt	Capsule	FirePilr
Wlowsp(2)	200	35/10	20/15	FrePilr	Inferno	Capsule	Heal
WingPede	430	32/8	12/3	AroSacr	Leather	AntxCp	Iron
Witchety	468	34/10	34/10	Humour	Medecin	AquaBal	CurePlus
Wrath(A1)	198	27/10	0/0	Leather	HelSoul	PwrGlve	Heal
Wrath(A2)	200	25/10	0/0	Leather	GrvyBlo	Copper	GrvyBlo
Wrath(A3)	210	27/10	0/0	Leather	GrvyBlo	Heal	Nostrum
Wraith(H)	400	47/10	30/6	HelSoul	GhtShrt	Capsule	FreeFall
YelwBely	621	68/10	42/10	Numble	Humour	ErthChm	Capsule
Zoah(1)	200	14/6	0/0	IvyMail	BrznGlv	KneePad	NA
Zoah(2)	436	30/7	12/7	GldErng	NA	StmnRng	NA

----- [Monster Listing: Part II] -----

Mainly in this section are the elements and the location of each enemy in the game, note that the location part isn't done yet since I haven't been taking my Ginkoba...so keep note of that and please be patient! Thanks!

Name | Element | Location

Acacia PVT	Yellow	Viper Manor (ANOTHER)
Acacia PVT (2)	Red	Viper Manor (ANOTHER)
Acacia SGT	Yellow	Viper Manor (HOME)
Acacia SGT (2)	Yellow	Viper Manor (HOME)
Aero Guard	Blue	Chronopolis
Air Frame	Black	Fossil Valley
Alpha Bat	Black	Fort Dragonia
Aquator	Blue	Terra Tower
Anemotor	Green	Terra Tower
Beachbum	Blue	Cape Cowl
Beeba	Yellow	Hydra Marsh
Big Boxer	Yellow	Viper Manor
Black Dragon	Black	Marbule (ANOTHER)
BlueMoaman	Blue	Viper Manor Bluffs (ANOTHER)
Bomber	Black	Earth Dragon Isle
Bubba Dingo	Red	Fossil Valley
Bulb	Green	Hydra Marsh
Bunyip	Red	Fort Dragonia (evolves to higher Bunyip form)
Bunyip	Black	Fort Dragonia
Cassowary	Yellow	Shadow Forest (ANOTHER)
Cat Burglar	Red	Mount Pyre
Centaurpede	Yellow	Hydra Marsh (HOME)
Chamellion	Blue	Hydra Marsh (HOME)
Combat	Black	Fort Dragonia
Combot	Red	Chronopolis
Cross Bones	Black	S.S. Invincible
Criosphinx	Yellow	Earth Dragon Isle (HOME)
Cupoid	White	Terra Tower
Cuscus	Green	Shadow Forest
Cybot	Yellow	Fort Dragonia
Daffy Dwarf	Yellow	Hydra Marsh (ANOTHER), Water Dragon Isle
Daggy Dwarf	Yellow	Hydra Marsh (ANOTHER), Water Dragon Isle
Dario	Black	Forbidden Isle (HOME)
Dark Serge	Black	Fort Dragonia (HOME)
Dead Beat	Black	S.S. Invincible
Dead Head	Black	S.S. Invincible
De-Hydrate	Black	Hydra Marsh (HOME)
Dodo	White	Fossil Valley
Draagoon	Red	Fort Dragonia
Drongo	Green	Fossil Valley
Dwarf	Yellow	Hydra Marsh (ANOTHER)
Earth Dragon	Yellow	Earth Dragon Isle
Ectoplsm	Red	Terra Tower
Fargo	Blue	S.S. Invincible
Fate	Black	Chronopolis
Fire Dragon	Red	Mt. Pyre
FireDragon	Red	Mt. Pyre
Flea	Red	Bend of Time
Fossicker	Yellow	Earth Dragon Isle
Garai	White	Isle of the Damned (HOME)
Geos	Black	Dead Sea
Gerridae	Blue	Shadow Forest to Viper Manor (ANOTHER)
Giant Goop	Blue	Fort Dragonia (ANOTHER)

Gizmotoid	Red	Chronopolis
Gloop	Blue	Fort Dragonia
Gobledygook	Red	Viper Manor Bluffs
Googhoul	Yellow	Fort Dragonia
Gravitor	Black	Terra Tower
Green Dragon	Green	Gaea's Noval (HOME)
Gremlin	Green	Hydra Marsh
Grobyc	Black	Viper Manor (ANOTHER)
Guillot	Yellow	Viper Manor (ANOTHER)
Gurgoyle	Yellow	Terra Tower
Gyroblade	White	Chronopolis
Harle	Black	Hermit's Hideaway (ANOTHER)
Hell's Cook	Red	Viper Manor Basement (HOME)
High Way Man	Black	Dead Sea (before Gheddon Tower)
Hi Ho Tank	Yellow	Dead Sea (before Gheddon Tower)
HotDiggity	Red	Mt. Pyre
Hydra	Yellow	Hydra Marsh (ANOTHER)
Jellyblubba	Blue	El Nido Triangle (ANOTHER)
Karsh	Green	Cape Cowl, Viper Manor (ANOTHER)
Ketchup	Yellow	Viper Manor (ANOTHER)
KingMoaman	Black	Viper Manor Bluffs
KodomoPup	Blue	Lizard Rock
Lagoonate	Blue	Marbule (ANOTHER)
Latern Jaw	Blue	Viper Manor Undergrounds
Lava Boy	Red	Mt. Pyre
Li'l Boxer	Yellow	Viper Manor
LockNest	Green	Shadow Forest
Luxator	White	Terra Tower
Lynx	Black	Fort Dragonia, Viper Manor (both ANOTHER)
Mama Dingo	Red	Fossil Valley
Mama Kodomo	Blue	Lizard Rock
Manne Queen	Yellow	Tower of Geddo
Man At Arms	Black	S.S. Invincible
Man-O-War	Black	S.S. Invincible
Mantarrey	Yellow	Terra Tower
Marcy	Blue	Viper Manor Library (ANOTHER)
MegaStarky	White	Sky Dragon Isle (HOME)
Miguel	White	Dead Sea
Myxomycete	White	Terra Tower
Neo-N-Bulb	Green	Shadow Forest
Orlha	Blue	Guldove (ANOTHER)
Opah Fish	Red	El Nido Traingle
Ozzie	Green	Bend of Time
Paperboy	Yellow	Fort Dragonia
Pentapus	Green	Hydra Marsh (HOME)
Peppor	Yellow	Viper Manor, Cape Cowl, Isle of the Damned, Shadow Forest, Mt. Pyre
Polispolice	White	Chronopolis
Polly	Red	S.S. Invincible
Porre PVT	White	Viper Manor (HOME)
Porre SGT	White	Viper Manor (HOME)
PortalGeist	Yellow	Viper Manor (ANOTHER)

Popporri	Green	Hydra Marsh (ANOTHER)
Potty	Yellow	Chronopolis
Prehystric	Yellow	Gaea's Novel (ANOTHER)
Prey Mantis	Green	Gaea's Novel (ANOTHER)
Pterodact	Red	Gaea's Novel (ANOTHER)
Puffy	Yellow	El Nido Triangle
Pyrotor	Red	Terra Tower
Quaffid	Green	Shadow Forest (ANOTHER)
Radius	Green	Arni (HOME)
Redmoaman	Red	Fossil Valley (HOME)
Roachstr	Blue	Viper Manor Sewers (HOME)
RoboDucky	White	Dead Sea
Roborg	Yellow	Fort Dragonia
RockRoach	Yellow	Earth Dragon Isle (ANOTHER)
RoyalJelly	Blue	El Nido Triangle (ANOTHER)
Sage	White	S.S.Zelbess
SandSquirt	Blue	Lizard Rock
SchoolMates	Blue	El Nido Triangle
Scorpoid	Blue	Water Dragon Isle (ANOTHER)
Shadow Cat	Black	Fossil Valley (re-visit HOME)
SideSteppa	Blue	Blue Dragon Isle (HOME), El Nido Triangle (ANOTHER)
SkyDragon	White	Sky Dragon Isle (ANOTHER)
Slash	Blue	Bend of Time
Snibgoblin	Green	Lizard Rock
Snobgoblin	Green	Hydra Marsh (HOME)
Solt	Yellow	Viper Manor, Cape Cowl, Isle of the Damned, Shadow Forest, Mt.Pyre
SpearFisher	Blue	Viper Manor Undergrounds
Sunofagun	White	Fort Dragonia
SwampBug	Blue	Hydra Marsh
Taurinator	Red	Mt.Pyre (HOME)
Taurusoid	Green	Fort Dragonia
Terrator	Yellow	Terra Tower
TerraTerror	White	Terra Tower
TimeDragon	All	Terra Tower
TotalChaos	Black	Gaea's Novel
Tragedienne	Red	Tower of Gheddo
Tutshaman	Red	Tower of Geddo
Tyrano	Red	Gaea's Novel
Tzetze Fly	Black	S.S. Invincible
Viper	Yellow	Viper Manor
Vita Dos	Green	Sea of Eden
Vita Tres	Blue	Sea of Eden
Vita Unus	Red	Sea of Eden
White Dragon	White	Sky Dragon Isle (ANOTHER)
Whoot	Yellow	Terra Tower
WightKnight	Black	Terra Tower
Willo' Wisp	Red	Viper Manor
WingaPede	Green	Hydra Marsh (ANOTHER)
Witchetty	Blue	Hydra Marsh (HOME)
Wraith	Black	Fossil Valley, Chronopolis, Viper Manor Underground, S.S. Invincible, Shadow Forest
Yellow Belly	Yellow	Earth Dragon Isle (ANOTHER)

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----- [Elements] -----
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Elements in this game are pretty much the "Esper System" of FF6 or the "Materia System" of FF7. Elements in the game have different properties that tie in with a certain color class(white, black, blue, yellow, red, green) and each of these elements have a weakness towards one other element and vice versa. Black is weak to white(and vice versa), blue is weak to red(and vice versa) and green is weak to yellow(and vice versa). As you grow in levels(mainly your stats since there are no level ups in this game) you will be able to use stronger elements, you can equip some elements for that character but note that sometimes you can consume an element, making it a permanent element for that character. Just note that not all elements can be equipped for a certain character, a yellow character can definitely equip and use all yellow elements when his or her levels arise. While you still can have a yellow character equip all other elements, just note that the yellow element character probably won't be able to equip say a Sealall element or a Volcano element.

When list ELEMENT ONLY, this means that the character must be of that element to use that element, in short it's pretty much an element exclusive element(yes I did mean to say that). When I list CONSUME, that means that the element can be used much like a normal item, like a vitamin pill or something used to refill loss HP. Basically Consumable items are like Potions and Soft bottles. I'll list the elements in this fashion below:

- Element: | Name of element
- Usage: | Either on all or one opponent/party member
- Level: | What level this element is at
- Range: | This one is a bit hard to explain, say you have a range of 1
| and the element is a lvl 2 element, meaning that you can place
| this element on a lvl 1 or lvl 3 slot for your character. If
| the range was 3 then you can place it on lvl 1, 3, 4, and 5
| for that character.
- Cost: | How much it costs
- Buy: | Where can you buy it(if you can)
- Description: | What this element does

Also for some elements, you want to trap them in order to obtain them, you can purchase these traps and in battle when you have the element trap equipped you can obtain the true element of that element. Say you purchased a Trap Freefall, in battle you can obtain the Freefall element by using the Trap Freefall, but always note that the Trap elements are only elements that are used to trap the specified element, they are pretty much useless within itself for any other purpose.

When you use elements, you take up stamina points. Just so long as you have at least 1 stamina point, you can use elements. Note that when you only have one stamina point and use a lvl8 element(ala Saints), your stamina points will go into the negative zone, to -7. This means that your other characters will have to connect with their weakest attack 7 times or 2 strong attacks and 1 weak attack, so they will mainly have to attack with equal the stamina points as you are down to boost you back up so that you can attack or do an action again.

For your convience, I will list all the elements below in complete

alphanumeric order. Ain't that sweet? (^_^).

----- [Black Elements] -----

Black element, weak against white, strong against white.

ELEMENT ONLY: Revenge, Sealall, AntiWhite, Blackhole

CONSUME: Freefall, Blackhole, Blackout, Nostrum, Mothership

Element: | Anti White
Usage: | one opponent
Level: | 3
Range: | 5
Cost: | NA
Buy: | NA
Description: | Blocks white element usage. For a limited time only.

Element: | Blackhole
Usage: | All opponents
Level: | 6
Range: | 2
Cost: | NA
Buy: | NA
Description: | Attempt to bring your opponent into the vortex of nothingness.

Element: | Blackhole(traps)
Usage: | All opponents
Level: | 6
Range: | 0
Cost: | 400
Buy: | Marbule
Description: | Used to trap Blackhole element.

Element: | Blackout
Usage: | One party member
Level: | 2
Range: | 0
Cost: | 15
Buy: | Termina
Description: | Cures black element ailments.

Element: | Diminish
Usage: | All opponents/party members
Level: | 6
Range: | 2
Cost: | 1670
Buy: | Gulldove, Marbule
Description: | Cuts element damage down in half. For a limited time only.

Element: | Freefall
Usage: | One opponent
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA
Description: | Send the opponent upwards and drop 'em down.

Element: | Freefall(trap)
Usage: | All opponents

Level: | 5
Range: | 0
Cost: | 300
Buy: | Marbule
Description: | Use to trap Freefall.

Element: | Genius
Usage: | One party member
Level: | 4
Range: | 4
Cost: | 430
Buy: | Guldove, Marbule
Description: | Raises magic power stat. For a limited time only.

Element: | Gravitonne
Usage: | All opponents
Level: | 3
Range: | 5
Cost: | NA
Buy: | NA
Description: | Attack opponents with gravity energy.

Element: | Gravity Blow
Usage: | one opponent
Level: | 1
Range: | 7
Cost: | 60G
Buy: | Guldove
Description: | Pretty much like an X-Zone spell, except to one character.

Element: | Grim Reaper
Usage: | All opponents
Level: | 8
Range: | 0
Cost: | NA
Buy: | NA
Description: | Black element damage against all opponents.

Element: | Hellbound
Usage: | One opponent
Level: | 4
Range: | 0
Cost: | NA
Buy: | NA
Description: | Black magic attack through the bottom of the Earth.

Element: | Hellsoul
Usage: | one opponent
Level: | 2
Range: | 0
Cost: | 100G
Buy: | Guldove
Description: | Ala the Death spell IYAM.

Element: | Imbecile
Usage: | One opponent
Level: | 4
Range: | 4
Cost: | 430
Buy: | Guldove, Marbule

Description: | Decrease your opponent's magic stats. For a limited time only.

Element: | Mothership
Usage: | All opponents
Level: | 7
Range: | 1
Cost: | NA
Buy: | NA

Description: | Summon damage against all opponents.

Element: | Mothership(trap)
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA

Description: | Used to trap Mothership element, use this on Shadow Cats in
| Fossil Valley.

Element: | Nostrum
Usage: | One party member
Level: | 6
Range: | 0
Cost: | 60G
Buy: | Guldove

Description: | Cures loss HP(works best on black element characters).

Element: | Revenge
Usage: | One opponent
Level: | 6
Range: | 3
Cost: | 600G
Buy: | Guldove

Description: | Any negative status effects can be directed to one target.

Element: | Sealall
Usage: | All opponents/party members
Level: | 6
Range: | 2
Cost: | 2880
Buy: | Guldove

Description: | Stops targeted group's element usage. For a limited time only.

Element: | Turn Black
Usage: | One opponent/party member
Level: | 1
Range: | 7
Cost: | 75G
Buy: | Marbule

Description: | Temporarily make target a black element attribute.

----- [Blue Elements] -----

Weak against Red, strong against red, uses water elemental magic.

ELEMENT ONLY: Iceburg, Antired, Cureall, Frogprince, Bluewhale
CONSUME: Medecine, Frogprince(trap), Deluge(trap), Iceburg(trap)

Element: | Antired
Usage: | one opponent
Level: | 3
Range: | 5
Cost: | NA
Buy: | NA
Description: | Stops red element usage. For a limited time only.

Element: | Aquaball
Usage: | One opponent
Level: | 100
Range: | Termina
Cost: | 3
Buy: | 5
Description: | Stronger water attack against one opponent.

Element: | Aquabeam
Usage: | One opponent
Level: | 1
Range: | 7
Cost: | 50
Buy: | Arni, Guldove, Termina
Description: | Water attack against one opponent.

Element: | Bluefield
Usage: | All opponents/party members
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA
Description: | Turns entire targeted group's field blue. Limited time only.

Element: | Bluewhale
Usage: | All opponents
Level: | 8
Range: | 0
Cost: | NA
Buy: | NA
Description: | Cataclysmic water damage to all opponents.

Element: | Cure
Usage: | One opponent/party member
Level: | 1
Range: | 7
Cost: | 100G
Buy: | Arni
Description: | Strong cure magic to one opponent/party member.

Element: | Cureall
Usage: | All party members
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA
Description: | Strongest cure magic to all party members.

Element: | Cureplus
Usage: | One opponent/party member
Level: | 3
Range: | 5

Cost: | 220
Buy: | Termina
Description: | Stronger cure magic to one opponent/party member.

Element: | Deluge
Usage: | All opponents
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA
Description: | Strongest water attack against all opponents.

Element: | Deluge (trap)
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | 300
Buy: | Marbule
Description: | Trap Deluge element.

Element: | Frogprince
Usage: | All opponents
Level: | 7
Range: | 2
Cost: | NA
Buy: | NA
Description: | Super powerful water attack against all opponents.

Element: | Frogprince (trap)
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | 500
Buy: | Marbule
Description: | Use on Blue Dragon.

Element: | Iceberg
Usage: | All opponents.
Level: | 6
Range: | 2
Cost: | NA
Buy: | NA
Description: | Strongest ice attack against all opponents.

Element: | Iceberg (trap)
Usage: | All opponents.
Level: | 6
Range: | 0
Cost: | 400
Buy: | Marbule
Description: | Trap Iceberg element.

Element: | Iceblast
Usage: | One opponent
Level: | 4
Range: | 4
Cost: | 240
Buy: | Termina
Description: | Stronger ice attack against one opponent.

Element: | Icelance
Usage: | One opponent
Level: | 2
Range: | 6
Cost: | 80
Buy: | Termina
Description: | Ice damage against one opponent.

Element: | Medecine
Usage: | One party member
Level: | 2
Range: | 0
Cost: | NA
Buy: | Find in Termina
Description: | Cure blue element ailments.

Element: | Nimble
Usage: | One party member
Level: | 4
Range: | 4
Cost: | 430
Buy: | Marbule
Description: | Increase physical evade percentage. For a limited time only.

Element: | Numble
Usage: | One opponent
Level: | 4
Range: | 4
Cost: | 430
Buy: | Marbule
Description: | Decrease physical evade percentage. For a limited time only.

Element: | Viorga
Usage: | One party member.
Level: | 6
Range: | 2
Cost: | NA
Buy: | NA
Description: | Never decrease in stamina. For a limited time only.

Element: | Turnblue
Usage: | One opponent/party member
Level: | 1
Range: | 7
Cost: | 75
Buy: | Marbule
Description: | Make target's attribute of blue element. Limited time only.

----- [Green Elements] -----

Weak against yellow, strong against yellow, uses Earth elemental attacks.

ELEMENT ONLY: Tornado, Antidote, Healplus, Infoscope, Sonja, Genie,
Antiyellow

CONSUME: Sonja(trap), Carnivore(trap), Tornado(trap)

Element: | Aeroblaster
Usage: | One opponent

Level: | 4
Range: | 4
Cost: | 240
Buy: | Termina
Description: | Stronger wind attack against one opponent.

Element: | Aerosaucer
Usage: | One opponent.
Level: | 2
Range: | 6
Cost: | 80
Buy: | Guldove, Termina
Description: | Wind attack against one opponent.

Element: | Antidote
Usage: | One party member
Level: | 2
Range: | 0
Cost: | 15
Buy: | Arni, Guldove, Termina
Description: | Cures green element ailments.

Element: | Anti-yellow
Usage: | One opponent
Level: | 3
Range: | 5
Cost: | NA
Buy: | NA
Description: | Stops yellow element usage. For a limited time only.

Element: | Bateye
Usage: | One opponent
Level: | 4
Range: | 4
Cost: | 430
Buy: | Marbule
Description: | Decrease opponent's hit percentage.

Element: | Bushbasher
Usage: | One opponent.
Level: | 3
Range: | 5
Cost: | 100
Buy: | Termina
Description: | Thorn attack against one opponent.

Element: | Bushwhacker
Usage: | One opponent
Level: | 1
Range: | 7
Cost: | 50
Buy: | Guldove, Termina
Description: | Leaf attack against one opponent.

Element: | Carnivore
Usage: | All opponents
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA

Description: | Summon a Venus "foe" trap to all opponents.

Element: | Carnivore (trap)

Usage: | All opponents

Level: | 5

Range: | 0

Cost: | 400

Buy: | Marbule

Description: | Used to trap Carnivore element.

Element: | Eagleeye

Usage: | One party member.

Level: | 4

Range: | 4

Cost: | 430

Buy: | Marbule

Description: | Increase target's hit percentage.

Element: | Genie

Usage: | All opponents

Level: | 8

Range: | 0

Cost: | NA

Buy: | NA

Description: | Most powerful wind attack against all opponents.

Element: | Greenfield

Usage: | All opponents/party members

Level: | 5

Range: | 3

Cost: | NA

Buy: | NA

Description: | Turn targeted group's field effect to green.

Element: | Heal

Usage: | One opponent/party member

Level: | 2

Range: | 0

Cost: | 100

Buy: | Termina

Description: | Recover a little loss HP.

Element: | Healall

Usage: | All party members

Level: | 4

Range: | 4

Cost: | 300

Buy: | Termina

Description: | Recover a good amount of loss HP to all party members.

Element: | Healplus

Usage: | One opponent/party member

Level: | 6

Range: | 2

Cost: | NA

Buy: | NA

Description: | Heal an excellent amount of loss HP to one opponent/ally.

Element: | Infoscope

Usage: | One opponent

Level: | 6
Range: | 2
Cost: | 880
Buy: | Guldove
Description: | Scan your opponent.

Element: | Sonja
Usage: | All opponents
Level: | 7
Range: | 2
Cost: | NA
Buy: | NA
Description: | Summons Sonja to attack with poison mushroom spores.

Element: | Sonja(trap)
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | 500
Buy: | Marbule
Description: | Use on the Preymantis on Gaea's Novel.

Element: | Tornado
Usage: | All opponents
Level: | 6
Range: | 2
Cost: | NA
Buy: | NA
Description: | Stronger wind attack against all opponents.

Element: | Tornado(trap)
Usage: | All opponents
Level: | 6
Range: | 0
Cost: | 400
Buy: | Marbule
Description: | Trap Tornado element.

Element: | Turngreen
Usage: | One opponent/party member
Level: | 1
Range: | 7
Cost: | 75
Buy: | Marbule
Description: | Turn target's attribute element to green. Limited time only.

----- [Red elements] -----

Strong against blue, weak against blue, uses the fire elemental magic.

ELEMENT ONLY: Volcano, Antiblue, Salamander, Redwolf

CONSUME: Tablet, Interno(trap), Volcano(trap), Redwolf(trap), Recharge,
Ointment, Tablet

Element: | Antiblue
Usage: | One party member
Level: | 3
Range: | 5

Cost: | NA
Buy: | NA
Description: | Stops blue element usage. For a limited time only.

Element: | Fireball
Usage: | One opponent
Level: | 1
Range: | 7
Cost: | 50
Buy: | Arni, Termina
Description: | Fire attack against one opponent.

Element: | Firepillar
Usage: | One opponent
Level: | 3
Range: | 5
Cost: | 240
Buy: | Termina
Description: | Stronger fire attack against one opponent.

Element: | Inferno
Usage: | All opponents
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA
Description: | Attack all opponents with a superheat energy.

Element: | Inferno(trap)
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | 300
Buy: | Marbule
Description: | Trap Inferno element.

Element: | Magmabomb
Usage: | All opponents
Level: | 2
Range: | 6
Cost: | 80
Buy: | Termina
Description: | Fire attack against all opponents.

Element: | Magmaburst
Usage: | One opponent
Level: | 4
Range: | 4
Cost: | 240
Buy: | Termina
Description: | Much stronger fire attack against one opponent.

Element: | Ninety-nine
Usage: | One party member
Level: | 6
Range: | 2
Cost: | 2880
Buy: | Guldove
Description: | Total hit % at 99%. For a limited time only.

Element: | Ointment
Usage: | One party member
Level: | 2
Range: | 0
Cost: | 15
Buy: | Guldove, Termina
Description: | Cures red element ailments.

Element: | Recharge
Usage: | One party member
Level: | 6
Range: | 0
Cost: | NA
Buy: | NA
Description: | Refresh element usage.

Element: | Redfield
Usage: | All opponents/party members
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA
Description: | Target group's attribute to red.

Element: | Redwolf
Usage: | All opponents
Level: | 7
Range: | 2
Cost: | NA
Buy: | NA
Description: | Super strong fire attack summon against all opponents.

Element: | Redwolf(trap)
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | 500
Buy: | Marbule
Description: | Use on Hotdiggity in Pyre Mountains to collect Redwolf.

Element: | Salamander
Usage: | All opponents
Level: | 8
Range: | 0
Cost: | NA
Buy: | NA
Description: | Strongest fire attack against all opponents.

Element: | Strengthen
Usage: | One party member
Level: | 4
Range: | 4
Cost: | 430
Buy: | Marbule
Description: | Increase attack power. For a limited time only.

Element: | Tablet
Usage: | One party member
Level: | 1
Range: | 0

Cost: | 10
Buy: | Arni, Guldove, Termina
Description: | Cures a good amount of HP.

Element: | Turnred
Usage: | One opponent/party member
Level: | 1
Range: | 7
Cost: | 75
Buy: | Marbule
Description: | Turn target's attribute to red. For a limited time only.

Element: | Volcano
Usage: | All opponents
Level: | 6
Range: | 2
Cost: | NA
Buy: | NA
Description: | Super strong fire attack against all opponents.

Element: | Volcano (trap)
Usage: | All opponents
Level: | 6
Range: | 0
Cost: | 400
Buy: | Marbule
Description: | Trap the element Volcano.

Element: | Weaken
Usage: | One opponent
Level: | 4
Range: | 4
Cost: | 430
Buy: | Marbule
Description: | Decrease attack power. For a limited time only.

----- [White Elements] -----

Strong against black, weak against black. Uses holy type magic.

ELEMENT ONLY: Antiblack, Ultranova, Magnate, Unicorn, Saints, Fullrevival,
Holyhealing

CONSUME: Whiteout, Holylight, Ultranova, Unicorn

Element: | Antiblack
Usage: | one opponent
Level: | 3
Range: | 5
Cost: | NA
Buy: | NA
Description: | Stops black element usage. For a limited time only.

Element: | Full Revival
Usage: | All party members
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA

Description: | Revives all downed party members to full HP.

Element: | Holyhealing
Usage: | All party members
Level: | 6
Range: | 2
Cost: | NA
Buy: | NA

Description: | Cures all status ailments and restores HP fully.

Element: | Holylight
Usage: | All opponents
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA

Description: | Attacks all opponents with Holy spirited light.

Element: | Holylight (trap)
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | 300
Buy: | Marbule

Description: | Used to trap Holylight element.

Element: | Magnate
Usage: | One party member.
Level: | 6
Range: | 2
Cost: | 2880
Buy: | Guldove

Description: | Cast a MBarrier on party member. For a limited time only.

Element: | Magnify
Usage: | All opponents/party members
Level: | 6
Range: | 2
Cost: | 1670
Buy: | Guldove, Marbule

Description: | Increase element damage by 50%. For a limited time only.

Element: | Meteorite
Usage: | One opponent
Level: | 2
Range: | 6
Cost: | 100
Buy: | Guldove

Description: | Summon meteor to crash land on your opponent.

Element: | Meteorshower
Usage: | All opponents
Level: | 4
Range: | 4
Cost: | NA
Buy: | NA

Description: | Attack all opponents with a METEO type spell.

Element: | Panacea
Usage: | All party members

Level: | 4
Range: | 0
Cost: | 500
Buy: | Guldove
Description: | Cures all status ailments.

Element: | Photonbeam
Usage: | One opponent
Level: | 3
Range: | 5
Cost: | NA
Buy: | NA
Description: | Stronger beam attack against one opponent.

Element: | Photonray
Usage: | One opponent
Level: | 1
Range: | 7
Cost: | 60
Buy: | Guldove
Description: | Energy attack against one opponent.

Element: | Purify
Usage: | One party member
Level: | 4
Range: | 4
Cost: | 210
Buy: | Guldove
Description: | Cures allstatus ailments.

Element: | Recoverall
Usage: | All party members
Level: | 3
Range: | 5
Cost: | 380
Buy: | Guldove
Description: | Recover all down party members to 40-60% HP.

Element: | Revive
Usage: | One party member.
Level: | 1
Range: | 7
Cost: | NA
Buy: | NA
Description: | Bring party member back to life to minimal HP.

Element: | Saints
Usage: | All opponents/party members
Level: | 8
Range: | 0
Cost: | NA
Buy: | NA
Description: | Powerful holy attack on opponents, heals a ton of HP.

Element: | Strongminded
Usage: | One party member
Level: | 4
Range: | 4
Cost: | 430
Buy: | Guldove

Description: | Increase magic defense. For a limited time only.

Element: | Unicorn
Usage: | All opponents
Level: | 7
Range: | 1
Cost: | NA
Buy: | NA

Description: | Raise your party's stats during entire battle.

Element: | Unicorn(trap)
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | 500
Buy: | Marbule

Description: | Use on Dodo in Fossil Valley in HOME dimension.

Element: | Ultranova
Usage: | All opponents
Level: | 6
Range: | 2
Cost: | NA
Buy: | NA

Description: | Powerful holy magic attack against all opponents.

Element: | Ultranova
Usage: | All opponents
Level: | 6
Range: | 0
Cost: | 400
Buy: | Marbule

Description: | Used to trap Ultranova element.

Element: | Weakminded
Usage: | One opponent.
Level: | 4
Range: | 4
Cost: | 430
Buy: | Guldove

Description: | Decrease target's magic defense. For a limited time only.

Element: | Whiteout
Usage: | One party member
Level: | 2
Range: | 0
Cost: | 40
Buy: | Termina

Description: | Cures white element ailments.

----- [Yellow Elements] -----

Weak against green, strong against green. Uses the lightning elemental magic.

ELEMENT ONLY: Antigreen, Physnegate, Golem, Thundasnake, Thundastorm
CONSUME: Thundastorm(trap), Golem(trap), Earthquake(trap), Brace(trap),
Capsule(trap)

Element: | Antigreen
Usage: | One opponent
Level: | 3
Range: | 5
Cost: | NA
Buy: | NA
Description: | Stops element usage. For a limited time only.

Element: | BigCatch
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | A special lure to catch the big one that got away.
Element: | Blue
Used by: | Korcha

Element: | Brace
Usage: | One party member
Level: | 2
Range: | 0
Cost: | 15
Buy: | Guldove, Termina
Description: | Cures yellow element ailments.

Element: | Capsule
Usage: | One party member
Level: | 3
Range: | 0
Cost: | 25
Buy: | Guldove, Marbule, Termina
Description: | Heals a good portion of loss HP.

Element: | DoggyDunnit
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Kick up the dirty stuff from pooch's sandbox.
Element: | Yellow
Used by: | Poshul

Element: | Earthquake
Usage: | All opponents.
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA
Description: | Stronger earth attack against all opponents.

Element: | Earthquake (trap)
Usage: | All opponents.
Level: | 5
Range: | 0
Cost: | 300
Buy: | Marbule
Description: | Trap Earthquake element.

Element: | Electrobolt
Usage: | One opponent
Level: | 4
Range: | 4
Cost: | 240
Buy: | Guldove, Termina
Description: | Stronger electric attack against one opponent.

Element: | Electrojolt
Usage: | One opponent
Level: | 2
Range: | 6
Cost: | 80
Buy: | Guldove, Termina
Description: | Small lightning attack against one opponent.

Element: | Golem
Usage: | All opponents
Level: | 7
Range: | 2
Cost: | NA
Buy: | NA
Description: | Strongest quake attack against all opponents.

Element: | Golem(trap)
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | 500
Buy: | Marbule
Description: | Use on Centaurpedes in Hydra Marsh to collect Golem element.

Element: | Headbutt
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Swim in the air and dive head-first at opponent.
Element: | Blue
Used by: | Korcha

Element: | HiRes
Usage: | One party member
Level: | 4
Range: | 4
Cost: | 430
Buy: | Marbule
Description: | Increase stats. For a limited time only.

Element: | Hook&Sinker
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Snag a foe on fishing line and reel it in.
Element: | Blue
Used by: | Korcha

Element: | K9-Ball
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Curl up into a ball and bounce at foe.
Element: | Yellow
Used by: | Poshul

Element: | LoRes
Usage: | One opponent
Level: | 4
Range: | 4
Cost: | 430
Buy: | Marbule
Description: | Decrease stats. For a limited time only.

Element: | Mix&Match
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Chemical compound causes multiple status effects.
Element: | Black
Used by: | Luccia

Element: | Physnegate
Usage: | One party member.
Level: | 6
Range: | 2
Cost: | NA
Buy: | NA
Description: | Cuts down physical attacks. For a limited time only.

Element: | Pin-UpGirl
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Practice the pinning of a specimen on your foe.
Element: | Black
Used by: | Luccia

Element: | TestAmeba
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Let foe be a test-host for a new parasitic amoeba.
Element: | Black
Used by: | Luccia

Element: | Thundasnake
Usage: | All opponents
Level: | 8
Range: | 0

Cost: | NA
Buy: | NA
Description: | Strongest electric attack against all opponents.

Element: | Thundastorm
Usage: | All opponents
Level: | 6
Range: | 2
Cost: | NA
Buy: | NA
Description: | Stronger lighting attack against all opponents.

Element: | Thundastorm(trap)
Usage: | All opponents
Level: | 6
Range: | 0
Cost: | 400
Buy: | Marbule
Description: | Trap Thundastorm element.

Element: | Turnyellow
Usage: | One opponent/party member
Level: | 1
Range: | 7
Cost: | 75
Buy: | Marbule
Description: | Turn target's attribute element to yellow.

Element: | Upheaval
Usage: | One opponent.
Level: | 3
Range: | 5
Cost: | 100
Buy: | Guldove, Termina
Description: | Strong earth attack against one opponent.

Element: | Uplift
Usage: | One opponent
Level: | 1
Range: | 7
Cost: | 50
Buy: | Guldove, Termina
Description: | Attack with a brick.

Element: | Yellowfield
Usage: | All opponents/party members
Level: | 5
Range: | 3
Cost: | NA
Buy: | NA
Description: | Change targeted groups' attribute to yellow.

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----- [Tech/Other Elements Listing] -----

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These elements are just the tech elements found in the game, however, some elements like the Max Defense or Z-Slash will require you to use a Gameshark. Check:

For the codes. However, no one can equip the Triple Techs, Dual Techs, or the Max Defense, WindSlash, TheStare, and Dash&Slash(black) elements since they either belong to their respective Dopplegang form, either it's a multi-tech, or because you just can't...even though it's in the game.

Element: | 24Carrots
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Bounce carrots off drum as true "BeaterCarotene."
Element: | Black
Used by: | Janice

Element: | AirForce
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Makes huge blades of thin air and hurl them at foes.
Element: | Yellow
Used by: | Viper

Element: | AxialAxe
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Spin Axe around to build up power for final blow.
Element: | Green
Used by: | Karsh

Element: | BalloonLoan
Usage: | Self
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Boost your strength by blowing a magic balloon.
Element: | Black
Used by: | Skelly

Element: | BallsOfIron
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Like playing gold with an adrenaline rush.
Element: | Red
Used by: | Zappa

Element: | BamBamBam

Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Gather roots into one limb to slam foe down.
Element: | Green
Used by: | NeoFio

Element: | BeatIt
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Beat enemy with your trusty bunny-drum.
Element: | Black
Used by: | Janice

Element: | BigBreath
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Breath attack with help of Mother Dragon's ghost.
Element: | Red
Used by: | Draggy

Element: | BigDeal
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Swiftly and forcefully throw your pack of cards.
Element: | Yellow
Used by: | Sneff

Element: | BottomsUp
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | A hip-drop that makes foe the "butt" of jokes.
Element: | Red
Used by: | Macha

Element: | CannonBalls
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Call for support fire from the S.S. Invincible.
Element: | Blue
Used by: | Fargo

Element: | CannonCannon

Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Find a nice, holy hole to snuggle up in and...
Element: | White
Used by: | Pip

Element: | CartWheel
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Turn into a living Catherine Wheel.
Element: | Black
Used by: | Mojo

Element: | Cat's Cradle
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Pierce the enemy with your secret strings.
Element: | Blue
Used by: | Marcy

Element: | Chillout
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Play a cool tune that'll freeze your worst critic.
Element: | Blue
Used by: | Nikki

Element: | Clothesline
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Charge with outstretched arm to knock foe flying.
Element: | Red
Used by: | Greco

Element: | CoughDrop
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Cough up a little breath of fire.
Element: | Red
Used by: | Draggy

Element: | CoughMix

Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Cough up a fireball, then beat wings to magnify it.
Element: | Red
Used by: | Draggy

Element: | DanceOnAir
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Dance in the sky while attacking with air-waves.
Element: | Red
Used by: | Miki

Element: | Dash&Gash
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Build up momentum for a stronger slash attack.
Element: | Green
Used by: | Glenn

Element: | Dash&Slash
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Charge straight at foe for very powerful cut.
Element: | Black
Used by: | ???

Element: | Dash&Slash
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Charge at foe for extra-powerful blade strike.
Element: | White
Used by: | Serge

Element: | DashSlash
Usage: | One Opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Charges straight at foe for very powerful cut.
Element: | Blue
Used by: | Slash(Dopplegang Form)

Element: | DeltaForce

Usage: | All opponents
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Combine 3 magic attacks to create a special mega-spell.
Element: | White
Used by: | Razzly/Leena/Serge

Element: | DinnerGuest
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Invites the cook to show his other face.
Element: | Red
Used by: | Orcha

Element: | DireaShadow
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Summons the eidolon of the last Shrine Maiden.
Element: | White
Used by: | Steena

Element: | DirtyDishes
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | One angry mama lets anything fly!
Element: | Red
Used by: | Macha

Element: | Dive&Drive
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Pierce foe from above and finish it with a kick.
Element: | Green
Used by: | Glenn

Element: | Doodle
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Use your opponent as a piece of drawing paper.
Element: | Yellow
Used by: | Mel

Element: | Dopplegang

Usage: | Self
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Transform herself into a previously met foe.
Element: | Green
Used by: | Sprigg

Element: | DoubleTake
Usage: | One opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Two theives join forces to do a double steal.
Element: | Red
Used by: | Kid/Mel

Element: | Draggy Rider
Usage: | One opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Try a DragonRider attack like the big boys do!
Element: | Yellow
Used by: | Draggy/Leah

Element: | DragonRider
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Jump on your dragon to make a charge attack.
Element: | Green
Used by: | Karsh

Element: | DragonRider
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Jump on your steed to do an elbow-crush dive.
Element: | Yellow
Used by: | Zoah

Element: | FeralCats
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Invokes a pack of magic cats to do a raid attack.
Element: | Black
Used by: | Lynx

Element: | FlagBearer

Usage: | Self
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Raise the national flag to raise the fighting spirit.
Element: | Yellow
Used by: | Viper

Element: | Flamenco
Usage: | All party members
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Combined DanceOnAir and LimeLight double tech.
Element: | Red
Used by: | Nikki/Miki

Element: | FlipFlop
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Do a gymnastic leap up to a spinning drop kick.
Element: | Red
Used by: | Greco

Element: | FlyingArrow
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Focus energy on Swallo to hurl yourself at foe.
Element: | White
Used by: | Serge

Element: | Folding
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | HAndle foe as if you're folding your laundry.
Element: | Red
Used by: | Macha

Element: | FollledAgain
Usage: | One opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Gracefully score a double touchè on foe.
Element: | Blue
Used by: | Pierre

Element: | ForeverZero

Usage: | All opponents
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | All things become eternal nothingness.
Element: | Black
Used by: | Lynx

Element: | G-Force
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Utilize gravity's pull to swing sword harder.
Element: | Yellow
Used by: | Viper

Element: | GaraiShadow
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Summon the eidolon of Garai.
Element: | White
Used by: | Lynx

Element: | GlideHook
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Slice opponent as you gently fly past him.
Element: | Black
Used by: | Lynx

Element: | Gnarly
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | A chiropractic attack that crushes foe's bones.
Element: | Red
Used by: | Doc

Element: | GrandFinale
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Break beloved guitar on foe at performance's end.
Element: | Blue
Used by: | Nikki

Element: | GraveDigger

Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Do a body slam from the top of a magic tombstone.
Element: | Red
Used by: | Greco

Element: | Gyronimo
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Fly like a helicopter to make a spinning dive.
Element: | Yellow
Used by: | Zoah

Element: | HammerBlow
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Beat the earth to rattle your foe.
Element: | Red
Used by: | Zappa

Element: | HammerThrow
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Spin like a top to knock your foes flying.
Element: | Red
Used by: | Zappa

Element: | HangTen
Usage: | All party members
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Pray for ocean rains to heal your friends.
Element: | Red
Used by: | Doc

Element: | HeadBopper
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | A dance that's bound to make heads turn!
Element: | Red
Used by: | Miki

Element: | Heaven's Calls

Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Just give your opponent a gentle poke.
Element: | White
Used by: | Pip

Element: | Hell's Fury
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Do the "wild thing" and go into a hellish rage.
Element: | Black
Used by: | Pip

Element: | HighFive
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Throw your weapons high into the air.
Element: | Red
Used by: | Doc

Element: | HoodooGuroo
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Lift foe with nail, then drop while spinning.
Element: | Black
Used by: | Mojo

Element: | HotShot
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | The Death-Blow machine invented by Lucca.
Element: | Red
Used by: | Kid

Element: | HPShuffle
Usage: | Self
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Reorder the digits that make up your HP value.
Element: | Yellow
Used by: | Sneff

Element: | HydraShadow

Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Summon the eidolon of a Hydra.
Element: | White
Used by: | Steena

Element: | Invincible
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | The forbidden deathblow unleashed from within.
Element: | Blue
Used by: | Fargo

Element: | JugglerVein
Usage: | All opponents
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Use special juggling balls to pound foes.
Element: | Black
Used by: | Skelly

Element: | JumpThrow
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | A Tech Skill learned from a correspondence course.
Element: | Green
Used by: | Van

Element: | LightninRod
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Charge magic wand with lightning to zap foe.
Element: | Black
Used by: | Guile

Element: | LimeLight
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Play some heavy metal that'll shake your foes.
Element: | Blue
Used by: | Nikki

Element: | LongShot

Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Hit foe from afar with "Chi" aura.
Element: | Green
Used by: | Radius

Element: | LumberJack
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Make like a woodcutter and chop foe to pieces.
Element: | Yellow
Used by: | Funguy

Element: | Luminaire
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Build up and release a burst of "chi" energy.
Element: | White
Used by: | Serge

Element: | LunalRectic
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Create a lunar eclipse that causes destruction.
Element: | Black
Used by: | Harle

Element: | MaidenFaith
Usage: | Self
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Virgin's prayer for the power of self-revival.
Element: | Blue
Used by: | Leena

Element: | MaidenHand
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | A real slap in the face to body and soul.
Element: | Blue
Used by: | Leena

Element: | MaidenHeart

Usage: | Self
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Virgin's prayer to recharge Elements' power.
Element: | Blue
Used by: | Leena

Element: | MaxDefense
Usage: | All party members
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Temp. perfect protection(even while fast asleep).
Element: | Green
Used by: | Ozzie(Dopplegang form)

Element: | Medalsome
Usage: | Self
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Pray upon the legendary Hero's Medal for help.
Element: | Blue
Used by: | Pierre

Element: | MerMelody
Usage: | One Party Member
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Play a tune on your harp to heal a party member.
Element: | Blue
Used by: | Irenes

Element: | MoonBeams
Usage: | All opponents
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Use lunar energy to create blades of light.
Element: | Black
Used by: | Harle

Element: | MoonShine
Usage: | All party members
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Use lunar energy to protect your party.
Element: | Black
Used by: | Harle

Element: | MultiPunch

Usage: | One opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | A chain attack inherited by a single child.
Element: | Blue
Used by: | Orlha

Element: | Myconoids
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Release an army of mini-mushrooms onto your foe.
Element: | Yellow
Used by: | Funguy

Element: | MysteryMenu
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Turns your foe into the main course.
Element: | Red
Used by: | Orcha

Element: | OnARoll
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Hop on a huge beach ball and run foe over with it.
Element: | Black
Used by: | Skelly

Element: | PiggyBoink
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Set your precious piggy bank onto your foe.
Element: | Green
Used by: | Van

Element: | Pilfer
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Attempt to steal your opponent's treasure.
Element: | Red
Used by: | Kid

Element: | Pillage

Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Pluder opponent's treasure.
Element: | Blue
Used by: | Fargo

Element: | PitchBlack
Usage: | All opponents
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Combined StrongArm and TopShot double attack.
Element: | Black
Used by: | Grobyc/Norris

Element: | PopPopPop
Usage: | All opponents
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Shoot forth a barrage of flower seeds.
Element: | Green
Used by: | NeoFio

Element: | Pounce
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Hurl body at foe with all one's might.
Element: | Blue
Used by: | Orlha

Element: | PunchDrunk
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | "Drunken Master" attack taught by parents.
Element: | Blue
Used by: | Orlha

Element: | QuickDraw
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Swing your staff faster than the eye can see.
Element: | Green
Used by: | Radius

Element: | Raz-Flower

Usage: | All party members
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Protect friends with flower power.
Element: | Green
Used by: | Razzly

Element: | Raz-Heart
Usage: | One party member
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | A gift from the heart.
Element: | Green
Used by: | Razzly

Element: | Raz-Star
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Catch a falling star.
Element: | Green
Used by: | Razzly

Element: | RedPin
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Throw a bunch of daggers all at once.
Element: | Red
Used by: | Kid

Element: | RocketFist
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Shoot off left arm to punch a foe in the face.
Element: | Black
Used by: | Grobyc

Element: | RockThrow
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Hurl huge boulders at opponent.
Element: | Yellow
Used by: | Leah

Element: | SexyWink

Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | A lusty look that'll make any foe go gaga.
Element: | Red
Used by: | Miki

Element: | SirenSong
Usage: | All Opponents
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Play a tune on your harp to beat foes with waves.

Element: | SisterHoods
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | An inherited technique performed by 2 sisters.
Element: | Blue
Used by: | Pierre

Element: | SlapofCyrus
Usage: | One Opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | A deathblow "borrowed" from the tough guy Cyrus.
Element: | Blue
Used by: | Pierre

Element: | SlurpSlurp
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Send out tendrils to soak up foe's HP.
Element: | Green
Used by: | NeoFio

Element: | SnakeEyes
Usage: | All party members
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Use the power of White Cobra to heal your party.
Element: | White
Used by: | Riddel

Element: | SnakeFangs
Usage: | Self
Level: | 7

Range: | 0
Cost: | NA
Buy: | NA
Description: | White Cobra's power will recharge some Elements.
Element: | White
Used by: | Riddel

Element: | SnakeSkin
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Use the power of White Cobra for protection.
Element: | White
Used by: | Riddel

Element: | Snatch
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Steal your opponent's possessions.
Element: | Yellow
Used by: | Mel

Element: | SonicSword
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Deathblow taught to him by his late big brother.
Element: | Green
Used by: | Glenn

Element: | Soothe
Usage: | All party members
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Gently calm party to restore stamina & HP.

Element: | SpiceOfLife
Usage: | All party members
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Scatter secret spice to make party healthy.
Element: | Red
Used by: | Orcha

Element: | SpiralRay
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA

Buy: | NA
Description: | Shoot a twisting ray of aura from your pistol.
Element: | Yellow
Used by: | Norris

Element: | SporeClouds
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Shoot a cloud of spores from the mushroom cap.
Element: | Yellow
Used by: | Funguy

Element: | StarBurst
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Call on Starman Guardian to do special attack MK2.
Element: | White
Used by: | Starky

Element: | StarLight
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Call on Starman Guardian to do special attack MK1.
Element: | White
Used by: | Starky

Element: | StarStruck
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Call on Starman Guardian to do special attack MK3.
Element: | White
Used by: | Starky

Element: | StringPhone
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Send a cold signal down your secret string line.
Element: | Blue
Used by: | Marcy

Element: | StrongArm
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA

Buy: | NA
Description: | A secret weapon banned by the Porre army.
Element: | Black
Used by: | Grobyc

Element: | SunShower
Usage: | All opponents
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Fire aura in the air to cause a rain of bullets.
Element: | Yellow
Used by: | Norris

Element: | SwordStorm
Usage: | One opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Combined WandaSwords & SwordTrick double attack.
Element: | Black
Used by: | Sneff/Guile

Element: | SwordTrick
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | A new magic trick, the likes of which have never been seen
| before!
Element: | Yellow
Used by: | Sneff

Element: | Tailspin
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Swirl tail around to create a tornado attack.
Element: | Yellow
Used by: | Leah

Element: | Tantrum
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Stamp on ground so hard it causes quakes.
Element: | Yellow
Used by: | Mel

Element: | TheStare
Usage: | All opponents
Level: | 0
Range: | 0

Cost: | NA
Buy: | NA
Description: | It's a secret! NOTE: It's confusion on all opponents. :P
Element: | Red
Used by: | Flea (Dopplegang form)

Element: | TopShot
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Fires a concentrated ball of aura energy.
Element: | Yellow
Used by: | Norris

Element: | Toss&Spike
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Throw foe high in air, then beat them back down.
Element: | Yellow
Used by: | Zoah

Element: | TossedSalad
Usage: | One opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Combined BamBamBam and VegOut double attack.
Element: | Green
Used by: | Turnip/NeoFio

Element: | Triplekick
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Leap up and kick from three different directions.
Element: | Yellow
Used by: | Leah

Element: | Unleashed
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Unlock dog collar to unleash pooch power!
Element: | Yellow
Used by: | Poshul

Element: | VegeChopper
Usage: | One opponent
Level: | 3
Range: | 0

Cost: | NA
Buy: | NA
Description: | Leap in air and put all force behind massive cut.
Element: | Green
Used by: | Turnip

Element: | VegeMight
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Burrow into ground to do uppercut from below.
Element: | Green
Used by: | Turnip

Element: | VegOut
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | A secret power he doesn't talk about...
Element: | Green
Used by: | Turnip

Element: | VitalEnergy
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Send waves of "Chi" aura flying at foe.
Element: | Green
Used by: | Radius

Element: | VitalForce
Usage: | One opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Combined VitalEnergy and Airforce double attack.
Element: | White
Used by: | Viper/Radius

Element: | VoodooDance
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Perform a mystic dance that curses your foe.
Element: | Black
Used by: | Mojo

Element: | Wandaln
Usage: | One opponent
Level: | 3
Range: | 0

Cost: | NA
Buy: | NA
Description: | Teleport magic wand into foe's innards.
Element: | Black
Used by: | Guile

Element: | WandaSwords
Usage: | One opponent
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Turn magic wand into swords that stab foe.
Element: | Black
Used by: | Guile

Element: | WaterBreath
Usage: | One Opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Exhale a powerful blast of salt water.
Element: | Blue
Used by: | Irene

Element: | WebSurfer
Usage: | All opponents
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Weave secret strings to cut out a wave of rocks.
Element: | Blue
Used by: | Marcy

Element: | WetPaint
Usage: | Everyone
Level: | 5
Range: | 0
Cost: | NA
Buy: | NA
Description: | Throws artist's paintpots all over the place. NOTE: GreenField
Element: | Green
Used by: | Van

Element: | What'sUpDoc
Usage: | One opponent
Level: | 7
Range: | 0
Cost: | NA
Buy: | NA
Description: | Concentrate all energy on drumming foe sky-high.
Element: | Black
Used by: | Janice

Element: | WindSlash
Usage: | One opponent
Level: | 0
Range: | 0

Cost: | NA
Buy: | NA
Description: | Slices foe with the wind made by swinging sword.
Element: | Blue
Used by: | Slash(Dopplegang form)

Element: | X-Strike
Usage: | One opponent
Level: | 3
Range: | 0
Cost: | NA
Buy: | NA
Description: | Combined Dash&Slash and Dash&Gash double attack.
Element: | Red
Used by: | Glenn/Serge

Element: | Z-Slash
Usage: | One Opponent
Level: | 0
Range: | 0
Cost: | NA
Buy: | NA
Description: | Mince Foe with triple bladed super-cut.
Element: | Blue
Used by: | Serge/Leena/Slash(Dopplegang form)

[Weapons/Armor/Accessories Listing] -----

In Chrono Cross, you don't buy weapons. It's a bit similar to FF8 where you upgrade your current weapon to a stronger and more powerful one. Luckily Square didn't make it too confusing, but like many people, I still prefer the old buy and sell weapons/armor stuff. In this game you will have to forge items to create powerful weapons, sometimes you will have to do some random forging to see what you may find since getting the best weapon is never the easiest way to obtain it. Only three towns exist in Chrono Cross mainly, Arni, Guldove, and Termina. Each one of these villages have a blacksmith(especially Termina) and they will forge you a weapon/armor using the required materials needed to produce that special weapon/armor. But they have to make a living so you will be charged a certain price for each forge that they do, and the better the weapon the more expensive that it will cost to forge that weapon that you are looking for.

The key item SMITH SPIRIT can be obtained once you acquire the blacksmith Zappa. With this, you can forge weapons/armor anytime you are outside and on a save point.

Here are the "schematics" for the listings.

Weapon: | Name of weapon
Attack: | Attack power
Percentage: | Hit percentage
Materials: | Materials needed to create weapon
Cost: | How much it will cost

Armor: | Name of armor
Defense: | Defense power
MDefense: | Magic defense power

Evade %: | Evade %
Materials: | Materials needed to create armor
Cost/Note: | How much it will cost/side comments on the armor

Accessory: | Name of accessory
Stats: | Stats for the accessory(if any)
Materials: | Materials needed to create accessory
Effect: | What effect the accessory has

I don't think that's too confusing is it? (^_^).

===== [Weapons] =====

----- [Axe] -----

Axes can be used only by Funguy, Leah, Zappa, and Karsh.

Weapon: | Bone Axe
Attack: | 51
Percentage: | 82
Materials: | Fang, Bone, Copper
Cost: | NA

Weapon: | Iron Axe
Attack: | 56
Percentage: | 83
Materials: | Copper, Fang, Humour, Iron
Cost: | 560G

Weapon: | Rainbow Axe
Attack: | 68
Percentage: | 85
Materials: | Rainbow Shell, Shiny Soot, Shiny Leaf, Shiny Salt, Shiny Sand,
| Shiny Ember, Shiny Dew, Fang, Humour, Copper
Cost: | 24000G

Weapon: | Silver Axe
Attack: | 59
Percentage: | 84
Materials: | Copper, Fang, Screw, Humour, Mythril
Cost: | 2000G

Weapon: | Stone Axe
Attack: | 63
Percentage: | 85
Materials: | Denadorite, Copper, Fang(2), Screw, Humour
Cost: | 7980G

----- [Boomerang] -----

Boomerangs can only be used by Van and Mel.

Weapon: | Prismrang
Attack: | 62
Percentage: | 86
Materials: | Rainbow Shell, Shiny Soot, Shiny Sand, Shiny Dew, Shiny Salt,
| Shiny Ember, Scale, Fur, Feather

Cost: | 24000G

Weapon: | Rokerang

Attack: | 57

Percentage: | 85

Materials: | Feather(2), Scale, Fur, Denadorite

Cost: | 7980G

Weapon: | Silverang

Attack: | 53

Percentage: | 84

Materials: | Mythril, Scale, Fur, Feather

Cost: | 1600G

Weapon: | Steelrang

Attack: | 50

Percentage: | 84

Materials: | Iron, Steel, Feather

Cost: | 420G

----- [Carrot] -----

Carrots can only be used by Janice.

Weapon: | Carrot

Attack: | 61

Percentage: | 93

Materials: | NA

Cost: | NA

Weapon: | Beta Carotene

Attack: | 67

Percentage: | 93

Materials: | Rainbow Shell, Shiny Leaf, Shiny Sand, Shiny Soot, Shiny Leaf,
| Shiny Salt, Shiny Ember, Seed(4)

Cost: | NA

----- [Daggar] -----

The Daggar can only be used by Kidd.

Weapon: | Bronze Daggar

Attack: | 52

Percentage: | 90

Materials: | Fang, Humour, Copper

Cost: | 150G

Weapon: | Denadorite Daggar

Attack: | 62

Percentage: | 92

Materials: | Denadorite, Humour(2), Fang(2), Feather

Cost: | 7980G

Weapon: | Iron Daggar

Attack: | 55

Percentage: | 91

Materials: | Fang, Humour, Iron
Cost: | 420G

Weapon: | Ivory Daggar
Attack: | 50
Percentage: | 89
Materials: | Bone, Fang
Cost: | 40G

Weapon: | Mythril Daggar
Attack: | 58
Percentage: | 91
Materials: | Fang, Humour, Mythril
Cost: | 1200G

Weapon: | Prism Daggar
Attack: | 69
Percentage: | 93
Materials: | Rainbow Shell, Feather, Shiny Ember, Scale, Shiny Soot, Shiny
| Salt, Shiny Dew, Shiny Leaf, Shiny Sand
Cost: | 21600G

----- [Glove] -----

Gloves are only equipped on bare characters: Zoah, Karsh, Mojo, Greco,
Skelly, Pip, Orlha, Neofio, Draggy, Miki, Poshul

Weapon: | Bone Glove
Attack: | 47
Percentage: | 85
Materials: | Bone, Leather
Cost: | 40G

Weapon: | Bronze Glove
Attack: | 49
Percentage: | 86
Materials: | Leather, Humour, Copper
Cost: | 150G

Weapon: | Granite Glove
Attack: | 59
Percentage: | 88
Materials: | Denadorite, Fang(2), Leather(2), Humour
Cost: | 7980G

Weapon: | Mythril Glove
Attack: | 55
Percentage: | 87
Materials: | Mythril, Humour, Leather, Fang
Cost: | 1600G

Weapon: | Spectral Glove
Attack: | 64
Percentage: | 89
Materials: | Rainbow Shell, Humour, Fang, Leather, Shiny Soot, Shiny Leaf,
| Shiny Sand, Shiny Ember, Shiny Dew, Shiny Salt
Cost: | 24000G

----- [Gun] -----

Guns can be equipped by Starky and Norris.

Weapon: | Argent Gun
Attack: | 61
Percentage: | 87
Materials: | Copper, Mythril, Humour, Eyeball, Screw
Cost: | 2000G

Weapon: | Denadorite Gun
Attack: | 65
Percentage: | 88
Materials: | Screw(2), Scale(2), Denadorite, Copper
Cost: | 7980G

Weapon: | Ferrous Gun
Attack: | 58
Percentage: | 87
Materials: | Iron, Humour, Screwn, Copper
Cost: | NA

Weapon: | Plasma Gun
Attack: | 69
Percentage: | 89
Materials: | NA
Cost: | NA

Weapon: | Shockwave Gun
Attack: | 63
Percentage: | 89
Materials: | NA
Cost: | NA

Weapon: | Spectral Gun
Attack: | 70
Percentage: | 89
Materials: | Rainbow Shell, Scale, Shiny Sand, Shiny Leaf, Shiny Soot, Shiny
| Salt, Shiny Ember, Shiny Dew, Copper
Cost: | 24000G

----- [Hammer] -----

Hammers can only be used by Zappa and Funguy.

Weapon: | Great Hammer
Attack: | 60
Percentage: | 87
Materials: | Eyeball, Fang, Screw, Iron, Copper, Mythril
Cost: | NA

Weapon: | Master Hammer
Attack: | 66
Percentage: | 87
Materials: | Bone, Copper, Iron, Denadorite, Fang, Eyeball, Mythril, Screw
Cost: | 10000G

----- [Kitchen Utensils] -----

Weapon: | Besom Cu29
Attack: | 53
Percentage: | 86
Materials: | Carapace, Copper, Humour
Cost: | 150G

Weapon: | Crystalpan
Attack: | 65
Percentage: | 89
Materials: | Rainbow Shell, Shiny Dew, Shiny Leaf, Shiny Sand, Shiny Salt,
| Shiny Soot, Shiny Ember, Humour, Fur, Carapace
Cost: | 24000G

Weapon: | Frypan Ag47
Attack: | 59
Percentage: | 87
Materials: | Carapace, Fur, Humour, Mythril
Cost: | 1600G

Weapon: | Ladle Fe26
Attack: | 56
Percentage: | 87
Materials: | Carapace, Humour, Iron
Cost: | 420G

Weapon: | Saucepan Si02
Attack: | 63
Percentage: | 88
Materials: | Carapace(2), Denadorite, Fur, Humour(2)
Cost: | 7980G

Weapon: | Spatula Ca20
Attack: | 51
Percentage: | 85
Materials: | Bone, Carapace
Cost: | NA

----- [Lure] -----

Lures are used only by Korcha, their mainly fishing hooks if you didn't know.

Weapon: | Bronze Lure
Attack: | 52
Percentage: | 86
Materials: | Bone, Seed, Scale, Copper
Cost: | NA

Weapon: | Iron Lure
Attack: | 55
Percentage: | 87
Materials: | Iron, Seed, Scale, Bone
Cost: | 560G

Weapon: | Mythril Lure
Attack: | 58
Percentage: | 87
Materials: | Scale, Bone, Seed, Mythril
Cost: | 1600G

Weapon: | Prism Lure
Attack: | 67
Percentage: | 89
Materials: | Bone, Rainbow Shell, Shiny Leaf, Shiny Sand, Shiny Soot, Shiny
| Salt, Shiny Ember, Shiny Dew, Scale
Cost: | 24000G

Weapon: | Stone Lure
Attack: | 62
Percentage: | 88
Materials: | Denadorite, Scale(2), Seed(2), Bone
Cost: | 7980G

----- [Pick] -----

The picks can only be used by Irenea and Nikki.

Weapon: | Brass Pick
Attack: | 50
Percentage: | 90
Materials: | Copper, Fur, Feather
Cost: | 150G

Weapon: | Iron Pick
Attack: | 53
Percentage: | 91
Materials: | Fur, Feather, Iron
Cost: | 420G

Weapon: | Pebble Pick
Attack: | 60
Percentage: | 92
Materials: | Denaorite, Fur(2), Feather(2), Eyeball
Cost: | 7980G

Weapon: | Porcelain Pick
Attack: | 48
Percentage: | 89
Materials: | bone, Fure
Cost: | NA

Weapon: | Prism Pick
Attack: | 65
Percentage: | 93
Materials: | Rainbow Shell, Shiny Soot, Shiny Salt, Shiny Dew, Shiny Leaf,
| Shiny Sand, Shiny Ember, Fure, Feather(2)
Cost: | 24000G

----- [Rod] -----

Picks can be used by Razzly, Guile, and Riddel.

Weapon: | Brass Rod
Attack: | 42
Percentage: | 84
Materials: | Copper, Humour, Eyeball
Cost: | NA

Weapon: | Denadorite Rod
Attack: | 52
Percentage: | 86
Materials: | Humour, Screw(2), Feather, Eyeball, Denadorite
Cost: | 7980G

Weapon: | Floral Rod
Attack: | 56
Percentage: | 85
Materials: | NA
Cost: | NA

Weapon: | Iron Rod
Attack: | 45
Percentage: | 85
Materials: | Iron, Humour, Eyeball
Cost: | 420G

Weapon: | Mythril Rod
Attack: | 48
Percentage: | 85
Materials: | Mythril, Eyeball, Screw, Humour
Cost: | 1600G

Weapon: | Porcelain Rod
Attack: | 40
Percentage: | 85
Materials: | Eyeball, Bone
Cost: | NA

Weapon: | Rainbow Rod
Attack: | 57
Percentage: | 87
Materials: | Rainbow Shell, Shiny Leaf, Shiny Sand, Shiny Salt, Shiny Soot,
| Siny Dew, Shiny Ember, Eyeball, Screw
Cost: | 21600G

----- [Shot/Cards] -----

Shots and Cards can only be used by Doc, Harle, Luccia, and Sneff.

Weapon: | Bronze Shot
Attack: | 48
Percentage: | 84
Materials: | Feather, Copper, Humour
Cost: | 150G

Weapon: | Pack of Lies
Attack: | 63
Percentage: | 87

Materials: | Fur(6), Denadorite, Eyeball(6)
Cost: | NA

Weapon: | Prism Pellets
Attack: | 63
Percentage: | 87
Materials: | Rainbow Shell, Humour, Feather, Scale, Shiny Ember, Shiny Soot,
| Shiny Salt, Shiny Sand, Shiny Dew
Cost: | 24000G

Weapon: | Private Deck
Attack: | 58
Percentage: | 87
Materials: | Fur(3), Eyeball(3), Mythril
Cost: | NA

Weapon: | Silver Shot
Attack: | 54
Percentage: | 85
Materials: | Scale, Humour, Mythril, Feather
Cost: | 1600G

Weapon: | Steel Shot
Attack: | 51
Percentage: | 85
Materials: | Feather, Iron, Humour
Cost: | 420G

Weapon: | Stone Shot
Attack: | 58
Percentage: | 86
Materials: | Denadorite, Scale, Humour(2), Feather(2)
Cost: | 7980G

----- [Staff] -----

Staffs can only be used by Sprigg and Radius.

Weapon: | Silver Staff
Attack: | 54
Percentage: | 91
Materials: | Mythril, Humour, Eyeball
Cost: | 1200G

Weapon: | Stone Staff
Attack: | 58
Percentage: | 92
Materials: | Eyeball, denadorite
Cost: | 2660G

Weapon: | Spectral Staff
Attack: | 63
Percentage: | 93
Materials: | Eyeball, Shiny Sand, Shiny Soot, Shiny Salt, Shiny Dew, Shiny
| Ember, Rainbow Shell, Shiny Leaf
Cost: | 19200G

----- [Swallow] -----

Swallows can only be used by Serge and Lynx.

Weapon: | Copper Swallow
Attack: | 62
Percentage: | 86
Materials: | Copper, Humour
Cost: | 100G

Weapon: | Mastermune
Attack: | 75
Percentage: | 89
Materials: | NA
Cost: | NA

Weapon: | Sea Swallow
Attack: | 60
Percentage: | 85
Materials: | NA
Cost: | NA

Weapon: | Silver Swallow
Attack: | 68
Percentage: | 84
Materials: | Mythril, Eyeball, Feather, Humour
Cost: | 1600G

Weapon: | Spectral Swallow
Attack: | 77
Percentage: | 89
Materials: | Rainbow Shell, Feather, Shiny Ember, Scale, Shiny Soot, Shiny
| Salt, Shiny Dew, Shiny Leaf, Shiny Sand
Cost: | 21600G

Weapon: | Steel Swallow
Attack: | 65
Percentage: | 87
Materials: | Humour, Feather, Iron
Cost: | 420G

Weapon: | Stone Swallow
Attack: | 72
Percentage: | 88
Materials: | Denadorite, Humour, Feather(2), Scale(2)
Cost: | 7980G

----- [Sword] -----

Swords can be used by Fargo, Glenn, Pierre, Steena, Turnip, and Viper.

Weapon: | Bone Sword
Attack: | 36
Percentage: | 82
Materials: | Bone, Leather
Cost: | NA

Weapon: | Bronze Sword

Attack: | 38
Percentage: | 83
Materials: | Copper, Humour, Leather
Cost: | 150G

Weapon: | Einlanzer(one, HOME dimension)
Attack: | 49
Percentage: | 86
Materials: | NA
Cost: | NA

Weapon: | Einlanzer(two, ANOTHER dimension)
Attack: | 54
Percentage: | 86
Materials: | NA
Cost: | NA

Weapon: | Hero's Blade
Attack: | 39
Percentage: | 86
Materials: | NA
Cost: | NA

Weapon: | Silver Sword
Attack: | 44
Percentage: | 84
Materials: | Mythril, Humour, Leather
Cost: | 1200G

Weapon: | Slasher
Attack: | 51
Percentage: | 82
Materials: | NA
Cost: | NA

Weapon: | Spectral Sword
Attack: | 53
Percentage: | 86
Materials: | Rainbow Shell, Humour, Leather, Shiny Sand, Shiny Soot, Shiny
| Salt, Shiny Ember, Shiny Dew, Shiny Leaf, Screw
Cost: | 24000G

Weapon: | Stone Sword
Attack: | 48
Percentage: | 85
Materials: | Denadorite, Humour(2), Screw, Leather(2)
Cost: | 7980G

Weapon: | Viper's Venom
Attack: | 51
Percentage: | 82
Materials: | NA
Cost: | NA

===== [Armor] =====

----- [Capes] -----

Equip on: Draggy, Starky, Mel, Leah, Pip, Turnip, Neofio, Poshul, and

Razzly.

Armor: | Cloud Cape
Defense: | 43
MDefense: | 27
Evade %: | 15
Materials: | Bone, Seed, Carapace(2), Iron
Cost/Note: | Children's size only.

Armor: | Stardust Cape
Defense: | 43
MDefense: | 32
Evade %: | 11
Materials: | Carapace(2), Iron, Bone, Seed(2)
Cost/Note: | Children's size only.

Armor: | Wisp Cape
Defense: | 38
MDefense: | 27
Evade %: | 12
Materials: | Bone, Copper, Seed(2), Leather(2)
Cost/Note: | Children's size only.

----- [Dresses] -----

Equip On: Females can equip these, duh!

Armor: | Diva Dress
Defense: | 46
MDefense: | 36
Evade %: | -3
Materials: | Bone, Leather(2), Fur(2), Denadorite, Feather(2), Scale(2)
| Mythril
Cost/Note: | For female use only!

Armor: | Carapace Dress
Defense: | 40
MDefense: | 32
Evade %: | -3
Materials: | Scale(4), Fur(2), Iron, Bone
Cost/Note: | For female use only!

Armor: | Feathery Dress
Defense: | 36
MDefense: | 31
Evade %: | -3
Materials: | Feather(4), Bone, Copper, Fur
Cost/Note: | For female use only!

Armor: | Scaley Dress
Defense: | 38
MDefense: | 33
Evade %: | -3
Materials: | Scale(4), Fur(2), Iron, Bone
Cost/Note: | For female use only!

Armor: | Screwy Dress

Defense: | 42
MDefense: | 37
Evade %: | -3
Materials: | Leather(4), Feather(4), Fur(2), Bone, Denadorite
Cost/Note: | For female use only!

----- [Element Armors] -----

Equip On: Anybody(unconfirmed).

Armor: | Black Plate
Defense: | 43
MDefense: | 31
Evade %: | -3
Materials: | Copper(2), Iron(2), Shiny Salt, Shiny Soot, Screw, Eyeball,
| Mythril(2), Shiny Soot
Cost/Note: | Turns black elements into HP, weak vs. white.

Armor: | Blue Plate
Defense: | 43
MDefense: | 31
Evade %: | -3
Materials: | Mythril(2), Copper(2), Shiny Ember(2), Iron(2), Shiny Dew,
| Carapace, Screw, Eyeball
Cost/Note: | Turns blue elements into HP, weak vs. red.

Armor: | Green Plate
Defense: | 43
MDefense: | 31
Evade %: | -3
Materials: | Shiny Sand(2), Mythril(2), Carapace, Eyeball, Shiny Leaf,
| Screw, Copper(2), Iron(2)
Cost/Note: | Absorbs green elements into HP, weak vs. yellow.

Armor: | Red Plate
Defense: | 43
MDefense: | 31
Evade %: | -3
Materials: | Shiny Dew(2), Shiny Ember, Carapace, Eyeball, Mythril(2),
| Iron(2), Copper(2), Screw
Cost/Note: | Absorbs red elements into HP, weak vs. blue.

Armor: | White Plate
Defense: | 43
MDefense: | 31
Evade %: | -3
Materials: | Shiny Soot(2), Screw, Shiny Salt, Eyeball, Carapace, Iron(2),
| Mythril(2), Copper(2)
Cost/Note: | Absorbs white elements into HP, weak vs. black.

Armor: | Yellow Plate
Defense: | 43
MDefense: | 31
Evade %: | -3
Materials: | Copper(2), Mythril(2), Shiny Sand, Shiny Leaf(2), Eyeball,
| Carapace, Iron(2), Screw
Cost/Note: | Absorbs yellow elements into HP, weak vs. green.

----- [Suits] -----

Equip on: Everyone.

Armor: | Energizer Suit
Defense: | 42
MDefense: | 31
Evade %: | -3
Materials: | Feather(4), Shiny Salt, Leather(2), Mythril, Scale(4), Iron,
| Copper
Cost/Note: | Recovers HP continuously.

----- [Vests] -----

Equip on: Everyone(unconfirmed).

Armor: | Bronze Vest
Defense: | 38
MDefense: | 26
Evade %: | 0
Materials: | Copper, Fur
Cost/Note: | 100G

Armor: | Iron Vest
Defense: | 41
MDefense: | 28
Evade %: | 0
Materials: | Fang, Fur, Iron
Cost/Note: | 420G

Armor: | Ivory Vest
Defense: | 36
MDefense: | 24
Evade %: | 0
Materials: | Bone, Fur
Cost/Note: | 40G

Armor: | Mythril Vest
Defense: | 42
MDefense: | 31
Evade %: | 0
Materials: | Fur, Fang, Mythril
Cost/Note: | 1200G

Armor: | Prism Vest
Defense: | 50
MDefense: | 36
Evade %: | 0
Materials: | Rainbow Shell, Shiny Sand, Shiny Leaf, Shiny Ember, Fur, Fang,
| Carapace, Shiny Dew
Cost/Note: | 19200G

Armor: | Stone Vest
Defense: | 47
MDefense: | 34
Evade %: | 0

Materials: | Fur, Fang, Denadorite
Cost/Note: | 3990G

----- [Mail] -----

Equip: All males(unconfirmed).

Armor: | Bronze Mail
Defense: | 39
MDefense: | 27
Evade %: | -3
Materials: | Humour, Fur, Carapace, Bone
Cost/Note: | 200G

Armor: | Iron Mail
Defense: | 42
MDefense: | 29
Evade %: | -3
Materials: | Leather, Humour, Iron, Copper
Cost/Note: | 560G

Armor: | Ivory Mail
Defense: | 37
MDefense: | 27
Evade %: | -3
Materials: | Bone, Scale, Humour
Cost/Note: | 60G

Armor: | Mythril Mail
Defense: | 45
MDefense: | 32
Evade %: | -3
Materials: | Carapace, Mythril, Humour, Iron, Leather
Cost/Note: | 2000G

Armor: | Prism Mail
Defense: | 52
MDefense: | 38
Evade %: | -3
Materials: | Denadorite, Shiny Soot, Shiny Ember, Shiny Dew, Shiny Leaf,
| Shiny Sand, Shiny Salt, Rainbow Shell, Leather
Cost/Note: | 24000G

Armor: | Stone Mail
Defense: | 48
MDefense: | 36
Evade %: | -3
Materials: | Denadorite, Mythril, Carapace(2), Leather(2), Humour
Cost/Note: | 9310G

===== [Accessories] =====

Accessories in this game(as in any other game) are just extra stuff, they can only help you as they never deter your stats. Awkwardly the game puts helmets and the likes in as accessories, which should go under armor but oh well.

----- [Caps] -----

 Accessory: | Antitoxial Cap
 Stats: | Magic Defense+1, Defense+1
 Materials: | Shiny Leaf, Copper
 Effect: | Prevents poison.

Accessory: | Antiviral Cap
 Stats: | Magic Defense+1, Defense+1
 Materials: | Shiny Dew, Copper
 Effect: | Prevents the flu.

Accessory: | Plaster Cap
 Stats: | Magic Defense+1, Defense+1
 Materials: | Shiny Sand, Copper
 Effect: | Prevents sprains.

Accessory: | Poulstice Cap
 Stats: | Magic Defense+1, Defense+1
 Materials: | Shiny Ember, Copper
 Effect: | Prevents burns.

----- [Helmets] -----

 Accessory: | Bronze Helmet
 Stats: | Magic Defense+1, Defense+2
 Materials: | Screw, Copper
 Cost: | 100G

Accessory: | Iron Helmet
 Stats: | Magic Defense+1, Defense+3
 Materials: | Fang, Screw, Iron
 Cost: | 200G

Accessory: | Ivory Helmet
 Stats: | Magic Defense+1, Defense+1
 Materials: | Bone, Screw
 Cost: | 40G

Accessory: | Mythril Helmet
 Stats: | Magic Defense+2, Defense+4
 Materials: | Fang, Mythril, Leather, Fang
 Cost: | 1600G

Accessory: | Prism Helmet
 Stats: | Magic Defense+3, Defense+6
 Materials: | Rainbow Shell, Shiny Dew, Shiny Leaf, Screw, Fang, Shiny Sand,
 | Shiny Ember
 Cost: | 16800G

Accessory: | Stone Helmet
 Stats: | Magic Defense+2, Defense+5
 Materials: | Screw, Scale, Denadorite, Leather, Fang
 Cost: | 6650G

----- [Miscellaneous] -----

Accessory: | Angel Charm
Stats: | NA
Materials: | Shiny Salt, Copper, Mythril
Comment: | Prevent Antiwhite.

Accessory: | Black Brooch
Stats: | NA
Materials: | NA
Comment: | Protect vs. Antiblack/Black elements.

Accessory: | Blue Brooch
Stats: | NA
Materials: | NA
Comment: | Protect vs. Antiblue/Blue elements.

Accessory: | Daemon Charm
Stats: | NA
Materials: | Shiny Soot, Copper, Mythril
Comment: | Prevent Antiblack.

Accessory: | Dancing Shoes
Stats: | Evade+6
Materials: | Feather, Copper
Comment: | NA

Accessory: | Defender
Stats: | Evade+6, Magic Defense+1, Defense+1
Materials: | Carapace(2), Leather(2), Mythril, Feather(2)
Comment: | NA

Accessory: | Defender Plus
Stats: | Evade+12, Magic Defense+2, Defense+3
Materials: | Carapace(2), Denadorite, Leather(2), Feather(2)
Comment: | NA

Accessory: | Dragoon's Honor
Stats: | Hit percentage+2, Magic+1, Attack+1
Materials: | Mythril, Fang(2), Scale(2), Fur(2)
Comment: | NA

Accessory: | Dragoon Guantlet
Stats: | Attack+3
Materials: | Fang(2), Iron
Comment: | NA

Accessory: | Dragoon's Glory
Stats: | Attack+3, Magic+2, Hit percentage+3
Materials: | Fang(2), Scale(2), Fur(2), Denadorite
Comment: | NA

Accessory: | Dreamer's Sarong
Stats: | NA
Materials: | Rainbow Shell, Mythril, Denadorite
Comment: | Start battle off with element power at +8.

Accessory: | Dreamer's Sash
Stats: | NA
Materials: | Denadorite, Mythril, Iron

Comment: | Start battle off with element power at +2.

Accessory: | Dreamer's Scarf

Stats: | NA

Materials: | Copper, Mythril, Iron

Comment: | Start battle off with element power at +1.

Accessory: | Earring of Hope

Stats: | NA

Materials: | Denadorite, Humour(5), Mythril, Iron

Comment: | Increases battle HP by 40%.

Accessory: | Earring of Light

Stats: | NA

Materials: | Denadorite, Humour(4)

Comment: | Increases battle HP by 30%.

Accessory: | Earth Charm

Stats: | NA

Materials: | Shiny Sand, Mythril, Copper

Comment: | Prevent Antiyellow.

Accessory: | Elbow Pad

Stats: | Defense+3

Materials: | Leather(2), Iron

Comment: | NA

Accessory: | Flame Charm

Stats: | NA

Materials: | Shiny Ember, Copper, Mythril

Comment: | Prevent Antired.

Accessory: | Flea Vest

Stats: | Magic Defense+13

Materials: | Feather(10), Mythril

Comment: | Flea's undershirt makes him look feminine. (But you can wear
| it in your head!)

Accessory: | Forest Charm

Stats: | NA

Materials: | Shiny Leaf, Mythril, Copper

Comment: | Prevent Antigreen.

Accessory: | Forget-Me-Not

Stats: | NA

Materials: | Bone(5)

Comment: | Remember all monsters for Sprigg.

Accessory: | Golden Tiara

Stats: | Magic Defense+1

Materials: | Copper, Mythril, Iron

Comment: | A glittering headdress.

Accessory: | Gold Earring

Stats: | NA

Materials: | Humour(3), Mythril

Comment: | Increase battle HP by 20%.

Accessory: | Gold Pendant

Stats: | Magic Defense+2

Materials: | Carapace(2), Iron
Comment: | NA

Accessory: | Green Brooch
Stats: | NA
Materials: | NA
Comment: | Protect vs. Antigreen/Green elements.

Accessory: | Hero's Medal
Stats: | Evade+24
Materials: | NA
Comment: | One third of the complete set.

Accessory: | Hero's Shield
Stats: | Defense+1, Magic Defense+1
Materials: | NA
Comment: | One thrid of the complete set.

Accessory: | Knee Pad
Stats: | Defense+1
Materials: | Leather, Copper
Comment: | NA

Accessory: | Kung-Fu Shoes
Stats: | Evade+12
Materials: | Feather(2), Iron
Comment: | NA

Accessory: | Magic Ring
Stats: | Magic+1
Materials: | Copper, Scale
Comment: | NA

Accessory: | Magic Seal
Stats: | MAgic+4
Materials: | Scale(3), Mythril
Comment: | NA

Accessory: | Memento
Stats: | Magic Defense+4
Materials: | Pendant
Comment: | NA

Accessory: | Moon Glasses
Stats: | NA
Materials: | Denadorite, Mythril, Iron
Comment: | Reduce total damage by 20-50%.

Accessory: | Ozzie Pants
Stats: | Defense+13
Materials: | Denadorite, Fur(10)
Comment: | Ozzie's striped undershorts. (But you can wear them on your
| head if you prefer!)

Accessory: | Pendragon Sigil A
Stats: | NA
Materials: | Mythril
Comment: | Absorb element attribute with weapon(any).

Accessory: | Pendragon Sigil B

Stats: | NA
Materials: | Iron
Comment: | Absorb element attribute with weapon(lvl 5 and below).

Accessory: | Pendragon Sigil C
Stats: | NA
Materials: | Copper
Comment: | Absorb element attribute with weapon(lvl 2 and below).

Accessory: | Power Glove
Stats: | Attack+1
Materials: | Fang, Copper
Comment: | NA

Accessory: | Power Seal
Stats: | Attack+5
Materials: | Fang(3), Mythril
Comment: | NA

Accessory: | Profiteer Purse
Stats: | NA
Materials: | Iron(3), Copper(3), Bone(3)
Comment: | Increase money recieved from battle by 1-15%.

Accessory: | Red Brooch
Stats: | NA
Materials: | NA
Comment: | Protect vs. Antired/Red elements.

Accessory: | Resistance Belt
Stats: | NA
Materials: | Seed(2), Mythril
Comment: | Shorten status ailment infection to a shorter time.

Accessory: | Resistance Ring
Stats: | NA
Materials: | Seed, Iron
Comment: | Shorten status ailment infection.

Accessory: | Sea Charm
Stats: | NA
Materials: | Shiny Dew, Copper, Mythril
Comment: | Prevent Antiblue.

Accessory: | Silver Earring
Stats: | NA
Materials: | Humour(2), Iron
Comment: | Increase battle HP by 10%.

Accessory: | Silver Pendant
Stats: | Magic Defense+1
Materials: | Carapace, Copper
Comment: | NA

Accessory: | Sight Scope
Stats: | Hit percentage+3
Materials: | Fur, Iron
Comment: | NA

Accessory: | Silver Loupe

Stats: | Hit percentage+2
Materials: | Fur, Copper
Comment: | NA

Accessory: | Sky Djinn Ring
Stats: | Magic+2
Materials: | Scale(2), Iron
Comment: | NA

Accessory: | Stamina Belt
Stats: | NA
Materials: | Eyeball(2), Mythril
Comment: | Gain a little more stamina back when your allies attack.

Accessory: | Stamina Ring
Stats: | NA
Materials: | Iron, Eyeball
Comment: | Gain more stamina back when your allies attack.

Accessory: | Star Fragment
Stats: | NA
Materials: | NA
Comment: | Prevent poison, burn, flu, and sprain ailments.

Accessory: | Sunglasses
Stats: | NA
Materials: | Denadorite, Iron, Mythril
Comment: | Increase your attacks' overall power by 20-50%.

Accessory: | Third Eye
Stats: | Hit percentage+4
Materials: | Fur(3), Mythril
Comment: | NA

Accessory: | Trashy Tiara
Stats: | Magic Defense+1
Materials: | Carapace, Seed, Screw, Scale, Fur, Leather, Fang, Eyeball,
| Humour, Bone, Feather
Comment: | A dirty, old headdress.

Accessory: | Waist Pad
Stats: | Defense+5
Materials: | Leather(3), Mythril
Comment: | NA

Accessory: | White Brooch
Stats: | NA
Materials: | NA
Comment: | Protect vs. Antiwhite/White elements.

Accessory: | Winged Shoes
Stats: | Evade+18
Materials: | Feather(3), Mythril
Comment: | NA

Accessory: | Yellow Brooch
Stats: | NA
Materials: | NA
Comment: | Protect vs. Antiyellow/Yellow elements.

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----- [Key Items Listing] -----
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Key items in this game are event items or the "Rare" items of FF6. Not all key items are required to beat the game, but they are required to complete a specified event, acquire a character, or to get through the game.

Item: Ancient Fruit

Location: After defeating the six Dragons, head to ANOTHER dimension and go to the Hydra Marsh and go to the save point inside to the left part of the marsh and you'll find Beeba...after a long talk, it's yours.

Use: This item is mainly used with the Beeba Flute.

Item: Angry Scapula

Location: In ANOTHER dimension, head to the tiny waterfall in the Shadow Forest and check inside (this is where Funguy is).

Use: Part of a potential party member...collect them all.

Item: Aroma Pouch

Location: During your journey to Viper Manor in ANOTHER dimension check the treasure chest under the tiny waterfall.

Use: Use the Aroma Pouch in the Shadow Forest and attract whatever monster matches the element of the seed and lead it slowly towards the Quaffid and it will move.

Item: Astral Amulet

Location: When Serge heads back to the HOME world you'll receive this from Harle. If you agree to save Kid, she'll give it to you.

Use: This is used to travel between HOME and ANOTHER world at Opassa Beach.

Item: Beeba Flute

Location: Defeat Beeba on the west part of the Hydra Marsh and he'll give it to you.

Use: You'll need the Ancient Fruit to feed the Wingapede when it comes, use this Flute over at the west part of the Marsh in the room just before the hole you created when you defeated another Wingapede earlier. This will take you back to Gaea's Novel, and on the EXACT same spot on Gaea's Novel, use it to return back to the Marsh.

Item: Bellflower

Location: Located on the northern part of Fossil Valley in ANOTHER world.

Use: In another Dimension, head to Termina and go to the eastern small shore to find Riddel and Glenn, he'll place it on the giant clam shell shore. Glenn pays a measely 70G for it though.

Item: Big Egg

Location: You don't have to fight the white Dodo to acquire this egg, just snatch it when it's not near you. This is located on the half-level tier in Fossil Valley in ANOTHER dimension.

Use: Use this in Fort Dragonia, and at the bottom of the main elevator place the egg on the incubator to receive Draggy!

Item: Black Relic

Location: Located in Marbule, given to you after you defeat the Black Dragon.

Use: Collect all six to enter the Sea of Eden.

Item: Blue Relic

Location: Located in the Blue Dragon Isle, given after you defeat the Blue Dragon.

Use: Collect all six to enter the Sea of Eden.

Item: Book of Poems

Location: Head to the restaurant in Arni, talk with the waitress, talk with the ANOTHER waitress and head back and talk with the HOME waitress again.

Use: Show this to the waitress in ANOTHER world.

Item: Card Key

Location: Chronopolis.

Use: Use this on the main elevator to gain access to the basement.

Item: Chrono Cross

Location: With the Tear of Love and the Tear of Hate, head to the Dragon Fall located on the main continent northeast of Arni and place each tear on each of the podiums.

Use: While you can use this in battle, it's main priority is to save Schala from Lavos.

Item: Décor Shield

Location: Viper Manor

Use: Inside Viper Manor, use the shield over the armor and place it there.

Item: Dragon Emblem

Location: In Guldove, head to the shrine and speak with Direa(the old lady) and show her the Tear of Hate(ANOTHER).

Use: You'll gain access to the shrine in the HOME world, the guard blocking you will move out of the way.

Item: Einlanzer

Location: In the HOME dimension, defeat Garai in the Isle of the Damned.

Use: Allows entrance to Dead Sea, also you can give this to Glenn and have him visit Termina on the east side of the shores, you can recieve the second Einlanzer.

Item: Explosive

Location: In the Earth Dragon Isle, talk to the guy standing in the room before the geyser room.

Use: Use this on the turtles in the room where you see the geysers in the Earth Dragon Isle.

Item: Fiddler Crab

Location: Acquired after you defeat the Sage on the S.S. Zebess.

Use: Use to access the Dead Sea.

Item: Garai Keepsake

Location: In Hermit's Hideout in the HOME dimension, talk with Radius and he'll create it for you(note that you can't do this just any old time).

Use: Lets you gain access past the mirrors in the Isle of the Damned in both worlds.

Item: Good Backbone

Location: Hydra Marsh in ANOTHER dimension.

Use: Part of a skeletal set, used for a potential party member.

Item: Green Relic

Location: In Gaea's Novel, defeat the Green Dragon to recieve it.

Use: Collect all six relics to gain access to the Eden Sea.

Item: Green Tinkler

Location: After you speak with Direa, talk with the dwarf in Guldove in ANOTHER dimension.

Use: Use in the Marsh on the plants that won't let you through.

Item: Handle

Location: Turn into a cat, head into the inn on the S.S. Zelbess and then climb up the ladder and take the crank from the machine.

Use: To derig that gambling table!

Item: Heavy Skull

Location: In ANOTHER world, head to the Fossil Valley and it's located on the northern part of the mountain. A skull should pop out and talk to you.

Use: Part of a skeleton, use to create a potential party member.

Item: Heckran Bone

Location: Found under a bed in Arni.

Use: Show this to Poshul to recruit her.

Item: Hero's Medal

Location: Talk to the man cleaning the Viper Statue in Termina, then talk to Pierre in Zappa's house, then talk to the boy in red.

Use: Show this to Pierre to recruit him.

Item: Hydra Humour

Location: Defeat the Hydra in the HOME world in the Marsh.

Use: Bring this to Kid or Doc to save her.

Item: Ice Breath

Location: The Water Dragon in the Water Dragon Isle will give this to you.

Use: Use in surrounding areas along Fort Dragonia, it'll allow you to walk through the magma without suffering dramatic HP loss.

Item: Ice Gun

Location: Check the back upper right wall in the first room to the left in Lucca's house.

Use: Put out the fire in her house and use this over the pond in Hermit's Hideaway.

Item: Kodomo Scale

Location: Talk with the guy on the left part of Arni (in the first area) early in the game.

Use: Give this item to the kid to the right part of Arni.

Item: Life Sparkle

Location: Located in the North part of the Marsh in ANOTHER world.

Use: Use this to acquire Neofio over at the courtyard in Viper Manor, use this over the small flower in the pond.

Item: Manor Key

Location: The top right of the dragon stables in Viper Manor.

Use: For use to open door in Viper Manor.

Item: Medical Book

Location: Found in Tower of Gheddon.

Use: Show this to Doc in ANOTHER world, with Doc in your party show this book to Doc in the HOME world.

Item: Memento Pendant

Location: Recieved after the defeat of Solt and Peppor in Isle of the Damned.

Use: ???

Item: Mixed Bones

Location: Isle of the Damned(first area).

Use: Part of a set to create a potential party member.

Item: Mushroom

Location: In the Shadow Forest to Viper passage, save the guy stuck in a hole because of the monster.

Use: Show this to Funguy in the tiny waterfall in the HOME dimension in Shadow Forest.

Item: Parlor Key

Location: After you save Riddel check the bucket in the basement of Viper Manor.

Use: Opens locked doors in Viper Manor.

Item: Pelvic Bone

Location: Talk to the lady outside Doc's Hut in ANOTHER world.

Use: Part of a set for a potential party member.

Item: Prison Key

Location: Talk to Norris in Viper Manor during your rescue of Riddel.

Use: Unlock prison cells and doors in the Viper Manor basement.

Item: Prop Sword

Location: Tower of Gheddon

Use: Show this to pierre and it becomes the Hero's Sword.

Item: Red Relic

Location: Located in Mt.Pyre, defeat the Red Dragon and it's yours.

Use: Collect all 6 relics to endter the Sea of Eden.

Item: Relief Charm

Location: Beat Game

Use: Replaces Serge in battles, but Serge still is the main character outside battles.

Item: Safety Gear

Location: Talk to the man(forgot which one) in the Marsh in ANOTHER world.

Use: PRotects you from the poison marshes of the Hydra Marsh.

Item: Sapphire Brooch

Location: After you defeat the six dragons, head to Guldove and defeat Orha.

Use: Return to ANOTHER dimension when Serge is born and show her the Brooch.

Item: Shark Tooth

Location: Talk with the fisherman in Arni in the beginning of the game.

Use: Show this to Mojo and the fisherman in the exact same location in ANOTHER dimension.

Item: Smith Spirit

Location: Talk to Zappa with Radius in your party in the HOME world.

Use: Use on save points or world map to create weapons.

Item: Star Fragment

Location: El Nido Triangle

Use: This will automatically bring out MegaStarky in the Sky Dragon Isle in the HOME world.

Item: Station Pass

Location: Talk to the ghost in the train station in the Dead Sea, wait for him to walk off and then if you go over a certain area where the ghost walked, you can pick this up.

Use: Use this to get through past the train station.

Item: Sturdy Ribs

Location: In the Water Dragon Isle in ANOTHER world, talk to the green guy.

Use: Part of a set for a potential party member.

Item: Tear of Hate

Location: After you defeat Miguel, head over to the bar in Termina and Karsh will give it to you.

Use: After Chronopolis, head over to the Dragon Fall along with the Tear of Love and place it on the two podiums to receive the Chrono Cross.

Item: Tear of Love

Location: Fort Dragonia

Use: After Chronopolis, head over to the Dragon Fall along with the Tear of Hate and place it on the two podiums to receive the Chrono Cross.

Item: Teleporter

Location: Gieven to you in Termina in ANOTHER world.

Use: In the world map or in save points, use this item to switch party members.

Item: Time Egg

Location: Given to you by the Guru of Time, Belthasar in Terra Tower.

Use: Use this to face the final battle.

Item: Time Shifter

Location: Beat game(I'm not sure where to find this, but like the Relief Charm, I had these two items before beating the game at all!).

Use: Press L2 to slow down the game, press R2 to speed up the game.

Item: White Relic

Location: Sky Dragon Isle in ANOTHER world, defeat him to acquire it.

Use: Take this and the other 5 relics to enter the Sea of Eden.

Item: Yellow Relic

Location: Earth Dragon Isle, defeat it to receive this.

Use: Collect all 6 relics to enter the Sea of Eden.

===== [FAQ] =====

Welcome to the FAQ! This is a section dedicated to answering any of the questions that you may have...and after checking through my 3 mailboxes(dj@vfaqs.net, bellybutton21@hotmail.com, djellybean21@aol.com), I've decided to create a defined FAQ so that these questions can be answered and so that I may never have to encounter them again. Enjoy!

1Q. How come you didn't write down the Gameplay?

1A. Honestly, if you bought the game or rented the game, the manual gives a very good interpretation of how the game is run. Also I really hate those

punk bastards that burn games, they deserve little slack from me and I certainly won't help out anyone with gameplay. You will have to read the manual yourself...if you can read what I'm writing now, you can definitely read the manual.

- 2Q. What are the differences between the Japanese version of Chrono Cross and the North American one?
- 2A. After playing through the game, basically there are no differences aside from the obvious translation oddities. However, this maybe nitpicking but on the world map, the icon at the top left corner varies on the version. On the Japanese version it just says "HOME" and "ANOTHER" while on the NA version it reads "Home World" and "Another World." I know, I must be pathetic for noticing it, but I love this game too much NOT to notice it!
- 3Q. Where can I? How can I? Who is? WTF is the? When can I? What is the?
- 3A. Who, what, when, where, why, how? Use Ctrl+F for Pete's sake! I've had all three of my mailboxes flooded with questions that were answered in this guide. Although I was reluctant enough to QUICKLY reply with a liable answer, please keep note if this happens too often, I will have to start deleting emails left and right.
- 4Q. Is Glenn actually Glenn from Chrono Trigger?
- 4A. No...heck naw...and no way bub. Reason being? As shown in 2 endings in Chrono Trigger, Frog(a.k.a Glenn) was taken back to his own time in 600 A.D. Unless there was a time travel occurrence that happened, then it's safe to say that Glenn is definitely not Glenn from CC. There is a chance that he might be Glenn, but then again not even amphibians can live for 420 years. If it was really Glenn, he would make a lot of references towards CT storywise...but his role in the game is completely different from the Glenn in CT. It's basically saying that if there was another Michael Jordan(who's probably a Harvard grad and not an NBA superstar), you think that would be Michael Jordan the superstar because he shares the same name.
- 5Q. Who saved Kid with the Hydra Humour when you chose to move on?
- 5A. I had made a wrong prediction earlier...thanks to William Birken for clearing this up for me:
- "Norris was the one who saved kid because he's from the Zenan Mainland, also in one of the endings it shows Norris saving Kidd w/ the Hydra Humour, perhaps because he was part of the Chronopolis Experiments.... I mean, he is fairly familiar with Grobyc and all..."
- 6Q. Do I have to play Chrono Trigger to understand Chrono Cross?
- 6A. Absolutely not! The game does a great job of detailing the storyline without leaving gaping holes that leaves you guessing at every corner. However, IT IS HIGHLY SUGGESTED that you play Chrono Trigger first. Mainly because it's one of the best RPGs of all time and it'll help you understand Chrono Cross more...since Chrono Cross is a sequel to Chrono Trigger.
- 7Q. What about those three kids on the beach before fighting Time Devourer?
- 7A. Oh, you mean those Lucca, Crono, and Marle mini versions? Well if your wondering if they really are Crono, Marle, and Lucca...then keep wondering! I'm not sure of it myself since I don't have the "foggiest" of why those kids would represent some of the main characters in Chrono Trigger. But they do bring about shocking developments in the storyline though.

8Q. Is Guile Magus?

8A. I haven't gotten all the endings at this point in time, but William Birken does an excellent breakdown of who Guile actually is.

"Guile is based off of a character Gil from magical dreamers who's name was translated to Alf, his name in Chrono Cross however is Magil, and Gil turned out later on in the game to actually be Magis."

9Q. What is up with Leah? She looks reminiscent of a Chrono Trigger character.

9A. At first I thought she was the daughter of Kino and Ayla (since they did get married after the events with Lavos in Chrono Trigger) but once again, the informative William Birken can break down the details about this:

"Leah just might possibly be Ayla's Mother sent through from the past like Terra Tower was, because at the end of the game she mentions something about naming her child Ayla."

10Q. I was wondering, about the Hydra in Hydra Marsh, I didn't see an offspring that Razzly said she did...can you clear me up on this?

10A. This was never found in any FAQ or even the official guide...but thanks a bunch to the Canadian Unright for pointing this out:

"The reason I'm writing is because of a certain oddity I've discovered in Chrono Cross so far while playing it. It involves the fate of the Hydra Marshes and the Dwarves in the Home World. Now I'm really, really not sure what I did, but in my Chrono Cross game the Hydra had an offspring. And after you defeat the Dwarf tank at Water Dragon Island, you tell the Dwarf chief about it and he agrees to return to the Marshes to watch over it.

After Lynx becomes the main character, I checked the Hydra Marshes and sure enough, a baby Hydra was swimming around and the dwarves were all happy and chummy.

The reason I bring this up to you is because for some strange reason, I haven't seen any mention of it anywhere. In three of my friend's games, the Dwarves were killed after the Tank fight. In yours and other's FAQs, there is no mention. Even the Brady Games strategy guide doesn't mention it (though it is filled with a lot of minor inaccuracies)."

Yes, this event does actually happen as I have tried it myself. I never knew about this, thanks a lot to Canadian Unright for this information!

11Q. I've had a few problems with Gameshark codes for Chrono Cross, I need help.

11A. Ah! You mean the codes from www.cmgsgcc.com ? Those codes are 100% legit, but the problem is that some of the codes (40% of them actually) prevent the game from loading up...but truth is, they work! So whenever you have the codes on, quickly turn them off the moment you see a black screen after the Gameshark menu. Turning them on in the middle of the game is fine, it won't ruin the game.

12Q. How come I can't use summons?

12A. Thanks to William Birken for correcting me on this. You can use summons ONLY when the field effect is completely of that element of that summon that you wish to use. Say you wish to use the GrimReaper summon, you must turn the entire Field Effect Grid to all black to use that summon. Use the (insert color here)Field to use summons...this will turn the

entire field of the respective color that you wish to cast.

13Q. Does Serge ever talk?

13A. Yes. Technically he does, there are two instances where Fargo speaks with the party and you see a dialogue that says "Everyone: Aiy ye Captain!" when the captain tells you to take the wheel on the S.S. Invincible. Also another dialogue that says "Everyone: Yeah!!!" and since Serge was in the party when the text came up...I would assume that Serge spoke as well. Also here is something from Sabin0786:

"*snip, just praising (^_^)* I hav a couple little things to add though. Serge talks another time u havent mentioned. Right after u wake up in another world in the begging of the game talk to the girl in the bar(the one who talks about poetry) and she will say one line about how she lives in a small villege and she gave it up years ago. Then serge says a line about how good she was or something like that (sorry my playstion is broke and i cannot check it prosicely) It show a cahracte rporttrait but u know he says it becasue the girl responds. U can check it urself."

Pretty much it might be Serge, there was no portrait when that certain text insued, and it definitely wasn't the girl talk to herself, so eh.

14Q. Can I acquire the black relic without fighting the Black Dragon?

14A. Most definitely. Bring a party full of demi-humans(Lynx, Starky, and Sprigg would do...along with other party members) and talk to the Black Dragon and he'll give you the Black Relic without a fight! Yes, I did figure this out by myself. I'm not sure...but maybe if you bring blue element characters and Razzly along...you can probably avoid a fight with the Blue Dragon as well...but that's probably not going to happen unless of course, you can prove me wrong (^_^).

15Q. Can I run away from ALL OPPONENTS?

15A. Yes, yes you can. Even from Time Devourer(Lavos).

16Q. Can I go to the back room behind Guru of Reason in the Library at Viper Manor?

16A. Yes you can, inside you'll find the Epoch but it's mainly there for nostalgia more than anything else. Check the bookshelf around the door and you'll find a switch to open it. You should hear some kind of awkward sound, when you hear the sound, that's the spot where you can find the secret door. Inside you can talk to the Nu and change your current names and also acquire the Porre's Furnace frame.

17Q. How can I use Pierre's lvl7 tech?

17A. You can only use it when you have ALL 3 Hero equipment on. This includes the Hero's Sword(Prop Sword, key item), Hero's Medal, and Hero's Shield. If you have any other combination, Pierre will stumble to his feet and you will have wasted your level7 element guage. And no, you cannot even equip Prism weapons. This attack is very powerful mind you, even though it's not powered up with Prism materials.

18Q. Is there a certain glitch that involves Kid?

18A. Well, here's what hslchum said:

"3. PLAYING AS KID DURING THE HYDRA HUMOUR SUBQUEST

I found this cool yet benevolent glitch completely by accident while using the Relief Charm in "New Game +". Before entering Viper Manor with either Nikki, Pierre, or Guile (I used Nikki for this, personally, but I don't think it really matters), choose two party members, neither one of

which is Kid, and then use the Relief Charm to select Kid as your substitute in battle. After she falls ill after the events which follow and you select the quest to find Hydra Humour to cure her (I don't know if this works if you select the other path), her name will disappear from the available party members, but she will still appear during battle sequences as a completely functional character!

There are, of course, inherent limitations to this trick. She will be stuck using the elements and equipment she was given before you entered Vipor Manor and you will be unable to affect any status ailments (Poison, Flu, Sprain, etc.) inflicted on her outside of battle, but otherwise, there don't seem to be any problems. I used her to steal items from enemies that you normally couldn't (specifically a Plaster Cap from the Wingapede, an Ice Lance element from Madame Pentapus, and a Tablet from the Hydra), but other than that, this is just an interestingly curious novelty and nothing more. :)"

As far as I know, that's pretty much the effect of the Relief Charm basically.

=====
----- [Story Guide] -----
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- This section will definitely contain spoilers...so please keep that in mind before you read ahead. I will start from the events in Chrono Trigger and then work my way through to the end of the game...please...don't blame me for spoiling because I warned you!

65,000,000 B.C.: The time period in which an unknown alien life-form has crashed landed on Earth and burrowed deep beneath the Earth's crust. This all happened after Ayla and the party had defeated Azala...Ayla wished for Azala to join her...but he refuses and tells them to leave quickly. The party quickly escapes.

12000 B.C.: The birth period of Janus and Schala. The party had just arrived and noticed a barren wasteland of cold ice. High in the sky floating adrift was the Kingdom of Zeal, a place of magic and technology that came very close to Heaven. As curiosity lead the party to the Zeal Palace, they were soon shocked to discover that Queen Zeal had used the Mammon machine to manipulate the power of Lavos. It was then that the party had made it their priority to stop Queen Zeal. When they had reached the Mammon Machine, it was already gone and had been placed in the Ocean Palace. The party soon went after them, but as the party tried to battle Lavos...but only to suffer defeat as Crono perished in the process. Schala had saved the party from the collapsing Ocean Palace, but she was sucked into a wormhole along with the Mammon Machine. It was here that Schala and became uniform with Lavos to create a far more powerful entity than Lavos himself was...the Time Devourer.

Her mind was split up in an equal half, one half was for love and the other for the destruction of humanity. It was only a matter of time when her destructive side would consume her. She then used the remnants of her caring side and created a clone of herself...Schala "Kid" Zeal.

*** Chrono Trigger Event ***

In 1000 A.D. it was the day that would change the lives of Crono, Marle, and Lucca forever. Crono had awoken in the same fashion Serge had did, with his mother calling him out. It was the day of the Leene Square festival, it was also that day that Crono bumped into Marle and it was that day she decided to

tag along with him...for good. Marle was then later caught in a split through time, her pendant had ignited the portal that led her to 600 A.D. This was the beginning of what was to be, a very long, and very enduring journey for Crono, Lucca, Marle, and company.

*** End of Chrono Trigger Event ***

It was The year 1006 A.D. that Schala had heard the cry of a young boy...who was savagely mauled by a black panther. It was a cry that she could not ignore...she wanted to help the boy, so she traveled to the HOME dimension, but in effect she caused a powerful magnetic storm that had shut down FATE's systems temporarily. At this time the Frozen Flame was left unprotected by FATE and which lead the Frozen Flame to heal the crying boy...that crying boy was Serge. 4 years later in 1010 A.D. the clone, Kid, was to call upon Serge...to save him from drowning...which she did not in ANOTHER world. This tidal wave which drowned Serge in one world made way towards Serge in the HOME world, but it was then that he was saved but some kind of energy.

Serge then was found in Opassa Beach, however Leena was nowhere to be found. When he returned to Arni, everyone there had not recognized Serge...not even Leena. Leena said that a boy named Serge died 10 years ago...when Serge checks out his grave at Cape Howl...he could not believe his eyes. Caught in the moment...Solt, Peppor, and Karsh had approached Serge and wanted to take him in as they were ordered to. It was then that Kid had tagged along and with her help, Serge defeated Peppor, Solt, and Karsh. He reluctantly agreed(I know I know, Serge may not have agreed, but I'm trying to make this a straightforward storyline that I think Square would choose) and they went to Termina.

In Termina it was then that they had learned about the Frozen Flame and Viper's Manor. The party clandestinely sneaked inside Viper Manor...they were able to find Viper and Lynx...but they were far out numbered. When Riddel came in, she was made hostage as Kid would use Riddel to escape freely. This led them to the courtyard where Lynx had distracted Kid by telling her if she would really jump down...it was then that Lynx pulled out a poisoned dagger and lanced it at Kid's arm. She fell off the cliff but Korcha was there to save her. Atop, Lynx approached Serge and called him the "Chrono Trigger" and much to his benefit, he jumped down with Kid and escaped back to Guldove. In the morning Kid was feeling well but soon collapsed as the poisoned dagger took it's effect on her.

She was taken to the guest quarters where the Doc had told the party that a Hydra Humour was needed to save Kid. Unfortunately, Hydras were long extinct in this world...but not in Serge's world. Kid then gives the Astral Amulet to Serge and he heads back to his HOME world and in the Hydra Marsh he defeats the Hydra and acquires the Humor. The Doc then creates the antidote necessary to heal Kid. They set off to find Viper and Lynx but encounter a thick fog along the way and a tough pirate(which they defeat)...but were later knocked unconscious with the jellyfish fluid. When the party had awoken, the S.S. Invincible was under attack by the real ghost ship. The party had saved the Captain by taking the wheel and defeating Dead Head...a fearsome black element monster. Afterwards, Fargo had informed the party about talking to the Blue Dragon to get through the fires of Mt.Pyre, but he hasn't heard from the Blue Dragon in a long while, or any other dragon for that matter.

The party sets sail to their HOME world and asks for the Blue Dragon for help, he gives the party the Ice Breath and the FrogPrince. They head back to ANOTHER world and head to Mt.Pyre using the Ice Breath to cool off the lava. However, it was not an easy or a pleasant trip as Peppor and Solt encountered

them...and later the Dragoon Devas.

When the party made their way inside Fort Dragonia, they had set all 6 elemental switch crystals in place. They had found Viper and Lynx and defeated them both...but as Serge stared into the Dragon Tear...it stared back, switching the minds and souls (but not the bodies) of Lynx and Serge. Kid and the party did not notice this and soon fought against Serge (who was in Lynx's body at this time)...after defeating him Serge (Lynx) wished for Kid to kill Serge. He (Lynx in Serge) later stumbled upon revealing about Lucca's death as Kid never told Serge anything about Lucca and later found out that Serge was Lynx. Dark Serge stabs her and looks over Lynx...he then casts away Serge (Serge in Lynx's body) to the Vortex Dimension.

Lynx found himself in a very odd place...dull and lifeless. After meeting up with Sprigg, she joined Serge and headed towards the house above to find Harle. Harle had already known that the switch had taken place and with her help she led the party out of the Vortex and back at Hydra Marsh in the HOME world.

The party heads to Opassa Beach but finds that the Astral Amulet does not work. They head back to Arni and they speak with Marge...who later reveals about Wazuki and Miguel traveling to the Dead Sea...but sadly they never came back home. Radius then comes in and challenges Lynx to a fight, in which he loses. He later learns what had happened and joins the party, they head to Termina to find the place liberated with Porre troops. Three years ago General Viper disappeared and his whereabouts were never known of again. The same went for his Acacian Dragoons.

The party then travel to Viper Manor ruins, they are told that General Norris wishes to speak with them, and so they eventually do and he joins their party. They later head to Marbule and speak with Toma, after a talk the party rests in the first hut. Lynx hears voices outside and checks them out...he finds a mermaid but she quickly runs from him, but in the morning she tells you to head over to the S.S. Zelbess.

Upon arriving they speak with Fargo and wish to gain entrance to the Grand Slam tournament...they lose to Fargo in a bet. The party would gain access to the Grand Slam tournament if they win, but Fargo would take their boat if they lose. Later when they visit the inn they draw upon a lot of suspicions. They volunteer for Sneff's magic trick and are turned into cats and climb up the inn and grab hold of the handle in which Fargo had used to cheat his way through his winnings. The party talks to Sneff again and he changes them back. After challenging Fargo, he loses and notices the party found out his little secret. He lets them through to the Grand Slam tournament, but what they were really after was the Sage of Marbule.

They fight and defeat the Sage of Marbule who later realizes the party's intent was to restore the time continua. He gives the party the key to opening the path to the Dead Sea.

The party heads to the Dead Sea but finds the Masamune blocking their path. They will need a equal blade of the opposite energy to get through...Radius provides them with Garai's Keepsake and they enter the Isle of the Damned. The party defeats Garai and takes the Einlanzer and place it in front of the Masamune as it disperse into the air. The Dead Sea has stopped...the flow of water remains stagnant.

The party travels closer and closer to the Tower of Geddon, inside they find Miguel. The Dead Sea has become a place where time neither goes or slows down. It is a place where nothing grows or becomes younger...it is a place

controlled by FATE. Miguel then entales a story...

*** Chrono Trigger Event ***

A teenage boy and his friends had found out what their future had held. A place of demise, despairity, and desperation. Although it was a time period far from their lifetime, the party swore to change the future...and so they did. They had defeated Lavos and the future was changed forever.

*** End of Chrono Trigger Event ***

However, the future that was suppose to be remained in the Dead Sea. That was to be the true future of the planet...and in order to restore the Space Time continua...the party must defeat Miguel(who was chosen by FATE and the protector of the Dead Sea), in which they do. The Dead Sea begins to erupt, the future that was to be begins to take it's revenge on the Dead Sea...FATE then prepares to destroy the Dead Sea as it rather destory both the Dead Sea and the Frozen Flame then see it in it's opponent's hands. The Sky Dragon later rescues the party and the party plots out their next plan.

Arriving back at Termina, they head to the bar and notice that Karsh and Zoah wishes to speak with them. This time however, they are on equal terms after discovering what happened...once they saw General Viper hurt...they made Lynx(Dark Serge) their main target. Once General Viper was hurt, the Porre army invaded Termina and Viper Manor and now have the daughter of Viper in custody. The party sets off to save Riddel, after saving Riddel...Norris offers only his gratitude and takes her to a safe place in Hermit's Hideaway. The party can't leave just yet as the place is literally surrounded by Porre guards, they defeat Grobyc and the Porre guards and Grobyc joins the party as a result of you defeating him.

The party heads off to Hermit's Hideaway...they find the Dragoon Devas nursing General Viper. Riddel joins the party to repay her thanks, but as the party rests...they wake up to find themselves under the attack of Dark Serge. Kid however(regardless of what transpired at Fort Dragonia) attacks Lynx(Serge), as their roles were reversed...so where their problems. The party desperately needs to make an escape, and so they do...with the help of Fargo and Polly.

Arriving upon the ship the party discuss matters before them. It looks like the party will need the help of the six dragons to enter the Sea of Eden, in which Lynx already has. The party travels to both worlds and defeats each dragon and obtains all six relics necessary to enter the Sea of Eden...but they still need the Dragon Tear. Talking with Steena, she joins their party and sets off to Fort Dragonia in the HOME world. Inside the path lays open after placing the Tear of Hate on the entrance of the Fort. Later Serge regains his true form and becomes reborn...it looks like it's time to head off to the Forbidden Island.

Riddel speaks with Dario, in which it brings back a lot of memories he had lost through amnesia. However, hearing the name Riddel only brings hatred towards Dario as he draws upon the blade of the Masamune. To defeat the evil that has plagued Dario you must