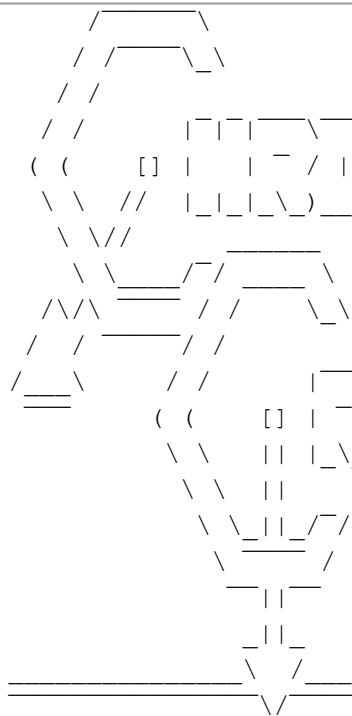


Chrono Cross FAQ/Walkthrough

by Shotgunnova

Updated on Mar 13, 2019



Document: Spoiler-free FAQ/Walkthrough
Authored: Shotgunnova (P. Summers)
Timestmp: 04/23/07 - 5/14/07
Writt'In: Size 10 Courier New

This document is intended for private home use only, and may not be reproduced through electronic or commercial means without the expressed written consent of myself (Patrick Summers). It can't be hosted, edited, distributed, or given away as an add-in/gift to purchased items. All rights reserved to respective parties, even those not explicitly stated herein. Email for permission to host, and thanks for respecting FAQ authors!

| INDEX |

I. CONTROLS	CNTR
II. TH' BASICS	THBS
Elements.....	LMNT
Element Types.....	LMTP
Element Grid.....	LMGD
Field Effect.....	FLDF
Attacking.....	ATKG
Status Effects.....	STTS
Stat Overview.....	STVV
Menu Overview.....	MNVW
New Game Plus and Continue Plus.....	NGPS
Tips and Tricks.....	TPTR
Walkthrough Notation.....	WLKT
III. DISC 1 WALKTHROUGH	WLK1
00) Dream Sequence [?]	D-00
01) Arni Village [H]	D-01
02) Lizard Rock [H]	D-02
03) Lizard Rock [A]	D-03
04) Arni Village [A]	D-04
05) Cape Howl [A]	D-05
06) Fossil Valley [A]	D-06
07) Termina [A]	D-07
Nikki's Route..... [A]	D-08
Pierre's Route..... [A]	D-09
Guile's Route..... [A]	D-10
08) Viper Manor..... [A]	D-11
09) Guldove..... [A]	D-12
10) Termina..... [A]	D-13

PATH A: Hydra Marshes.....	[H]	D-14
PATH A: Guldove.....	[A]	D-15
OPTIONAL: Hydra Marshes.....	[A]	OP01
OPTIONAL: Water Dragon Isle.....	[A]	OP02
OPTIONAL: Isle of the Damned.....	[A]	OP03
OPTIONAL: Hermit's Hideaway.....	[A]	OP04
11) S.S. Invincible.....	[A]	D-16
PATH B: Guldove.....	[A]	D-17
OPTIONAL: Water Dragon Isle.....	[H]	OP05
12) Mt. Pyre.....	[A]	D-18
13) Fort Dragonia.....	[A]	D-19
14) Temporal Vortex.....	[?]	D-20
15) Arni Village.....	[H]	D-21
16) Fossil Valley.....	[H]	D-22
OPTIONAL: Shadow Forest.....	[H]	OP06
17) Termina.....	[H]	D-23
18) Viper Manor.....	[H]	D-24
OPTIONAL: Guldove.....	[H]	OP07
OPTIONAL: El Nido Triangle.....	[H]	OP08
OPTIONAL: Sky Dragon Isle.....	[H]	OP09
OPTIONAL: Hermit's Hideaway.....	[H]	OP10
19) Marbule.....	[H]	D-25
20) S.S. Zelbess.....	[H]	D-26
OPTIONAL: Save Marbule Quest, Pt. I...	[H]	OP11
21) Death's Door.....	[H]	D-27
22) Isle of the Damned.....	[H]	D-28
23) Highway Ruins.....	[H]	D-29
24) City Ruins.....	[H]	D-30
25) Tower of Geddon.....	[H]	D-31
OPTIONAL: Arni Village.....	[A]	OP12
26) Fossil Valley.....	[A]	D-32
27) Termina.....	[A]	D-33
28) Viper Manor.....	[A]	D-34
29) Hermit's Hideaway.....	[A]	D-35
OPTIONAL: Viper Manor.....	[A]	OP13
OPTIONAL: Isle of the Damned.....	[A]	OP14
OPTIONAL: Save Marbule Quest, Pt. II..	[H/A]	OP15
OPTIONAL: Viper Manor.....	[H]	OP16
30) Earth Dragon Isle.....	[H]	D-36
31) Water Dragon Isle.....	[H]	D-37
32) Mt. Pyre.....	[A]	D-38
33) Gaea's Navel.....	[H]	D-39
34) Sky Dragon Isle.....	[A]	D-40
OPTIONAL: Guldove.....	[A]	OP17

OPTIONAL: Hydra Marshes.....[H]..... OP18
 OPTIONAL: Gaea's Navel.....[A]..... OP19
 OPTIONAL: Forbidden Island.....[H]..... OP20
 OPTIONAL: Earth Dragon Isle.....[A]..... OP21

35) Guldove.....[H]..... D-41
 35) Mt. Pyre.....[H]..... D-42
 36) Ft. Dragonia.....[H]..... D-43

OPTIONAL: Marbule.....[H]..... OP22

IV. DISC 2 WALKTHROUGH WLK2

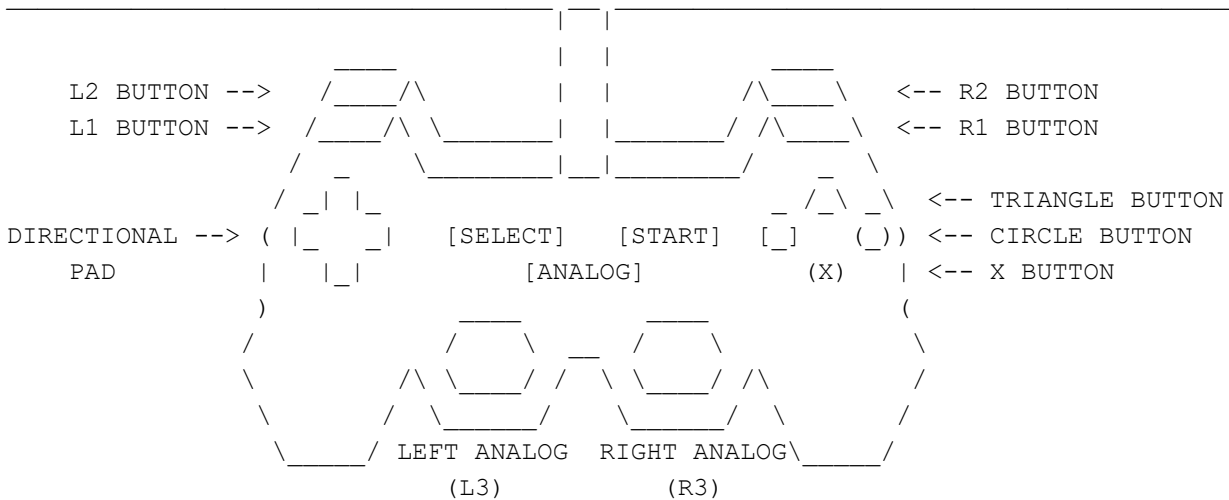
38) Sea of Eden.....[H]..... D-44
 39) Time Fortress Chronopolis.....[A]..... D-45
 40) Divine Dragon Falls.....[A]..... D-46
 41) Lucca's Orphanage.....[?]..... D-47
 42) El Nido Triangle.....[A]..... D-48
 43) Terra Tower.....[A]..... D-49
 44) The Final Battle.....[?]..... D-50

V. APPENDICES APND

Characters..... CHRC
 Weapons..... WPNS
 Armor..... ARMR
 Accessories..... ACCS
 Elements..... LMNT
 Endings..... ENDG
 Double/Triple Techs..... DBLT
 Star List..... STRL
 Shop List..... SHPL
 Frame List..... FRML
 Key Items..... KYTM
 The Bend of Time..... TBOT
 Dopplegangs..... DPPL
 Rainbow Shells..... RNBW

VI. FREQUENTLY ASKED QUESTIONS FAQZ
 VII. UPDATES + THANKS UPDT
 VIII. LEGALITY LGLT

I. CONTROLS



Controls can be changed in the main menu, but going under 'Customize' and choosing 'Controller.' This may be easier since some of the defaults do not emphasize speed (such as running being D-pad + O).

```

.------.------.
| BUTTON          |                FUNCTION          |
|-----+-----|
| D-pad           | Move characters / Move cursor     |
| Start           | Un/pause game                     |
| Select          | Change current party leader on field |
| Square          | Toggle key item window open       |
| X-button        | 'action button' / Talk to people  |
| O-button        | Cancel / Press with D-pad to run  |
| Triangle        | Open main menu screen             |
| L3 Button       | Functions same as 'X-button'      |
| R3 Button       | Functions same as 'O-button'      |
| Left Analog     | Move characters/cursor            |
| Right Analog    | ---                                |
'-----'-----'

```

Also, to 'soft reset' the game without physically doing so, simply press the following combination: R2 + R1 + L2 + L1 + Start + Select.

II. TH' BASICS

ELEMENTS

[LMNT]

Elements are the meat and potatoes of this game, being the method of non-physical attacking. Some general basics about elements:

- THEY ARE THINGS! You can find them in your inventory or on characters.
- They are aligned with six types: Red, Yellow, Blue, Black, Green, White
- They can be bought, found, given, or dropped after winning a battle
- They have to be equipped on an 'element grid' before they can be used in battle.
- Elements can be curative, offensive, defensive, or have miscellaneous effects.
- Some elements called "consumables" can be equipped in battle or used on the field (where you walk around in non-battle) in multiple quantities.

Each of the six elements has an 'opposite' which it is naturally opposed to. Greater damage is dealt against those 'opposites' and when the field effect is filled with a certain color, it means the 'opposite' is thereby weakened in all its capacity (attacks, elements). The colors and their opposites are:

```

Green <-> Yellow
Black <-> White
Red <-> Blue

```

So, Red is strong against blue and vice versa, etc. An all red field effect will noticeably power down blue characters and elements and vice versa, etc. More on field effects in a bit.

Most elements have different characteristics inherently, but they can all be grouped into certain piles or categories. They are:

- TECHS -----> These are special abilities inherent to the character, and can be learned or found/recovered through various methods. All characters have one tech that goes into the LV3, LV5, and LV7 slots (except Sprigg who's only a LV5). Techs cannot be removed from a character, and once they're allocated to the grid (if they're found) the same thing applies. Certain characters can link their techs together and form a '2x Tech' or 'double tech' to do a special maneuver on the enemy.
- TRAPS -----> Traps can only be set in one certain level of the grid and are non-offensive. However, they do have a special purpose: stealing the enemy's elements! If you use a trap and the enemy casts the element you're gunning to steal, your set trap will disappear and one (x1) type of the element you stole will be in the inventory. For an example, if you set an Earthquake trap, nothing'll happen until an enemy casts Earthquake. At that time, the attack will be nullified (no damage/effect taken), the trap you set will disappear, and one 'Earthquake' element appears in the inventory. Apply this to all trappable elements.
- OFFENSIVE ----> This designation encapsulates any element used for weakening the enemy position. Dealing damage, casting status effects, using debuffers (lowers enemy stats), or modifying the field to your advantage.
- DEFENSIVE ----> This designation sums up those elements used for the purpose of helping your comrades out. This can be any element/consumable that heals, alleviates statuses, buffs your party (raises their stats temporarily), or modifies the field effect, such as Diminish/Magnify.
- FIELD EFFECT -> These specifically deal with the field effect marker in the upper-left corner. Mostly, these are elements such as 'RedField' that change the effect to a single color. Some techs like Van's 'WetPaint' can mimic this effect, also.
- MODIFY FIELD -> These modify the playing field itself, rather than the field effect marker. This is mostly the job for a Diminish (halves elemental damage), Magnify (ups the elemental damage done by 150%) or SealAll (stops any elements from being used).

The element grid is the 'thing' one equips the different elements to for battle use. To find it, enter the main menu, go to 'Elements' and then to 'Allocate.' Allocate means 'to place,' which is what you do with the elements in your inventory (duh?).

Characters you receive early on will have small element grids, meaning they can't perform a bunch of hard-hitting maneuvers right off the bat. At max, there are eight 'level's with multiple slots on each; but, for now, an example of a small element grid would be:

```
LV1 LV2 LV3 LV4 LV5 LV6 LV7 LV8

[  ][  ]
[  ][  ][  ][  ]
[  ]
```

At this time, only seven elements can be equipped with elements that can be placed up to a LV 4 slot. When you inspect an element before it's equipped, it will display something like "1 ± 7". What does this mean?

```
          1 ± 7
          / | '----- How far up or down the grid this
Default LV of -' |           element can fluctate
placement       |
                '- A symbol meaning 'plus' or 'minus'. This
                  relates to the second number
```

The above example means that it can be placed in any slot from LV1 to LV 1+7 (LV8). If you equip this element (say, a GravityBlow) in its default placement level (LV1) it will read 'GravityBlow'. If you were to put it at its highest, it would read 'GravityBlow +7'. This '+7' means that the attack is placed higher than normal and will then do better damage. But this example only shows a horrible element placed at a high rate...what about elements that start good and have their effects dulled by poor placement? Let's use 'BlackHole,' a 6 ± 2 element as an example.

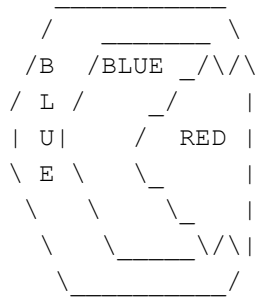
We already know that this has a default position of LV6 and can be put as high as "LV8". But what if it's stuck at its lowest, LV4? When any element is placed below its default, it will get a negative marking. For the above example, at its lowest, it will read "BlackHole -2". This goes to display that it's placed two lower than where it should be, and it'll have a flattened/worse effect because of it.

For the last short example, there are some elements that simply cannot be moved. An example would be an Earthquake Trap element (LV 6 ± 0). It HAS to be in the LV6 slot to be used. Some other elements you'll come across that have this same property are special 'techs'. These are found or learned and once they're on a character, they cannot be removed or changed at all.

--- TUTORIAL FINISH! ---

At this point, I'll add that some elements have a set effect that is NOT tarnished by their placement. For instance, Purify (LV 4 ± 4 element) is used to remove status effects. It really doesn't matter if you place it

they won't pose a threat as much. This type of upper-hand situation is what one should try to capitalize on. Summons can only be used when the field effect is a pure color. Salamander can only be used if the field all red, and so on.



Someone then uses a 'red' element to try and even the situation, leading up to the fifth diagram. The field now has two opposing elements in it -- how will the effect go? The manual doesn't even touch base on this subject, but it's from my experience that one 'red' will cancel out one 'blue', making this field effect slightly in favor of blue.

That's all for field effects; hope the visuals helped a bit. Blue & red were used a lot, but they can stand for any opposed element types, to be clear. If you don't understand, just jump into battle and experience it for yourself. Text diagrams are no substitution for observations you can make on your own.

ATTACKING

[ATKG]

"Didn't we just go over this!?" you may be asking, but using elements is only the half of a skirmish. Physical attacks rely on the user's STR and ATK stats, as well as their weapon attack. When you select 'Attack' and pick a target, a little box with percentages comes up like so:

```

.------. Here, the "1" is a weak attack while the "3" is a fierce
| 1 - (93%) | attack. Weak attacks will probably succeed but will raise
| 2 - (80%) | the other attacks' percentages only a small amount; on the
| 3 - (70%) | flipside, a "3" attack has a better probability of missing
| Element   | but will instantly raise all types' attack percentages to
'------' a high amount.
  
```

This is where a character's Stamina comes into play, as well as their element grid. A weak (1) attack will take only one point from the initial stamina of 7.0, while a fierce attack (3) will take 3 from the stamina. Attacks that land will raise a character's element grid level by the type of slice it was.

```

.------. For example, let's say Lynx landed a fierce attack. His
| 1 - (99%) | attack percentages are all raised to a very high success
| 2 - (98%) | rate. He will have 4.0 of 7.0 stamina and, since his stab
| 3 - (95%) | at the enemy was successful, he can any elements in his
'------' grid at LV3 or below. If he lands another fierce attack,
his percentages will raise even higher and his stamina
will be at 1.0 of 7.0.
  
```

The 'Element' option comes into play here. The above example used two fierce (3) attacks twice which hit. That means Lynx can use elements up to the LV6 allocation (why? 3 + 3). If he picks an element to use, it'll drop his Stamina by 7.0 points and drop him into the negative range. The

display will be 'Out. -6.0' because $1.0 - 7.0 = -6.0$. Simple math, yeah?

After this, Lynx will not be able to select actions again until his Stamina is above 1.0. His stamina gradually comes back depending on how high his 'STAMINA RECOVERY' is. Go under 'Status' on the main menu and check. My Lynx has an amount of '12'. How does this translate? Well, he will recover '1.0' each time he defends, '1.2' if someone else in his team defends, and a lot more if he defends right before an enemy uses an attack (sorry, don't know how much that is).

Choosing to 'DEFEND' always recovers 1.0 to the Stamina, while anyone else defending will recover the amount in the 'STAMINA RECOVERY' amount. Hard to follow? Don't like math? Don't worry -- knowing the game's stamina system in-depth is not required. It's just good to know if you want to have some extra knowledge. Just note that 'Defend' can reduce damage by over 50%, so it's useful to defend when you can.

STATUS EFFECTS

[STTS]

Like many RPGs, status effects are positive/negative conditions that inhibit the characters' abilities to do "stuff." In Chrono Cross, there are positive buffs, technically, but only negative ones are displayed. These conditions are associated with certain elements, because there are consumable elements that can take off those of the same kind, and also because some equipment is set up that it prevents some/all abnormalities of a certain element. Hard to understand? It's not really. Besides those subdivisions, there are four that DO NOT wear off after battle; all the others do. Here are the big four:

STATUS	ALIGNMENT	EFFECT (In-battle)	EFFECT (On the field)
Flu	Blue	Stamina rate decreases	Movement is zig-zaggy
Burns	Red	Defense power decreases	Double dmg from traps
Poison	Green	HP gradually decreases	Moving decreases HP
Sprain	Yellow	Attack power decreases	Running is impossible

If even one person is affected, after-battle the effect will take place.

As for those various consumables that take off the status effects of the color: Medicine takes off blue abnormalities, Ointment takes off the red, Antidote takes off green'uns, and a Brace can alleviate yellow statuses.

For the other elements that only can be found in battle:

STATUS	ALIGNMENT	EFFECT (In-battle)
Dizzy	Yellow	EVD% (evasion capabilities) decreased
'Anti'	Any Color	Character becomes unable to use certain color elements. For instance, 'AntiWhite' (a black-type element) prevents white-innate elements from being used if it works.
Afraid	Green	Ally is more susceptible to critical hits

Asleep	White	Character cannot act + defense power lowered.
Cursed	Black	Stamina decreases as character is damaged...
Frozen	Blue	Character cannot act. If all allies are under this condition, it's an automatic Game Over.
Confused	Red	Indiscriminantly attacks foe and ally alike, with weapon damage or equipped elements.
Darkness	Black	HIT% (physical accuracy abilities) decreases
Fatigued	White	All actions' stamina consumption is increased

Consumable elements can be used in battle to remove the normal colors, but WhiteOut/BlackOuts are needed to remove black/white elements. As an alternative, some elements are especially made with inherent status-restoring properties. They are HolyHealing, Purify, Panacea, Saints, and Revenge. The latter shifts all of them off him/herself and onto the enemy; even if it fails, the user's cleaned. Staying at an inn will also restore status.

STAT OVERVIEW

[STVV]

Playing the game, you'll have to know what some of the abbreviations mean, and how they relate to your allies. I'll just riff the manual a bit here, since they've got it covered pretty well. You can find your characters' current values at the 'status' and 'equipment' screen.

HP = Hit Points: How much 'life' your character has
 INNATE= The character's inherent elemental affiliation
 STR = Strength: determines base physical attack power.
 DEF = Defense: determines base defense against physical attacks
 ACC = Accuracy: determines base HIT% (chance to hit) in battle
 AGI = Agility: determines base ability to evade attacks
 MAG = Magic Power: determines base magical attack power
 M.DEF = Magic Defense: determines base defense against magical attacks
 G = Often seen behind a number (900g), it regards player's currency

There's a few more:

- **STAMINA RECOVERY:** This is the rate at which your character recovers stamina in-battle when you DO NOT use the 'Defend' option (that will always recover 1.0 Stamina). Check your character's status to see his or her value. If you find a '12,' that means s/he will recover '1.2' on a normal basis.
 - **STAR LEVELS:** This is indicated by a 'star' icon, which everyone should know visually by now. This represents how many times a character can summon, and if it gets low, find a place to sleep (an inn, a bed, etc.) and recover them all as they don't recover on their own.
-
-

Here you can find some of the menu options explained.

 MAIN MENU

Status ----> View a character's stats, equipped elements, and profile.
 Elements-.-> USE: Consumables can cure conditions and restore HP
 '-> ALLOCATE: Put elements on the characters' element grids.
 Equip. ----> Stick armor, weapons, and accessories on the characters
 Items -----> View the descriptions of the player's current key items
 Customize.-> SOUND: Toggle Stereo/Monoaural settings
 |-> WINDOW FRAME: Toggle Default/Custom settings on
 |-> CURSOR POSITION: Toggle Default/Memorized settings on
 |-> ACCURACY SELECTION: Toggle Manual/Auto settings on
 |-> CONTROLLER: Toggle Default or Custom settings on
 |-> O BUTTON PRESSED: Change if holding O means 'run' or 'walk'
 |-> VIBRATION FUNCTION: Toggle on DualShock controller vibrations
 '-> LEFT STICK SENSITIVITY: If using DualShock controller, toggle
 if run/walk is done with left analog stick alone, or if one
 has to hold down the 'O' button to run/walk.
 Save/Load -> Save a game (if at world map, Record of Fate), or load the
 game from current position (can be done most anywhere)

 BATTLE MENU

ATTACK -.-> ATTACK: Physically assault the enemy
 | |
 | |-> 1 (XX%) : +1 LV to element grid; -1.0 Stamina
 | |-> 2 (XX%) : +2 LV to element grid; -2.0 Stamina
 | |-> 3 (XX%) : +3 LV to element grid; -3.0 Stamina
 | '-> Element : Use an element from the element grid
 |
 |-> ELEMENT: Use an element equipped to the element grid
 |-> DEFEND: Recover 1.0 Stamina and decrease damage intake by 50%+
 '-> RUN AWAY: Flee the battle to regroup or leave (if applicable)

NEW GAME PLUS & CONTINUE PLUS

[NGPS]

After beating a game and saving at the prompt, one can do either a New Game Plus (a.k.a. NG+) or a Continue Plus game. They're two different things, so I'll break 'em down.

 NEW GAME +

This allows the player to start the entire game over with the added bonus of having the previous save (the one you load before this getting this option) transfer some things, being:

- Gold
- Star (summon) levels
- All character stats
- All window frames
- All elements (besides ChronoCross and summons).
- All raw materials, including Rainbow Shells/Shiny items
- All special techs learned AUTOMATICALLY (ones you have to earn/find are not carried over, i.e. MaidenFaith, Unleashed, etc.)
- All equipment (besides Mastermune, Einlanzer, Hero's Medal, Blue Brooch, Hero's Shield, Hero's Sword, Master Hammer...)
- All enemies 'learned' for Sprigg's Doppelgang ability

Things like key items do not carry over. In addition to the above things, Serge also starts with a 'Time Egg' and 'Time Shifter.' The former allows him to do battle with the very end boss at any time he wishes, while the latter can fast-forward or make time go in slo-mo for field animations and dialogue (but not for FMVs). Also worth noting is some elements that were equipped when the game ended do not carry over into New Game Pluses.

OTHER THINGS THAT DIFFER ON NG+:

- On Pierre's path, Acacia SGT boss fight comes without Acacia PVTs 1st
- If you skip the Ice Breath quest, the Dragoon still does not show up at Fort Dragonia's entrance when it normally would.
- At Fort Dragonia, in the 'Blue Room,' the Sea Chest/Dragoon locations have been switched.

CONTINUE PLUS

This allows the player to carry over some things into another save file. It cannot be a finished game (one saved at the end prompt), but any other regular save. Items that normally aren't transferable on a NG+ also apply here.

TIPS AND TRICKS

[TPTR]

- When you first get to Termina, components for upgrading are scarce. There is one quick way to get what you need for instant killing tools: destroy that Profiteer Purse! By disassembling the item (which can be found in Van's House, underneath the stairway), one can obtain three @Copper and @Iron components before they're readily available.
- When in Viper Manor, there are enemies that are disguised as treasure boxes and will give Serge items/\$\$ if he attacks the correct one in battle. If he gets it wrong a fight begins...or does it? If you happen to attack a chest that doesn't contain a treasure, simply flee battle and try again. Simple as!
- When fighting a battle, if one steals something and flees, that item gets dropped behind. This prevents stacking up on rare items too quickly. What one may not know is that any trapped elements are retained even in defeat! Some battles, like against Bunyip, can produce many hard-to-find elements like Inferno/Volcano. And, after awhile, one can simply use those elements

against their former master! Don't forget this!

- Speaking of stealing, players can rob foes easier after attacking a few times and finishing with the theft technique.
- People may forget how useful Diminish is. When fighting enemies that have innate colors directly opposed to your strongest fighters, use this skill and simply pound away. As long as one isn't offensive-element-dependent, this is a great strategy for battle use. And remember: it only halves the damage done, not the potency of healing elements. It's really quite grand if y'think about it. :p

WALKTHROUGH NOTATION

[WLKT]

If you get confused on boss strategies and what stuff means, here's the news on the subject. I'll go by example, but it may be hard to understand just by reading explanations. Go look at the actual strategies to get a good idea on how they work!

-
- -> Indicates the pattern flow from segments to segments
-

EX: PoisonGas -> Attack x??

The PoisonGas attack will always precede the Attack, which is repeated an indefinite amount of time (infinitely, most likely). An arrow shows the directivity of the skills/techniques.

-
- x?? One attack or segment is repeated indefinitely -or- the attack has a trigger that is currently unknown.
-

EX: Attack x??

EX: PoisonGas -> Attack x?? -> AcidicGas

EX: PoisonGas to AcidicGas (x??) -> AeroBlaster

The first example has an enemy that only uses physical attacks; the second has a segment where the enemy attacks physically an unknown # of times. It may have a specific trigger or is randomized before moving to the following step.

If the 'x??' is parenthesized, it only indicates a segment is repeated, not a single move. In the third example, PoisonGas and AcidicGas are used over and over in the order displayed until eventually going into AeroBlaster. It sounds complicated, but it's really not.

Sometimes things like 'x1-2' appear, meaning the enemy may attack once or twice. Don't be surprised to see things like 'x4-5' or something, too. This does NOT mean the enemy attacks four times per turn, or four times in a row mind you -- it just means an enemy uses its turn to attack physically in a # of times that's not completely definite. <cough>

-
- () The attack may be dropped entirely from the pattern

-or- it may show up only once in the entire pattern

EX: AcidicGas -> (PoisonGas) -> AeroBlaster

In this example, PoisonGas may or may not be used during a turn. If that is the case during the battle, AcidicGas will skip it completely and launch into AeroBlaster instead. It's worth noting since in some cases losing a step can spell disaster for planning (such as the Wingapede being able to use Tornado a turn early).

• to Indicates a repeated portion of attacks

EX: Attack to AeroBlaster to Tornado (x??)

'To' really functions the same as '->' in a way; this way is just easier because it allows the 'x??' part to indicate a string of attacks is done in a planned order. Here, there will always be an Attack leading into an AeroBlaster leading into a Tornado -- the entire string is repeated some unknown # of times. The only time 'to' appears is when strings of attacks are involved.

• + Indicates attacks/skills used consecutively

EX: Attack -> IceBlast + IceBlast -> Attack

Here, IceBlast is used twice in a row. This means that the player does not have a chance to do anything in between; the enemy uses the attack without giving the allies any chance to prepare.

[1] Indicates a different strategy altogether

EX: Attack -> AeroBlaster -> Attack x??

EX: [2] Attack x?? -> Tornado -> Attack x??

In this case, after 'something' happens to the first attack pattern, the enemy operates on the '[2]' pattern for some duration. The number inside the brackets indicates the different strategies, basically. Sometimes the strategy will change back (such as healing out of critical condition) but sometimes it doesn't.

One more thing. I wrote the strategies using a new level and then went back over it with a 99-star level to adjust the strategies and make 'em sync up. Some enemies may act differently to stronger allies, I don't know. For one example, during the Solt/Peppor/Ketchop fight, at low levels I never once saw an ElectroBolt used but one was in the strategy when the Lv. 99 guys came through. If a strategy seems off, this may be why. Sorry. :3

_____ _____ \ / \ /	6 - Uplift
_____ _ 7 __ /4 / 3 \ \	7 - AquaBeam
8 _____ \	8 - Cure
_____ \ \ <-EXIT	9 - Uplift
	10 - Heckran Bone
	11 - Ivory Helmet
	12 - Shark Tooth

There's a bunch of item-searching to do at this point. Down by the item shop [SH01], search the woman's cart to find a [SHELLFISH FRAME]. This allows the player to change the textbox 'frame' under the main menu's Customize option. Near Serge's house, talk to the large man standing 'neath a swordfish; agree with him ("You're probably right!") to receive a key item [KOMODO SCALE]. If you show the Komodo Scale to the kid standing around (w/ Square) he'll want it for his crush; give it to him to receive an [UPLIFT] element. And, no, it isn't possible to hawk it for 1000G. He'll also spit out some information on Poshul... Hmm. Go inside the house next door to Serge's when done.

This place gives a good view of the pier. Search the teapot near Poshul's doghouse to find a [PHOTONRAY] element. Yeah, nothing else to do here. Back outside, exit left of Serge's house to find the chief's house. A bucket near the steps contains an [AQUABEAM] element. Inside said house is a save point (record of fate) but you can't use it 'cause people are hogging the line. Let off some anger by robbing the place -- there is a [CURE] element behind one of the pictures to swipe. Chief Radius (outside) will teach you element basics in a battle setting, so try it out if you have to.

Back at the town square, enter the house nearest the town exit. It's a cafe to explore. Talk to the waitress if ya want, and check out the "barrel" three times to get another [UPLIFT] element. In the back room, search the unmade bed for a key item [HECKRAN BONE]! There's also an [IVORY HELMET] chest against a wall.

_____ | INVITATION: POSHUL | Innate: Yellow |

| Poshul is the town's wunderdog, pink and fluffy. She (yes, a female) can |
 | be found outside Radius' house. She'll have no time to play with Serge... |
 | unless he shows her the Heckran Bone key item that can be found in Arni's |
 | cafe's back room. She'll join after that. If you forget to obtain her or |
 | something, she can tag along later after some events and choices... It is |
 | recommended to get her now, though. <3 PO-SHU-SHU! (My fave char, btw) |

Next door to the cafe is a fisherman's house. An old man will give pointers on catching komodo dragons. The three tips will be...uh, field tested in awhile, so you may wanna know. Downstairs, talk to the king of the castle to receive a [SHARK TOOTH] key item. With all the extra shenanigans done, go to the pier 'n talk to Leena. She orders Serge to fetch her three komodo scales from Lizard Rock, then wait at Opassa Beach for her. Exit town!

If you go around the world map, you can 'explore' places by pressing the x-button. Fr'instance, you can enter the waterfall (Divine Dragon Falls) and scope the place, or enter Hydra Marshes. Make sure you've got Poshul along; don't let those li'l stat gains go to waste!

_____ | OPTIONAL: Cape Howl |

| Northwest of Arni, this cape extends towards the sea. Some Beach Bum foes |
 | laze around here, and there are jets of water on the field that can prick |
 | Serge and damage him (-5 HP) slightly. Get the [HEAL] element and [BONE] |
 | components, which are the only things to reap here. |

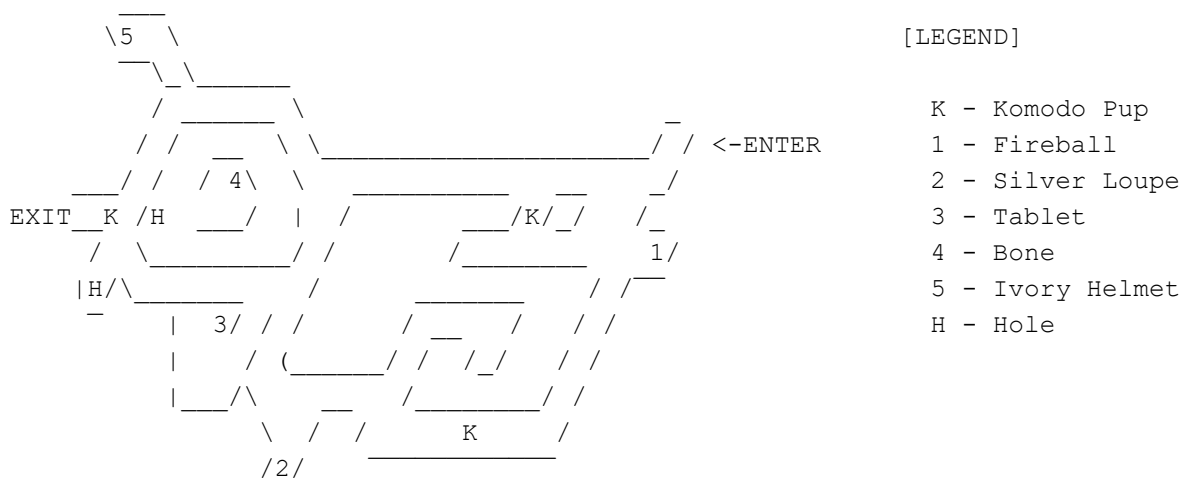
Lizard Rock is in the south...just a hop, skip, and a jump, really. As far as equipping elements goes, replace any Tablets Serge has with something else (a healing element would be good, even if it's -1) and give Poshul something up her alley -- Uplifts, anyone?

02) Lizard Rock [Home World]

"A calling from beyond time..." [D-02]

ITEMS / ELEMENTS	ENEMIES
• Fireball	• Komodo Pup
• Tablet	• SandSquirt
• Ivory Helmet	• Beach Bum
• Silver Loupe	
• Bone	

REMINDER: Make sure you fight battles to get those tiny stat increases 'til they don't come any longer. You may have to fight a couple that give nothing before some hefty ones come. Do this before fighting the area's boss!



As the fisherman in Arni might've said, there are three ways to catch komodo pups for their scales. The first 'secret technique' is demonstrated in the first screen. First, push the rock barring entrance outta the way and get the [FIREBALL] element. Spook the komodo pup to the left so it runs through a wee tunnel, which Serge can then block with the boulder nearby. Go around the side and lure it into the tunnel, where you can then beat it to death for the first komodo scale!

In the southern screen, find a beach bum standing by a rock. Destroy it and push the rock into the pond, making a [SILVER LOUPE] chest surface. See where that beach bum is walking on a log? Jump to there and enter the screen past. Kill the Beach Bum and re-enter the screen where the komodo pup fled, at a higher outlook point this time. When the target passes under the cliff, jump down onto it, initiating battle. Komodo Scale #2 obtained! Leave to the NW to find the third screen.

This is the one where the fisherman alluded to "playing tag." The Komodo Pup will make Serge chase it around in circles, starting at the bridge back to its initial position. When Serge catches it and kills it, mommy dearest shows up to avenge her extinct brood (make sure not to waste all your good elements on the minions!)

Everything north of Lizard Rock appears the same as well...

| _____ |
| OPTIONAL: Cape Howl |

| This somber-lookin' place is pretty much the same as before. Crack open a |
| chest for an [ELECTROJOLT] element and see the [@BONE] container up above |
| the BeachBums. Odd how you can't check out what's written on a tombstone, |
| though... |

| _____ |
| OPTIONAL: Hydra Marshes |

| For some reason, the once-beautiful swamp is now full of poisonous mire, |
| with some humans here. Walking in the water drains all characters health |
| by -2 HP per step. If you can brave the area, there's a [TABLET] to find |
| in the first screen, a [BUSHWHACKER] element in the one north of there, |
| and an [ELECTROJOLT] if you keep taking the screens west of the entrance. |
| At the western dead end, a man will give Serge the [SAFETY GEAR] key item |
| that allows them to walk through the marsh without taking damage. |

Head to Arni Village when you're done exploring.

04) Arni Village [Another World]

[D-04]

ITEMS / ELEMENTS	ENEMIES
• IceLance	• Tablet
• TurnRed	• Tablet
• PhotonRay	• MagmaBomb
	There ain't any!

Seems normal, but... Hmm. Visit the shop [SH02] to see new wares and head to the cafe. Get an [ICELANCE] element from the "pot" and a [TABLET] behind the backroom's curtain. Mosey over to the joyless chief's house afterwards. Find a [TURN RED] element (!) in the bucket by the porch; inside, steal a [TABLET] from behind a painting.

Over at Poshul's house (the one overlooking the pier), the player can score another [PHOTONRAY] element in the teapot. Go into Serge's House to see some commentary from Poshul. Search our protagonist's room (or is it?) for a [MAGMABOMB] element, and sleep if you need to. The komodo pup'll charge you 100G when you're done, though...no complaints accepted!

Talk to Leena at the pier when done, and she'll direct Serge towards Cape Howl. "Goodbye...stranger." Time to scoot up there.

05) Cape Howl [Another World]

"A reminder of one's former self..." [D-05]

ITEMS / ELEMENTS	ENEMIES
• ElectroJolt	• @Bone
• Tele-Porter	• Beach Bum
	• SandSquirt

REMINDER: Make sure you fight regular battles to get those extra stat gains!

Hmm, creepy red sunset this time. Anyway, short section to trudge through... There's two chests here, containing an [ELECTROJOLT] and [@BONE] bounty. Head north towards the cliff outlook and read the headstone there. A fat knight'll kick Poshul over the bluff (!) and commence battle with his cronies. Lucky for them, a fiesty chicky will team up with Serge to do battle.

				/ BATTLE SPOILS (Common -> Rare)	
BOSS: Solt	INNATE: Yellow	HP: 52	Ivory Vest ->	@Copper	
BOSS: Karsh	INNATE: Green	HP: 115	Bone Axe ->	Power Glove	
BOSS: Peppor	INNATE: Yellow	HP: 60	Ivory Helmet ->	@Copper	
ELEMENTS: ---					
TO STEAL: ---					
SPECIALS: DragonRider (Green-elem attack on one target; used by Karsh)					
PATTERNS: (Solt) Attack x??					
(Karsh) Attack x??					
(Karsh) Attack x1-2 to DragonRider (x??)					
(Peppor) Attack x??					

Poshul won't be joining this battle, obviously, so the teammate is 'Girl,' who's a red-innate character with fiery attacks. As we quickly find out, Solt and Peppor are bungling idiots who don't have the power to counter our protagonist's white-innate property. Both Peppor and Solt have horrendous strength, and Karsh ain't much better. Because the enemies don't use attacks of an elemental persuasion, feel free to build up the field effect to red n' burn these jokers. If you need to heal, 'Girl' comes with five Tablets to be used in case of emergency. (NOTE: If Solt and Peppor are destroyed, Karsh is able to use DragonRider. Take him out first to stop this attack, or at least prepare to defend against it). Make sure that both allies survive the battle to get all the level-up stat gains! 300G received for winning + the second level-up star.

Apparently, 'Girl' has an equally vague name...'Kid'!

INVITATION: Kid INNATE: Red	
This is one of the numerous times you can get Kid, the fiery lass with an Aussie's accent. She'll learn her 'Pilfer' tech soon, allowing theft from enemies. However, if you invite her now, you'll miss your only chance to get Leena. It's impossible to get all characters in one normal playthru, so decide well given the circumstances. Refuse to let her into the party thrice to keep her out temporarily. If she joins, Serg will receive the [TELE-PORTER] key item that allows switching for character-switching once at a save point or the world map.	

After Kid does/n't join, she drops a hint that Termina's the place to be. And Poshul will come back from her...uh, fantastic voyage. Well, time for sleep!

INVITATION: Leena INNATE: Blue	
INVITATION: Poshul INNATE: Yellow	
The well-mannered, small-village girl Leena joins automatically if Kid's company is refused -- apparently she's drawn to Serge and wants to help him out! If Poshul wasn't invited at Home World's Arni Village, she'll be	

| aboard now, whether you like it or not. PO-SHU-SHU! Full thpeed ahead!!! |
 | _____ |

If Leena's in the party, there's one more party that can be recruited 'round this time. If you didn't get the Shark Tooth pendant (key item) in Home World Arni, you're outta luck.

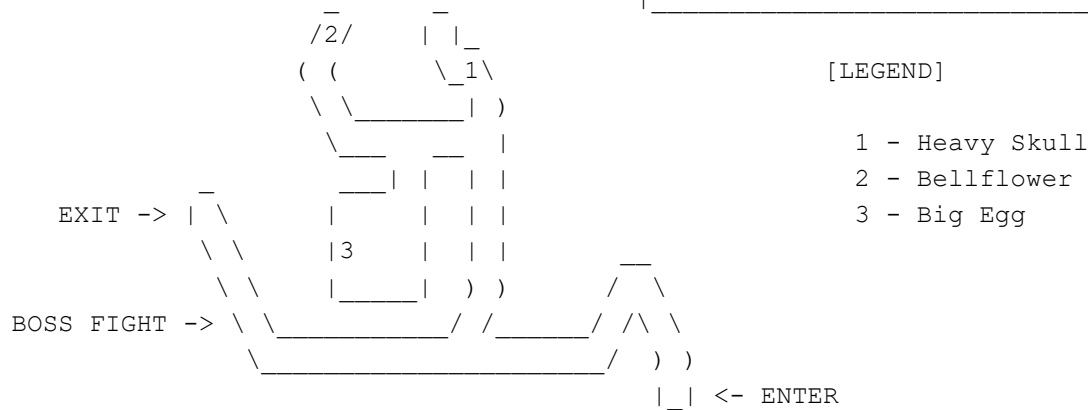
| INVITATION: Mojo | INNATE: Black |

| Mojo is uh...a Far East relic that can be found in the fisherman's house |
 | next to the cafe. Or, rather, the coulda-beena-fisherman who's now a lazy |
 | voodoo-doll worshipper. Talk to the fisherman and display the Shark Tooth |
 | key item to him. As you try to leave, Mojo will chastise the lazybones n' |
 | join Serge automatically. He's got great agility, but that's about it... |
 | He can be obtained whether or not Kid's been invited, if you wondered. :p |
 | _____ |

There's nothing else to do here, really. The destination town of Termina is in the far north of the island, and one has to pass through the Porre-ridden Fossil Valley to get there. Tally ho!

06) Fossil Valley [Another World] "The pride of the Acacia Dragons..." [D-06]

ITEMS / ELEMENTS	ENEMIES
• Heavy Skull	• Bubba Dingo
• Bellflower	• Mama Dingo
• Big Egg	• Dodo
	• Drongo



Some Viper dragoons tell the party to stick to the lowroad because there's an investigation going on on the clifftop. But what fun would it be to get outta here in five seconds? Talk to the soldier guarding the ladder and bluff your way past him by saying you're the exorcists they're lookin' for.

Everyone's scared of some moaning noises up there, which, when Serge draws near, seem to be coming from a clown's skull (o_o). This is actually part of a character named Skelly, who 'joins' the party if you find all his errant pieces. For now, the [HEAVY SKULL] key item's the only part to get by agreeing to help him. There's also a key item [BELLFLOWER] on a cliff, 'guarded' by a weird plant monster that's a non-issue. Just don't use elements on any Dodos that appear with 'em, 'cause it'll send them into a frenzy and make 'em use a hard-hitting tech that can probably OHKO anyone who isn't defending. See that vertebrae ladder by the soldier standing around? Ignore his warnings, climb down there, and get the key item [BIG EGG] that's guarded by a mother Dodo. A character can be hatched out of this later.

If one sticks to the lowroad as the soldiers suggested, they'll run into the runts of the Acacia litter...Solt and Peppor! Not on friendly terms, though.

		/ BATTLE SPOILS (Common -> Rare)	
BOSS: Solt	INNATE: Yellow	HP: 80	Ivory Vest -> @Copper
BOSS: Peppor	INNATE: Yellow	HP: 90	Uplift -> @Copper
ELEMENTS: TurnBlack, LoRes			
TO STEAL: ---			
SPECIALS: Pepporbox (Red-innate attack on single target; used by Peppor)			
: CrossCut (Red-innate dual attack on 1 target; Solt/Peppor only)			
: Summersolt (Blue-innate attack on single target; used by Solt)			
PATTERNS: (Solt) TurnBlack -> LoRes x??			
[2] (Solt) LoRes to Summersolt/Attack (x??)			
(Peppor) Strengthen -> Pepporbox to CrossCut x??			
[2] (Peppor) Pepporbox -> Attack x??			

Again, the mishaps ensue. The foes haven't changed much from the previous encounter (i.e. romp), besides being able to use their own techs. Pepporbox is used in conjunction with LoRes to have a more powerful attack, and the dual attack 'CrossCut' (red-innate) is used to x-strike one target...too bad it can only be used when both of them is alive. Pay attention to the field effect 'cause any blue characters (Leena) can take serious damage in this battle. Most people write this battle off as child's play, and it is kinda, but don't get sloppy. Summersolt (blue-innate) is used when Peppor is put outta commission, and is expectedly weak like its user. As I wrote the battle patterns, it seems that Peppor only uses attacks once Solt is knocked out, so that's the way to go for an easy victory. Third level-up star gotten after winning.

Congrats! Serge, Kid/Leena, and Poshul should know have their first tech set in a Lv. 3 slot of the element grid. It can't be removed, but why would you wanna do that anyway? Serge, Poshul, and Leena get a purely offensive attack, while Kid gets the ability to steal. Hooray for you!

Termina is right around the corner. Exit onto the world map and go there. Any other location open right now (Viper Manor, Shadow Forest) will get ya thrown back onto the curb, bro.

07) Termina [Another World]

[D-07]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Tea for Three Frame • Profiteer Purse	• Nikki -.
• Hero's Medal • Tele-Porter	• Guile - CAN ONLY GET ONE
	• Pierre -'
	• Kid

<p>_____ /E 2/ \ / \ / _ _ / \ / /D \ // \\ \ / / \ // / 3)) / _ _ 1 _ \ \ / / TO _ _ H _ \ \ / / FESTIVAL _ _ _ _ _ _ _ / /</p>	<p>[LEGEND]</p> <p>A - Inn B - Bar + Guile C - Element Shop D - Smithy Pierre</p>
---	---

```

SHIP      _____ | | _____ // /
| |      |__B | | | | C__| // /
_____| | _____| | | | | _____|G| _____
|_____
| | _____ DOCK AREA | | _____
|H| | A__| | |__F_|
_____| | | | _____ | | | |
|_____ |G| _____
|_| _____ )
ENTER    | |__| |
         |_____|

```

E - Van's House
F - Greco's House
G - Korcha
H - Kid
1 - Tea for Three
Frame
2 - Profiteer
Purse
3 - Hero's Medal

Kid will be here waiting for Serge's team to arrive. She'll leave the first time if Leena's with, but if you head up the stairs and talk to the person polishing the General Viper statue, she'll show up again.

INVITATION: Kid | INNATE: Red |

There's really no reason for her not to join at this time, really. She'll bring the [TELE-PORTER] key item with if you invite her, which allows one to switch allies on the world map and at save points. Up 'til now, it has been impossible to change characters -- remember that every time you miss an opportunity to level up non-party characters, they lose those minimal stat gains! If you still don't accept, she can be missed (pending choices made) at a later date.

Kid talks about infiltrating Viper Manor, which sets off the next course of events: finding a guide. There are three possible guides to get; whichever is picked, the two others cannot be obtained in the same playthrough. The people are:

- Nikki [Blue] -> I like him, but he's only 'decent' for the most part.
- Guile [Black] -> Pretty dang good, but you may have a black-innate already
- Pierre [Blue] -> A complete faux-hero wuss, who sucks. A lot. I hate him.

Well, while you mull over the first of the two "big" decisions in the game, let's search stuff around town:

- [TEA FOR THREE FRAME] - There is a man standing in the shade of the house to the left of the General Viper statue. He's not visible, but when you approach he talks and eventually asks if you 'get his drift.' Answer yes to receive the item.
- [PROFITEER PURSE] - In Van's house, check beneath the mansion's foyer's stairway to find a hidden chest containing this item. Although this item increases gained gold by ~123%, it's far better off being disassembled because it gives three @Copper and @Iron from it. This allows a party to be instantly suited for Viper Manor and is really just a great idea. Make some Iron Mail and an Iron Swallow to be good to go, yo!

After picking which guide you want, read their sections below!

NOTE: You cannot change party members while inside Viper Manor, so make sure to bring those who won't completely slight you (i.e. don't bring Poshul if you want a furious element-caster).

ITEMS / ELEMENTS	ENEMIES
• AeroSaucer	• Bulb
• Aroma Pouch	• Cassowary
• Heal	• Quadffid (x1)
• MagmaBomb	• Cuscus
	• Gloop
	• Gerridae
	• Wraith (x1)

NOTE: You may want to buy some Braces before entering here.

BEGIN: Enter the festival boat at anchor in Termina's port and talk to the manager. Miki, a dancer in the show, will come in and ask you to help find their missing singer (Nikki) who's been seen in a daze around Shadow Forest. Agree to her request and let's go...rockin'! Shadow Forest can be accessed from the world map, east of Termina. Miki will have chased off the dragoons guarding the entrance, so let's boogie!

[LEGEND]

- | | |
|------------------------|-------------------|
| 1 - AeroSaucer | R - Red Monster |
| 2 - Uplift | G - Green Monster |
| 3 - Aroma Pouch | B - Blue Monster |
| 4 - Angry Scapula | |
| 5 - Skullduggery Frame | |
| 6 - Heal | |
| 7 - MagmaBomb | |

```

_
./ | <-EXIT
( )
| /
( \_____ | _____ | ___ | _____ | / \ \ \ \ | _____ |
\ _____ 7 6 5 CAVE | /2/\ _____ | | R |
_____ | _____ | B 3 4 |

```

Nikki can be found in the second screen but runs off ahead due to the 'daze' he's in (and hear him rip off Guns N' Roses). Follow him to find a bunch of Cassowary enemies going in for the kill. And, yes, they are indeed bosses...

```

| BOSS: Cassowary | INNATE: Yellow | HP: 100 | Uplift -> @Feather
|
| ELEMENTS: ---
| TO STEAL: Ivory Mail / ElectroJolt
| SPECIALS: ---
| PATTERNS: Attack x??
|

```

Uh...alright. Because all three paths have to have one boss fight, this one ends up being a crappy stall battle. There are three Cassowary enemies that are pestering Nikki -- who shows up as an uncontrollable ally in this fight by the way -- but they're really nothing more than regular enemies. Things like AeroSaucer will rip 'em a new one, so if you picked up any in Termina, it's smooth sailing. 249G awarded for victory + the 4th level-up star.

Nikki retreats into the cave nearby, so follow him in.

| The rockin' bard who is to play the Termina Festival joins up if Serge'll |
 | let him. He's on a quest, y'see...well, don't want to say too much. Might |
 | as well get him now, 'cause you can't later. He gives up some 'valuable' |
 | information on clearing the large monster (Quadffid) out of the way, even |
 | if you don't invite him. Hooray for gender-neutral allies! |

After some dialogue, re-enter the cave and get the [AROMA POUCH] from the chest and the [ANGRY SCAPULA] piece of Skelly's body by searching the tablet near the blob-monster.

There are three monsters around, and they have different effects on the monster. Once you find a pollen that matches the monster's color, lure it towards the quadffid monster...

- RED ----> Quadffid flees and leaves a [SKULLDUGGERY FRAME] behind!
- BLUE ---> Fight with Quadffid!
- GREEN --> Fight with Quadffid!

The fight's optional and doesn't give any level-up stars, but I'll list it anyway for posterity:

| BOSS: Quadffid | INNATE: Green | HP: 200 | @Seed, Bushbasher |

| ELEMENTS: Bushbasher, Bushwhacker, Heal |
 | TO STEAL: Antidote, BatEye |
 | SPECIALS: Devour (green-innate attack on 1 ally + Poison status) |
 | PATTERNS: Attack x1-4 to Bushwhacker/Bushbasher/Devour x1-5 (x??) |

After much trying, I couldn't seem to get a decent strategy down for this one -- it just seems way too randomized. Plus, since there's no starting point that I can identify, it's hard to form any decent counterstrategy besides throwing yellow elements and powered-up physical attacks with the Steel Swallow. It absorbs green elements, too. 314G received for winning

Past there, however, an actual boss trio shows up. Sort of. Well, not really. Zoah is the guy who TALKS IN ALL CAPITAL LETTERS that was guarding the forest entrance before. You should know the other two...

BOSS: Solt	INNATE: Yellow	HP: 80	Ivory Vest -> @Copper
BOSS: Zoah	INNATE: Yellow	HP: 200	Ivory Mail -> Bronze Glove
BOSS: Peppor	INNATE: Yellow	HP: 90	Ivory Helmet -> @Copper

| ELEMENTS: Strengthen, LoRes, HiRes, EagleEye |
 | TO STEAL: (Solt) Ivory Helm, TurnBlack |
 | (Zoah) Knee Pad |
 | (Peppor) Tablet, Knee Pad |
 | SPECIALS: DragonRider (Yellow-innate attack on 1 trgt ; used by Zoah) |
 | : Pepporbox (Red-innate attack on single target; used by Peppor) |
 | : Summersolt (Blue-innate attack on single target; used by Solt) |
 | : CrossCut (Red-innate dual attack on 1 target; Solt/Peppor only) |
 | PATTERNS: (Solt) Golem -> LoRes + HiRes -> Summersolt/Upheaval to |
 | Attack to CrossCut to Attack (x??) |
 | [2] (Solt) Upheaval x1-3 to Summersolt x1-2 to Upheaval to Attack |
 | (x??) [NOTE: May differ slightly but mostly correct) |
 | (Zoah) Attack x2 to DragonRider (x??) |
 | (Peppor) Attack -> Strengthen + EagleEye -> Pepporbox x2 -> |

```
Attack x2 -> CrossCut -> Pepporbox -> CrossCut
[2] (Peppor) Attack x?? to Pepporbox x?? (x??)
```

Laughably, Solt tries to use a Golem summon which, of course, can't be used unless the field is all yellow. It's basically the same schtick as last time except Solt and Peppor will use two elements consecutively (non-offensive) to buff themselves before using their special techs. Take out Solt to prevent any trouble from Peppor, and try to take Zoah out because he uses DragonRider every third turn. If you take out Peppor or Zoah first, Solt's more likely to use Upheaval (inflicts Sprain, attack decreases), which may come quite a few times. He can still use it if his allies are alive, but not as much...bombard him with green elements ASAP and have fun. 460G received for winning and the 5th level-up star, too.

Collect the [HEAL] element from the chest and head into the large cave 'neath the massive tree. Get the [MAGMABOMB] element chest in the short waterway passage beyond, watching out for annoying Gloops/Gerridae that attack in the claustrophobic place. Right after, get up on land and destroy a Wraith (will be easy with Serge); move that boulder behind it in front of the Gerridae's hole to proceed upriver easier.

NOTE: There is no free healing inside the manor, so bring curative items and antidotes to prepare for all obstacles within. Seriously, go do it!

There's a well basin beyond, meaning Viper Manor's right above. This ends the Nikki route, since things beyond will all be the same. Go to [D-11] to continue.

PIERRE'S ROUTE (Viper Manor Gate) "Where lies the key to the past..." [D-09]

ITEMS / ELEMENTS	ENEMIES
• TurnYellow	• Acacia PVT (x2) • Acacia SGT (x2)

INVITATION: Pierre | INNATE: Blue |

This fakey French swordsman can be found in the smithy's sideroom. Talk to him to hear him bemoan his lost medal. Go outside and speak w/ the kid who's running around in circles; he'll give over the [HERO'S MEDAL]. Show it to Pierre and bug him one more time to get an invite for his company.

Pierre may be a weakling, but you'll have to make do since he has to be in the main party to proceed. His Hero's Medal boosts his evasion by 24%, so he may not be merely a meat shield. To enter Viper Manor, simply stroll in there from the world map! It's no wonder this one's the shortest route.

STOCK UP ON HEALING ITEMS AND ANTIDOTES, because once you enter the gates, it's impossible to leave. There's no free healing inside, so don't say I didn't warn ya.

Approach the gate guards and pick your decision ("Think up a plan" is the funniest). Defeat the two Acacia PVTs and face the SGTs! For some reason, they're set up as an actual boss fight. Well, gotta make do with what's doled out...

| BOSS: Acacia SGT | INNATE: Yellow | HP: 84 | @Copper, Meteorite

| ELEMENTS: ---

| TO STEAL: Bronze Helmet / Capsule

| SPECIALS: AcaciaBlade (Yellow-innate attack on one target)

| PATTERNS: Attack *?? -> AcaciaBlade (when one left)

There are two of 'em, but they're not much more than PVTs with some stock options and lame armor. Acacia Blade hurts if the field effect's a nice, pure yellow, but not that much. I've noticed that they only seem to use it when on SGT is downed, so if you weaken 'em both at once, it's magnifique. Try to steal a Bronze Helmet! Winning nets one the 4th level-up star.

The bad thing about this level-up is that you can't retreat to get those extra stat gains. Oh, well...sacrifices have to be made... Head north to find our favorite bumbling buffoons...

| BOSS: Solt | INNATE: Yellow | HP: 150 | @Copper, @Copper

| BOSS: Peppor | INNATE: Yellow | HP: 180 | Brace, Magic Ring

| BOSS: Ketchop | INNATE: Yellow | HP: 260 | Silver Earring (100%)

| ELEMENTS: LoRes, Strengthen, FirePillar, ElectroJolt, ElectroBolt

| TO STEAL: (Solt) = Bronze Vest / Dancing Shoes

| (Peppor) = Plaster Cap / Power Glove

| (Ketchop) = Tablet / Power Glove

| : Pepporbox (Red-innate attack on single target; used by Peppor)

| SPECIALS: (Ketchop) FlameKnock - red-innate attack on target, Solt/Peppor

| PATTERNS: (Solt) Revive/CurePlus -> Attack to LoRes/ElectroJolt to
| (ElectroBolt) (*??)

| (Solt) LoRes [if Peppor attacked by Serge; Lv2 atks cumultiv?]

| (Peppor) Attack to Strengthen/FirePillar/Pepporbox (*??)

| (Peppor) Strengthen [if Solt attacked by Serge; Lv2+ atk cmltv?]

| (Ketchop) Attack *?? -> (ElectroJolt) -> Attack *??

| [2] (Ketchop) FlameKnock -> Attack *??

Wow, what a fun fight. Ketchop will OHKO Serge for about 400dmg and Solt'll use a Revive element on him to display their fierceness...? Huh? Well, this doesn't matter -- immediately heal Serge. When Solt/Peppor is put into critical condition, Ketchop uses FlameKnock to KO both of them, so if you keep your HP high until then, Ketchop's the only dunce that has to be sent packing. Use Pilfer if Kid's with before that time, if you wanna steal any of their good items. Luckily, tomato-boy is extremely dumb and snail-paced, meaning one can get in about five attacks to his one. Not much more to do 'sides shoving a swallow into its ugly mug. FlameKnock, even though it's only used once, can still kill a target if the field effect has any red, so shove some blue in there and defend if possible. PS - FlameKnock seems to hit whatever target gets LoRes'd by Solt. <shrug> 500G received for the win. (NOTE - If Ketchop doesn't kill someone that first turn, Solt will use CurePlus instead of Revive). The 5th level-up star comes at this time, too.

Get the [TURNYELLOW] element behind the gate before heading into the mansion proper. This ends the incredibly fun/crappy adventures with Pierre, I hope. Go to [D-11] to get a move on.

ITEMS / ELEMENTS	ENEMIES
<ul style="list-style-type: none"> • PhotonRay • Meteorite • Freefall Trap 	<ul style="list-style-type: none"> • Heal • Tablet • Goblodygook • Loch Nest

Remember Korcha? He's the demi-human kid who talks like thisCHA, and can be seen at the bridge east of the element shop. After talking to him, he'll go down by the shrines. You can see a scene with Glenn and Riddel here (give'm the Bellflower you got at Fossil Valley, if you have it), and as they leave, follow the path they took to find Korcha. He'll say he can take the party to the bluffs but a guide is needed first. If not Pierre / Nikki, then whom? Well, well...

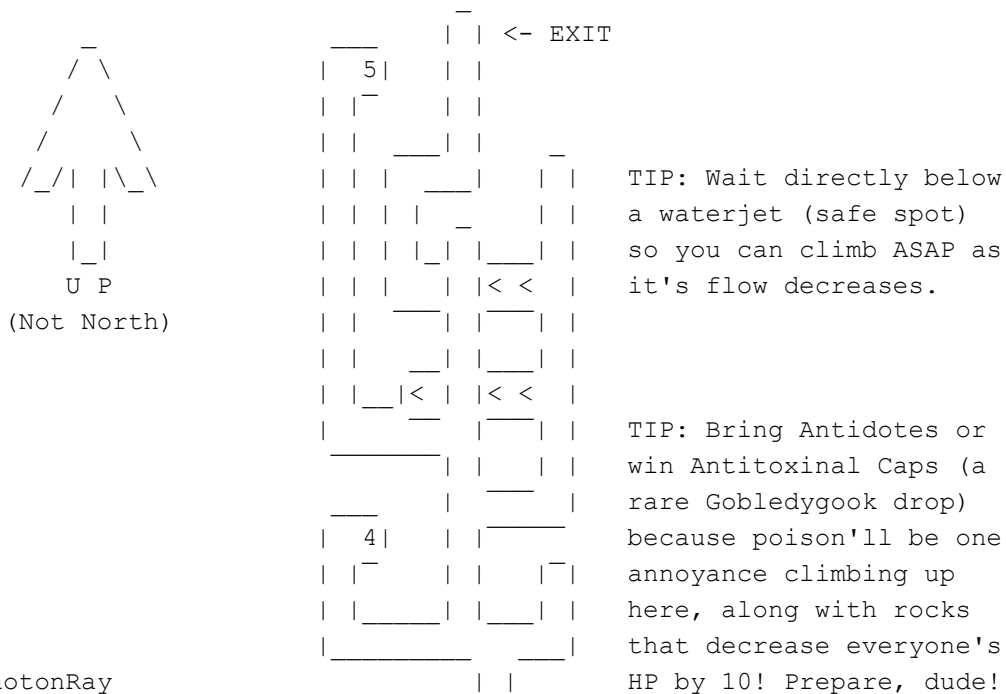
| INVITATION: Guile | INNATE: Black |

Guile is full of guile, and is in fact a magician by trade. He's located at the Termina Bar, and joins up without any fancy tricks or hitches. Get him in the party and visit Korcha back at the shrines, pay the 100 G fee, and you'll be ready to go to the bluffs. He's pretty good but his element grid blows, as it's inverted (starts out bad, gets better later). Don't expect him to function as great backup early on, folks.

This is the route I recommend going, not only because you get a character who doesn't suck completely, but because you can level up inbetween getting the stars (unlike that dingaling Pierre's shenanigans). It's just a shame Guile's element grid is a PIECE OF CRAP! Don't expect him to pull you out of too many jams. Note that once you use him as a guide to the bluffs, you can return and switch him out for someone else. I prefer a Serge/Kid/Poshul party, m'self...

Korcha will take everyone to the bluffs automatically, and we can begin the uphill climb. Note that the map's perspective is purely 2-D to fit the field POV.

As soon as you start, an Acacia knight will start dropping boulders down the cliffside; should the party leader be hit by one, that's -10 HP right there! They can also knock you off ladders a smidge, but that won't matter much.



```

2 - Heal           | 2| ___| |
3 - Tablet        | | | ___|
4 - Meteorite     | | | | [3]
5 - FreeFall [T]  | |___| |_____
                  | | | | < < |
                  |_____| |_____| |
                  [1] | | | | |
                  |___| |_____| |
                  |_____|
                  KORCHA

```

As you start by Korcha's boat, head east across the stepping stones (easy to miss if you aren't looking) and climb up into the next screen. Go west along the cliff and try to climb up. There's a waterjet there that can knock Serge and co. back into the previous screen near a [PHOTONRAY] chest. Climb down, repeat the steps, and get back to that waterjet. Time your climb correctly to evade it to find a [HEAL] atop the ladder. [Dreamistt writes that, apparently, one can steal an entire Copper Swallow from the Gobledygook appearing near here -- could be useful.] Use the waterjet to reset Serge's position to the rock bottom again, and take the regular ladder by the dock.

Follow up to a waterjet and use it to get the [TABLET] on a small ledge right below. Up past it, where a lone Gobledygook flies, there are three paths. The leftmost leads to a [METEORITE] element chest while the rightmost's a dead-end path. Take the middle! Once in the new screen, continue straight up and take the first left to a VERY long ladder (watch for rocks!) that leads to your first [FREEFALL TRAP] element. Descend back to the current screen's bottom, taking the righthand ladder. This leads up to the top, eventually, where the stone-thrower will do battle...to the death!

```

| BOSS: Acacia PVT | INNATE: Yellow | HP: 70 | Tablet, PhotonRay |
|
| ELEMENTS: --- |
| TO STEAL: Ivory Helmet / Capsule |
| SPECIALS: StormBlow (yellow-innate atk on one ally) |
| PATTERNS: Attack x?? to StormBlow (x??) |
|

```

This is nearly the same skirmish that can be fought on the Pierre path, so it follows the same strategy (as if mindless violence didn't work well). A little boost of HP is all these two have, although unlike most enemies 'til now, they'll attack multiple times on their turns. They still suck, don't get me wrong, but can pick off characters who've been damaged beforehand by the rocks and/or Poison. Don't drop your guard for StormBlow! The real ones to fight are comin' right up. 320G received for winning + 4th level-up star

Immediately after, in fact! A gigantic eagle-person flies in afterwards and blocks progression into the mansion. Since that is also a boss, it's highly recommended you go and fight battles with your other characters to get those level-up bonuses. Yeah, I talk about them a lot -- they seriously add up, though! Get out your shotguns when ready, 'cause it's open season on these turkeys. (NOTE: THERE IS NO FREE HEALING INSIDE THE MANSION, so bring items that will help you out, including antidotes).

```

| BOSS: KingMoaman | INNATE: Black | HP: 245 | GravityBlow, Power Glove |
| BOSS: RedMoaman  | INNATE: Red   | HP: 145 | @Feather, FirePillar |
| BOSS: BlueMoaman | INNATE: Blue  | HP: 145 | @Feather, IceBlast |
|
| ELEMENTS: Nimble, Strengthen, IceLance, MagmaBomb, Gravitonne |
| TO STEAL: (KingMoaman) = @Copper, Feathery Dress |

```

```

|           : (RedMoaman ) = MagmaBomb
|           : (BlueMoaman) = IceLance
| SPECIALS: (KingMoaman) TwinTurbo (black-type atk on one ally)
|           (BlueMoaman) IceSword (blue-innate atk on one ally + Frozen)
|           (RedMoaman ) FlameSword (red-innate atk on one ally + Burn)
| PATTERNS: (KingMoaman) Attack x2 -> TwinTurbo x??
|           [2] (KingMoaman) Attack x??
|           [3] (KingMoaman) Gravitonne x??
|           (BlueMoaman) Nimble -> IceSword -> Attack x1-2 to IceLance (x??)
|           (RedMoaman ) Strengthen -> FlameSword -> Attack x2 -> MagmaBomb
|                   -> Attack x5 to MagmaBomb (x??)
|

```

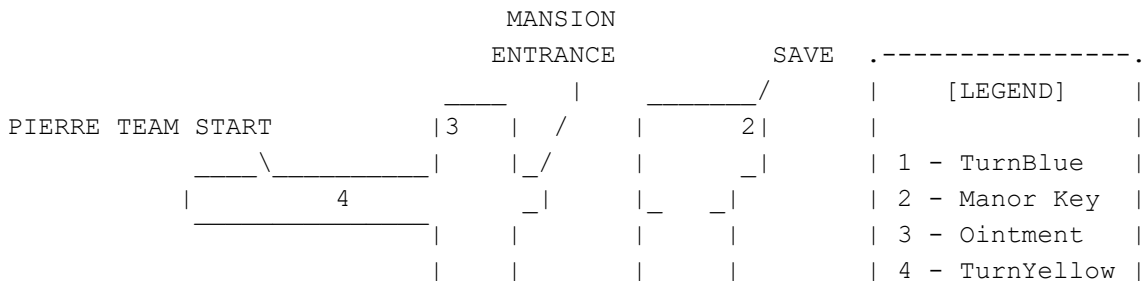
The Red and Blue Moaman enemies are basically present to stat-buff their king, so we'll want to take them out as soon as possible. They also have techniques that match their element, and use them in annoying fashion. They can inflict burn/freeze on occasion, making them even more annoying. Can they get more annoying than that? Why yes -- if both are alive, King Moaman can use his own special technique TwinTurbo to deal heavy damage to one target. He'll use it as much as possible, so take out one of the lackeys to stop it. Dash&Slash + Meteorite will help destroy the king easier, but even better is if Serge has upgraded to a Steel Swallow (see: Profiteer Purse trick) which will dig into it like Thanksgiving dinner. When both lackeys are dead, the King starts to use a bunch of Gravitonnes, so hurry it up to make sure everyone survives intact! The 5th level-up star's received for winning.

Everyone waits 'til nightfall to invade the manor. Bottoms up!

08) Viper Manor [Another World] "Where lies the key to the past..." [D-11]

ITEMS / ELEMENTS	ENEMIES
• TurnBlue	• Manor Key
• Ointment (x5)	• TurnYellow
• Dragoon's Honor	• TurnGreen
• Revive	• 100G
• AeroSaucer	• Hero's Shield
• Bronze Shield	• Bronze Mail
• 100G	• IceLance
• Silver Pendant	• TurnBlack
• 100G	• IceLance
• Decor Shield	• Bronze Helmet
• Dragoon Gauntlet	• TurnWhite
• TurnRed	

Whichever guide the player chose -- Nikki, Pierre, Guile -- all will begin at this general location albeit at different places. Here's the layout of the manor environs, with the walkthrough starting from the last potential guide's route (Guile):



NIKKI TEAM START -'

'--GUILLE TEAM START

After climbing up the cliffs, get the [TURNBLUE] element on the shaded cliff building. There will be spotlights out to catch predators, but it's only a short walk north to the barn. This one is used to house the Acacia Dragoons' famous dragons. Talk to the handler around here and pose as the new trainers; he'll talk about feeding the dragons. Serge will be placed in front of the stables and have to feed hay bales to the dragons (with x-button) by moving in front of 'em. He can only carry three at a time before he has to go back and get more, and the dragons will gradually get angry to the point where they won't eat.

| MINIGAME: Dragon Feedin' |

```

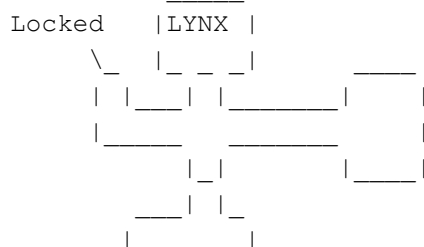
| The object of this game is to feed the dragons and satisfy their hunger. |
| Serge can try to feed 10/20/30/40/100 at a time, and gets a prize based |
| on his performance. The minimum (10) is all one needs to proceed with the |
| story, since it allows our hero to get the [MANOR KEY] in the NE cabinet. |
| Serge can try these 'missions' as many times as he wants for the prizes! |
|
| 10 TIMES = Knee Pad (accessory; DEF +1) <--- Sucks a lot, but get it |
| 20 TIMES = Bronze Helmet (helm; DEF +2) <--- Decent equipment to get |
| 30 TIMES = Bronze Mail (armor; DEF +2) <--- Decent equipment upgrade |
| 40 TIMES = RecoverAll (element; heal all) <--- Don't leave here w/o it |
| 100 TIMES = Iron Vest (armor; DEF +5;MDEF +4) - Great if y'can get it! |

```

After claiming the [MANOR KEY], exit back into the moonlight. I recommend fighting around here for awhile, since the SGTs can drop Meteorite elements that'll do y'one better than those PhotonRays. Head to the mansion's other side to find its entrance guarded. To the east is the gate where one enters with Pierre's team; get the [TURNYELLOW] element in the half-hidden chest behind the front gate (may not be able to see well in the darkness). Enter the mansion proper by defeating the SGTs guarding the door. The Manor Key'll open that thing right up. New map approaching!

NOTE: You will not be able to change party members once you fall through the trapdoor!

- | | |
|--------------------|----------------------|
| 5 - Dagoon's Honor | 14 - IceLance |
| 6 - TurnGreen | 15 - Silver Pendant |
| 7 - Revive | 16 - TurnBlack |
| 8 - 100G | 17 - 100G |
| 9 - AeroSaucer | 18 - IceLance |
| 10 - Hero's Shield | 19 - Decor Shield |
| 11 - Bronze Sword | 20 - Bronze Helmet |
| 12 - Bronze Mail | 21 - Dagoon Gauntlet |
| 13 - 100G | 22 - TurnWhite |
| | 23 - TurnRed |



```

      / 22 \ _____ | _ | _ |
      | MARCY _____ |
      \_____ / | |
                | |           KARSH       ZOAH
    _____ | |
    | 17 | | | | | | | |
    |16 18| Locked | |           | 21 | | _____ |
    | _ | _ | _ / | | | _____ | _ | _ |
    | _ | | _____ | SNAKE | _____ | | _____ |
    .-| _____ STATUE _____ |--.
    | | _____ | _____ |
    | | |
    | | |_-ENTER
    | |
    | BARRACKS DINING HALL --- BASEMENT --- 23 LAB |
    | _____ \ _____ _____ |
    | | 7 SAVE| 6 5| TREASURE VAULT -> |10 11 |NEO-N| 19| | | |
    | | _____ | _____ | _____ |
    | | _____ |13 12|BULBS| 20| |
    | | _____ |14 15|_ | _ | _ | |
    | | _ | _ | _ | _ | _ | _ | _ | _ | _ |
    |--|_ | _ | _ | _ | _ | _ | _ | _ |
    | _____ | _____ | _____ |
    | _____ | _ | _ |
    | 8 9| <- JAIL AREA

```

In the foyer, inspect the coiled-snake statue and input a random rotation # to fall through the floor (it's randomized each time you play) into the lower basement floor (B1). After falling into a collection cage, some soldiers pick a fight with the allies after Kid taunts 'em or Serge bangs on the door a bit (reminiscent of CTrigger much?). Achieve victory in battle to snag their lame knight outfits...except Poshul whose roly-poly frame can't fit.

Head downstairs into the jail area and inspect the treasure chest. It'll be a monster duo, actually -- attack the right one and win a prize; attack the wrong one and prepare to fight. Actually it doesn't matter since you can run from battle and start the whole process over. Win [100G] and an [AEROSAUCER] (not sure if that's always received) for the correct pick. [NOTE: Some people have said they've won different elements here, so it may be random.] Go back to the cage y'all fell in and enter the left hallway.

Word of advice: don't walk on the red carpet unless you want to fight patrol enemies that drop down from the ceiling. It's a waste of time; don't bother with 'em if you don't need to. Head into the dining hall and talk to Glenn (or eavesdrop on his convo) to hear something about...a password combination? Glenn leaves for the barracks afterwards. Get the [DRAGOON'S HONOR] chest in the corner, and a [TURNGREEN] element in the cabinet near Orcha; then, follow Glenn out.

| OPTIONAL: Guile's Bet |

```

| _____ |
| | In case you haven't been paying much attention to Guile's plight, he and |
| | Termina's fortune-teller have a bet that he can't claim an item from the |
| | manse's dining room. That item, of course, is a Dragoon's Honor (not the |
| | Revive element, if you've heard that) -- simply pick it up, get a reward |
| | later on. |
| _____ |

```

He'll go to the barracks, and if you're fast enough, you'll catch him writing the foyer's password on the wall next to his bed; if you're slow, he'll just be standing there and the player won't get the vital clue (the writing will still be done, though). The password is # right, # left -- it's randomized in every playthrough. Remember this because you'll have to do the input later.

Get the incredible [REVIVE] element in the barracks before exiting. For now, head upstairs through the 'case near the quarters.

One door up here leads to chest with a [TURNBLACK] element in it and another 'boxer' duo. It's possible to earn a [100G] and an [ICELANCE] element. The corridor is blocked by a roborg here, though; exit downstairs and head east to the opposite basement section.

There will be two guards and a Roborg here. Talk to the guards twice to be asked for a password. When the options come up, don't pick any -- eventually 'silence' will be revealed as the password. Enter the vault to find Kid (if she's not with you) and some goodies on pedestals: [BRONZE SWORD], a suit of [BRONZE MAIL], and the key item [HERO'S SHIELD]. The latter can be used only with Pierre, if that wuss is along. Also, inspect that little chest to fight for your treasure -- [100G] and an [ICELANCE] element -- with the Big Boxer and Li'l Boxer. Remember that one can flee battle to have a clean slate at guessing which it is. If you inspect a vase here, you'll find it's actually a monster called 'Potty'. Defeat it for a [TURNRED] element. When you take the [SILVER PENDANT] hanging on the wall, the party is sent into Luccia's lab. A boss fresh from the operating table is served up!

BOSS: Neo-N-Bulb INNATE: Green HP: 160 AeroSaucer, EagleEye
ELEMENTS: Bushwhacker, Bushbasher
TO STEAL: @Seed / Heal
SPECIALS: ---
PATTERNS: Attack -> Bushwhacker/Bushbasher (x??)

Two of these guys to turn into mulch. Poshul'll rock many casbahs here, if she's with. Regardless, attacks like ElectroJolt are the way to go here. Simply pound 'em with elements and use RecoverAll when the damage gets sent around enough. Bushbasher can inflict poison status as well, and when one bulb's dead, green elements really start to fly. If you got TurnBlack, use that to inflict extra damage with Serge's swallow. 400G and the 6th lvl-up star awarded for winning.

Afterwards, talk to the caged monster in the room's corner (Pip) and unlock it for him. He can't be recruited now, but at a later date, if you perform this small favor for him. Luccia also says she's willing to help if Serge's team needs it...just not right now. Enter into the hallway and bust up that roborg if you want to get back to the barracks' save point. Anyway, next door to the lab is a storage room -- enter by sneaking past the portalgheist when its eye's closed. Inside, get the [DECOR SHIELD] and stick it on the armor set that's missing one. This'll let you fight some Man-O-War (x5) enemies if y'want, but more importantly, they drop Capsules one can use to heal (since there isn't one in the manor). There's a [BRONZE HELMET] in here, too, but nothing else worth noting. Head upstairs via the hallway.

The portalgheist-guarded room leads to Zoah's chambers, and the other leads to Karsh's -- and the only one that matters. Inspect the chest within twenty (20) times to finally exhaust Karsh's patience and get a [DRAGOON GAUNTLET]! The main lobby is now available once again, so input the password you learned from Glenn and head north.

There will be a large hall with three exits, but only the left way's free for travel. Past the outdoor catwalk, enter the library tower and talk to a li'l girl. Some scenes with the prophet of time will play, and then it turns out, well, that li'l girl has some not-so-li'l abilities. Giddyup!

```
| BOSS: Marcy | INNATE: Blue | HP: 525 | IceBlast, @Iron |
|-----|
| ELEMENTS: IceBlast, IceLance, CurePlus |
| TO STEAL: Silver Loupe / Dancing Shoes |
| SPECIALS: Cat'sCradle (blue-innate dmg to one ally) |
| PATTERNS: Attack x?? |
| [2] Cat'sCradle -> IceBlast + IceBlast -> Attack to IceLance (x??) |
| [3] CurePlus -> Attack x4-5 to IceLance (x??) |
|-----|
```

This battle can be a major annoyance if anyone's inflicted with Frozen, but there's always fleeing battle for that. The main thing is that Marcy won't use any elements until she's put in critical condition (slouching posture); it's at this time her attack strategy changes and she starts using ice-type attacks. However, it's easy to get a jump on her by painting the field red or white with elements before then, depending on who you want to buff. Any reader to this walkthrough knows I suggested dismantling that Profiteer Purse to get a Steel Swallow right off the bat, and that can do 70+ damage to her with fierce attacks. S'pose the only thing to watch out for here is that double whammy of IceBlast, which she uses twice in a row when her HP's reduced to about 50%. RecoverAll can undo the damage if Serge (who it's best on) isn't frozen. She won't use it (IceBlast) again after that anyway, so you can sneak in a bunch of Tablets to change the field effect faster. This helps reduce CurePlus' effect when her HP's in critical condition. A win nets the player 780G + 7th level-up star.

Marcy leaves and the prophet divulges the way to get further in the mansion. Two screens back, in the large hall, there's a switch behind the lefthand side's second-from-last pillar. Get the [TURNWHITE] element on the third floor by using the bookshelf ladder-dropping switch. Return to the main hall, meet Harle, press the button, and destroy the SGT/PVTs that attack. Now the way upwards is completely clear.

In the small hallway beyond, save the game and enter the door the blue carpet leads toward. After some searchin' around the office, inspect the glowing blue orb to view some scenes. Culminating in, of course, a DEATHMATCH!

```
| BOSS: Lynx | INNATE: Black | HP: 820 | Pendragon Sigil C, Gravitonne |
|-----|
| ELEMENTS: Imbecile, Gravitonne, AntiWhite, Imbecile, HellSoul |
| TO STEAL: Magic Ring, Power Glove |
| SPECIALS: --- |
| PATTERNS: Attack x?? to Gravitonne (x??) |
| HellSoul (can be used when in critical condition) |
| AntiWhite (used turn after being hit with white element) |
| Imbecile (used turn after being hit with non-white element) |
|-----|
```

To start, whoever has the RecoverAll or Revive should not use a white element on Lynx since he'll counter with AntiWhite on his next turn, making all white types unusable for a while. Luckily, most of the time he just straight attacks, doing 'decent' damage to Serge but not-so-decent damage to everyone else. After incurring skill damage, he'll pick a target and use Imbecile, decreasing someone's MGC stat for awhile. When finally brought to critical condition, he will use HellSoul to try and OHKO people. In a way, Lynx's movements are controlled by the player, in that he doesn't /counter/ elements, but wastes his next turn with his retaliation. 500G won for a clean-cut victory + 8th level-up star.

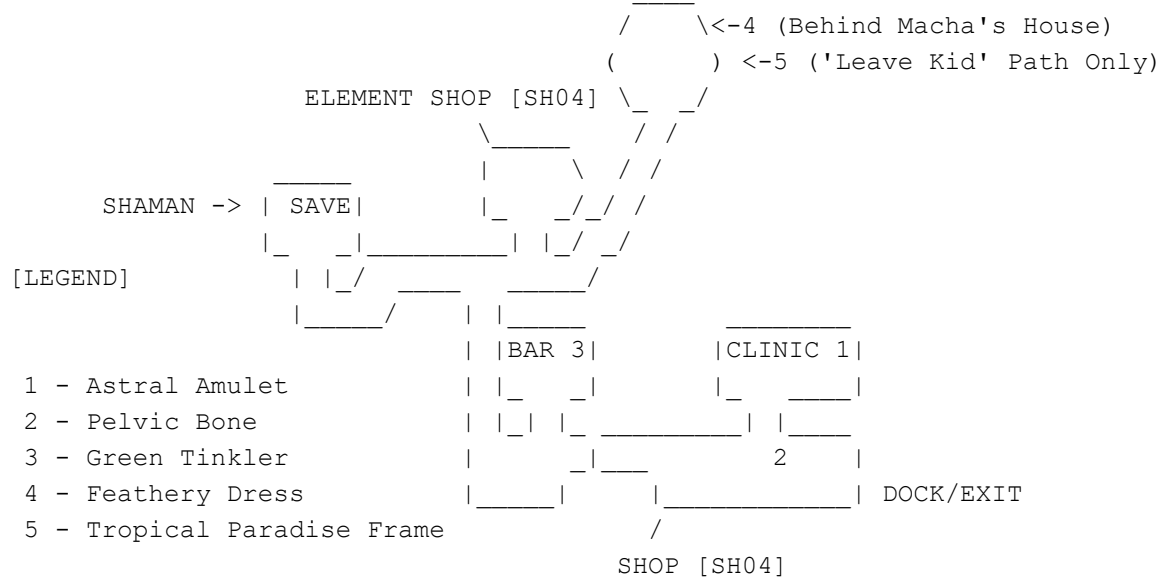
Watch the scenes and it's off to Guldove... Save when the menu opens, if you

want to. There's a big path split coming up, the second of two...be prepared!

NOTE: Remove Kid's elements, etc. because you won't get them back for awhile!

09) Guldove [Another World] "Where ripples become waves..." [D-12]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Astral Amulet	There ain't any!
• Feathery Dress	
• Tropical Paradise Frame	



When Serge awakens, check outside to find the allies talking with Korcha. Kid ends up falling ill, though... After checking into the town clinic, she gives our protagonist her [ASTRAL AMULET] to hold on to. Now, this is where the path splits. Serge can choose to look for a way to save Kid, or give in to the situation's futility. The choice changes some of the characters that can be recruited. When Korcha asks what Serge is going to do, "...I don't know" and "...There's nothing we can do" go towards leaving her and "Find a way to save her" goes toward the hunt for Hydra Humour. I'll break down the characters specific to the paths:

OPTION #1: Korcha, Mel, Razzly

Korcha isn't terribly awesome, but Mel has a double-tech with Kid if she's recruited. Razzly is very decent, though...her last tech RazFlower is just pretty difficult to get. Two outta three ain't bad. People with a conscience will choose this path. >=p

Saving Kid is probably the easier route, as one obtains the Astral Amulet earlier and can steal Moonglasses from an upcoming optional boss (rather than her dropping them).

OPTION #2: Doc, Macha, Glenn

Most people choose this path because of the last character, Glenn. Not only is he one of the most powerful people in the game, but he has a double-tech with Serge called X-Strike (like in Chrono Trigger). The other two probably won't be used, but man, Glenn's a catch if you pick this path. Definitely worthwhile to go this path, more so than the other if you don't have any

pangs of guilt for not saving Kid. Also, since you're not required to go to Hydra Marshes yet, y'can wait until the 16th star and get trap Tornadoes from the Wingapede boss (thanks to Guillaume Audet for this tip.) YOU CAN STILL RECRUIT KID LATER IF YOU CHOOSE THIS PATH.

Choosing this path means that Kid won't join the party until very late in the game. She's not missable per se -- unless one purposely doesn't try to invite her or do any sidequests pertaining to it) -- but it's an awful long time to wait nonetheless.

Before going on with the path-splitting, I'll give the items that're able to be found on either path:

- [PELVIC BONE] - Obtain from the element trader standing by the town dock by choosing 'Trade'. When you quit talking to her, she'll want you to dispose of the weird bone she has. Accept to get the dang thing.
- [GREEN TINKLER] - After talking with the shaman, go inside the bar and talk with the drunken dwarf twice. He'll hand it over. Apparently, this thing'll control some plants at the Hydra Marshes in order to get further into the swamp...
- [FEATHERY DRESS] - Check behind Macha's house to find a 'secret' entrance that leads to a storage room. This is done by going around the blindspot on the midlevel walkway (tower is three stories tall). Stealing Mel's stuff ain't nice...

The walkthrough for this section splits slightly on proceeding with the story so read the column according to your choice.

PATH A (RIDIN' TO KID'S RESCUE)	PATH B (NOT SAVING KID)
After choosing to help Kid recover, a doctor suggests consulting the village shaman to give suggestions on what the party should do. The shaman's tower is past the bar and up the ladder, to the left. Talk with Shaman Direa & Steena, and learn of a possibility to find the hydra humour in the world Serge's from originally. A dimensional distortion's needed to send him back, though...ring a bell, 'Angelus Errare'? Search town for items listed above and Korcha will escort everyone outta town at the dock area.	Korcha takes the Astral Amulet back to the nightstand if Serge decides on doing nothing. Select the party ranks and talk to Korcha in the west residential tower; ask for his boat to see some...fun dialogue with him and his ma. Macha'll borrow Korcha's boat to ferry everyone back to the main island. She recommends talking with the village shaman, too, before giving a [TROPICAL PARADISE FRAME] to the party. After talking with the shaman, head for the docks and hitch a ride outta this ramshackle town...

Whichever path is taken, the next stop is Termina. Whee-hoo!

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Brass Rod	• Greco
	• Luccia

- | • Korcha [Save Kid Route] |
- | • Macha [Leave Kid Route] |
- | • Glenn [Leave Kid Route] |

Even though there's not much storyline stuff to do here, here's a crapload of characters to get, since this is the first town past the path split. To continue, head towards the town entrance and see the scene with Glenn; then return to whoever ferried y'into town.

- | INVITATION: Korcha | INNATE: Blue |
- | INVITATION: Greco | INNATE: Red |
- | INVITATION: Macha | INNATE: Red |
- | INVITATION: Glenn | INNATE: Green |

| For the 'Help Kid' route, Korcha joins up after dropping anchor in port. |
 | On the 'Leave Kid' route, Macha'll can be invited after giving Korcha's |
 | boat to Serge. To get Glenn, watch his scene at the town entrance, return |
 | to Macha and talk to her; he'll approach and the option to join comes up. |
 | Greco is the only one who can join no matter what route's been taken. By |
 | the shrines, see what's going on about his son Ghetz, and he'll can join |
 | if you talk to him inside his house. That's all! |

Besides getting some new characters, there ain't much to do. If Guile was the guide to the manner, talk to the fortune-teller and get the [BRASS ROD] for winning the bet...if you got the Dragoon's Honor in the mess hall, that is. All shops have remained the same, however.

PATH A (RIDIN' TO KID'S RESCUE)	PATH B (NOT SAVING KID)
Simply exit to Opassa Beach and select the Astral Amulet to be used. This'll act as a warp point and transport all to the 'Home World' where Serge's from originally. Since we're needing humour from a hydra, head to the marshes past Arni Village.	After getting the boat and inviting Glenn into the party, he suggests a trip to an island in the northeast. Radius lives there now and may give some information that could be of use. Skip to the [OP04] section on Hermit's Hideaway.

- | OPTIONAL: Arni Rainbow Shell |

| With the Astral Amulet obtained, talk to the Arni [HW] waitress and hear |
 | her poetry; then, talk to her [AW] counterpart to learn she gave up on |
 | such silliness. A repeat visit to the [HW] version will earn Serge a |
 | [BOOK OF POEMS] -- when shown to the [AW] waitress, a [@RAINBOWSHELL] is |
 | obtained. This is easily missable. |

You can still visit Viper Manor, which has been mostly abandoned since the break-in. In the basement jail area, search a bucket for the [PARLOR KEY]. This allows you to open the locked door on the ground floor to get a [DAEMON CHARM] accessory.

- | INVITATION: Luccia | INNATE: Black |

| This brainy beauty's up on the rooftop terrace, and departs back towards |
 | the basement lab once you've spoken with her. Ask her to join downstairs, |
 | and she'll comply. She even comes with Bronze Shot/Mail! |

Remember to loot that rooftop terrace for a [SIGHT SCOPE] accessory, too!
 And just for the heck of it, you can find a secret entrance in the library tower. Search behind the desk to find a downward ladder. There's a BeachBum that hands over the [PORRE'S FURNACE FRAME], and can change party members' names after that. A throwback to the Nus of yore? Hmm. There is also a single [SILVER EARRING] on the desk in Luccia's Lab.

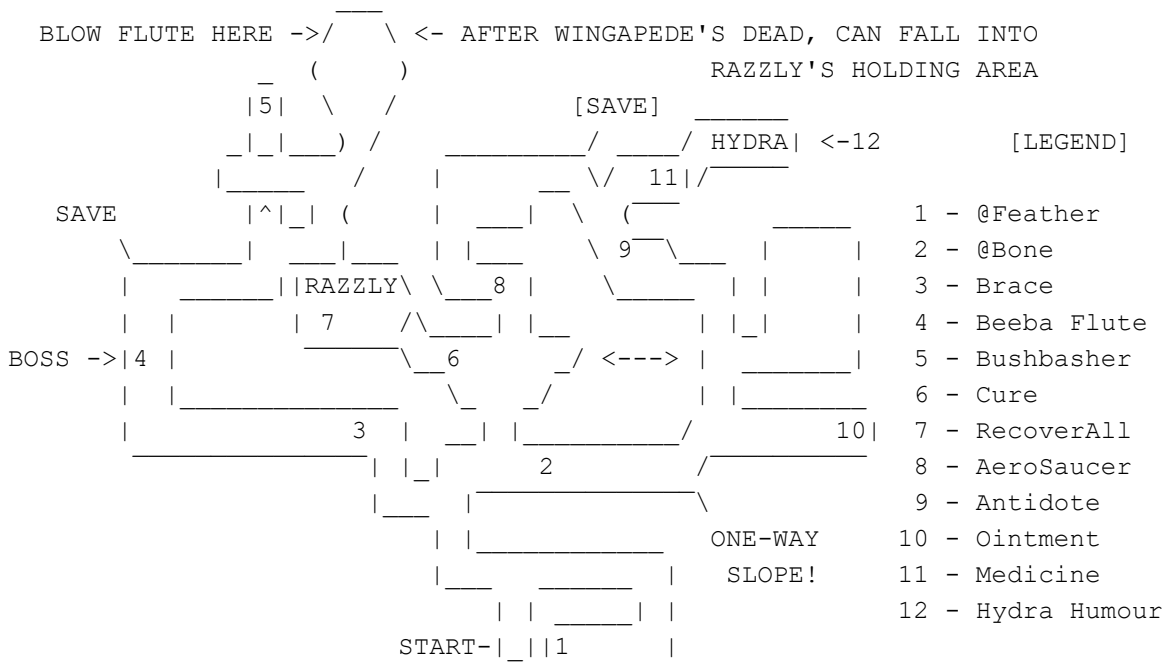
REMINDER: All areas on El Nido can be explored now, so if you haven't been to the bluffs/Shadow Forest yet, do so now.

PATH A: Hydra Marshes [Home World]

[D-14]

ITEMS / ELEMENTS	ENEMIES
• @Feather	• @Bone
• Brace	• Beeba Flute
• Bushbasher	• Cure
• RecoverAll	• AeroSaucer
• Ointment	• Medicine
• Hydra Humour	• DaffyDwarf
	• Swamp Bug
	• Potpourri
	• Beeba
	• DaggyDwarf
	• Quadffid
	• DaffyDwarf

Talk to the guy at the entrance to be permitted through. He drops a hint that there are poisonous monsters around, so equipping Antitoxinal Caps (dropped by Gobledygook enemies at Viper Bluffs) or having lots of Antidotes is a good idea. This is also handy for a boss who specializes in poisoning your allies.



Get the [FEATHER] off to the right dead-end area and arc clockwise towards the two exits. A strange apparition of a fairy will continue west before vanishing. Get the [BONE] before deciding your path. If you got the Green Tinkler item from the dwarf in Another World Guldove, you can proceed north and bypass some shenanigans to the west. You won't be able to get a new ally though...your decision. The walkthrough'll go the spectre's way first. After sighting a large bug and getting a [BRACE] nearby, head further in to find a pesky monster that doesn't want you in its territory too badly.

| BOSS: Beeba | INNATE: Yellow | HP: 280 | @Fur, Upheaval |

```
| ELEMENTS: ---
| TO STEAL: Tablet, @Copper
| SPECIALS: ---
| PATTERNS: Attack x??
```

This may seem like a goofy battle, but it can quickly become an annoyance as 'Beeba A' will continuously call allies into battle (on its turn) until four more Beebas are with (max). The enemies use no elements and simply attack a few times a turn on occasion, so dominating the field effect is a cakewalk. If Serge has a Steel Swallow, the battle is expedited a bit. For those who have trouble, try packing one character (Leena/Greco) with healing items of their element and simply using them as the 'white mage' of the group. Serge can use RecoverAll if he needs to, also. Don't forget how useful defending can be! 640G awarded for killing five Beebas, but no star is awarded for this demi-boss fight.

The trounced Beeba forks over a [BEEBA FLUTE] chest behind, saying it should be used in a wide-open space to call a Wingapede. Sounds kinda fishy, but meh... Save the game and continue along the road. You can fight another Beeba for a [BUSHBASHER]...just know it's the same as the last fight, pretty much. In the dead-end screen past there, blow the flute to summon a 'boss' of some sort...

```
| BOSS: Wingapede | INNATE: Green | HP: 430 | AeroSaucer, @Leather
|
| ELEMENTS: AeroSaucer, AeroBlaster, Tornado
| TO STEAL: ---
| SPECIALS: AcidicGas (Green-innate attack on allies + Poison status)
|           PoisonGas (Green-innate; tries to inflict 'Poison' on allies)
| PATTERNS: AcidicGas -> Attack -> AeroSaucer -> AcidicGas to Attack to
|           Aeroblaster (x??)
|           [2] PoisonGas to Attack x2 to PoisonGas to Attack to Tornado (x??)
```

If you equipped Antitoxinal Caps on everyone as a precautionary measure, it makes this battle twenty times less trying...PoisonGas will also miss every time its cast. This battle isn't so hard for the most part but Wingapede's fast, no doubt about it. Unleash the most powerful attacks you have at the moment (IceBlast, FirePillar, etc.) and try to defeat it in doubletime. The reason for the fast killing is that it can use Tornado when in in critical condition, on its sixth turn. It will be slumping in midair so one knows it's near death. Take it out fast to prevent any unnecessary mishaps, since Tornado can do 100+ with minimal field effect boosting. Hopefully you have the RecoverAll from the Viper Manor dragon-feeding game, 'cause it's made for this battle. AeroBlaster's the only other nuisance, doing 70+ to any yellow-innate character. 164G awarded for the victory, but no level-up star to show for it... (PS - Make sure you're prepared to fight because running away to train isn't possible...you can only access the menu and heal!!!).

After defeating the Wingapede, it cracks the ground below it. Save and step on it, even after a party member warns you about its feeble state. Everyone plummets below, landing on a gigantic monster... Get the [RECOVERALL] behind the caged fairy before you do anything unwise. You can leave without fighting the boss, but if you talk to the fairy, you'll have to do battle before she's saved. C'est la vie!

```
| BOSS: Pentapus | INNATE: Blue | HP: 600 | AquaBall, IceBlast
|
| ELEMENTS: ---
```

```
| TO STEAL: ---
| SPECIALS: Whop (Blue-innate attack on one ally)
|           Hexahitter (Blue-innate attack on one ally)
| PATTERNS: Attack to Whop -> Attack x4 to Whop (x??)
|           Hexahitter (offensive red element counter; used automatically)
```

Like the Wingapede battle, once you start the fight, there's no goin' back as far as preparations are concerned. Its 'Whop' attack is pretty powerful and can do 70+ damage, but it gets into a flow where it only uses it every 5th turn. This gives plenty of time to turn the field effect a different color than blue. BEWARE using red offensive elements -- it randomly picks an ally to be attacked with Hexahitter, which is more powerful than Whop. Using Tablets or something to change the field effect's perfectly alright, though. 606G awarded for winning, but still no level-up star! =(

```
| INVITATION: Razzly | INNATE: Green
```

```
| After defeating Pentapus, simply open the fairy's cage. She'll introduce
| herself as Razzly from Water Dragon Isle and join automatically. Razzly
| has bronze equipment on her already, so she's readymade for the battles!
```

Climb up the ladder to appear in a swamp screen, the one just north of the entrance. You can use the Green Tinkler to get back to the save point again, if you have it; otherwise it's the long way around for ya. Just don't jump down the pit again or everyone'll get Sprains! Continue north from the room that uses the Green Tinklers to get through to find two quadffids laying around. Try to defeat 'em and win some Bushbashers, since they'll be useful for the coming boss fights. Their rare drops're AeroBlasters, and are even better! There are only three quadffids in the forest, but re-entering the area will make them respawn.

Past there, save. Notice the dwarves standing around nearby? Don't approach them yet, since they're the bosses of sorts. Get the [ANTIDOTE] on the lower path and exit that way. There'll be a little pond here with a Quadffid in it and a small tunnel in the east where a dwarf's wandering around. Get the [OINTMENT] chest hidden in there and head back to the dwarves I told you to avoid. You'll probably want Razzly for these ones 'cause (1) she rocks many casbahs (2) is a green-innate (3) uses AeroBlaster and RazStar to a great degree! She's, like, the kewlest? Yeah. If you want to farm AeroBlasters, you'll need to reload from a saveto make 'em reappear.

Anyway, approach the dawdling dwarves for battle!

```
| Dwarf           | INNATE: Yellow | HP: 150 | Uplift, Bronze Mail
| DagggyDwarf x 2 | INNATE: Yellow | HP: 100 | @Fur, Bronze Vest
| DaffyyDwarf x 3 | INNATE: Yellow | HP:  90 | Tablet, Bronze Vest
|
| ELEMENTS: ElectroJolt, ElectroBolt
| TO STEAL: ---
| SPECIALS: Hi-HoChorus (Yellow-innate attack on all allies)
|           Hi-HoWarCry (Yellow-innate attack on one ally)
| PATTERNS: Hi-HoChorus to Attack/Hi-HoWarCry/ElectroJolt/ElectroBolt (x??)
```

This can actually be quite hard for any green-innate characters. Razzly is good here because she's powerful against yellow types, but also because her fierce (lv3) attacks can hit up to six dwarves; even if she misses, she'll still probably hit a few. Hi-HoChorus is the battle opener and really digs

into Razzly, probably doing about 70+. Much worse, it's used quite a lot in the battle...but it one dwarf of all three types to use. Serge's Steel Swallow can take two out if he uses Dash&Slash, so it's a non-issue. The demi-version of the attack, Hi-HoWarCry, is basically the same attack but is used by one dwarf to hit one target. With two RecoverAlls, though, this battle's a little easier. Just be sure to take out one type of dwarf as quickly as possible ("Dwarf" is easiest) or it'll cause lots of grief down the line. And, for god's sake, don't let the field go all yellow! ElectroBolt eventually gets used down the line, when Hi-HoChorus can't be (I think). Beware of that. 650G awarded for a win, plus a 9th level-up star.

The chieftain retreats towards the hydra's spot, so save and get that chest below the water -- a [MEDICINE] -- by finding a hidden tunnel leading south towards it. Anyway, approach the Hydra when ready.

NOTE: If Razzly fights the boss, she CANNOT get her Lv. 7 technique on this playthrough. It's a shame...but Aaron of Hydros writes in to say that you can get NeoFio at this point if you desperately need a green character. See the section immediately following for intel.

NOTE: If you haven't gotten Razzly yet, she becomes permanently missable after fighting the Hydra.

BOSS: Hydra	INNATE: Yellow	HP: 700	Upheaval, @Copper
ELEMENTS: ---			
TO STEAL: ---			
SPECIALS: PutridOdor (Yellow-innate atk on all allies + Dizzy)			
WaveOfFear (Yellow-innate; decreases all allies' DEF)			
SpiritsUp (Yellow-innate; raises Hydra's own DEF)			
PATTERNS: Attack x?? to PutridOdor (x??)			
[2] WaveOfFear + SpiritsUp -> Attack x?? to PutridOdor x?? (x??)			
PutridOdor (used turn after offensive green element, if possbl)			

This battle's not that difficult, really, as long as you pack lots of heal elements and decent weapon upgrades. Green elements are the fast track to getting hit with PutridOdor, though; luckily, if you use one right after it's used the skill, it doesn't seem to 'counter' it at all. This is the perfect chance to get in AeroBlaster or Bushbasher attacks, as both Poison/Afraid statuses'll be passive helpers here. In the meantime, try to do the attack-and-defend tactic and pre-empt Hydra's physical attacks when possible (it's attacks can do 20+). If you rely on weapon strikes and non-offensive elements, however, it's quite possible not to see a SINGLE PutridOdor until the last leg of the battle. That might just be my luck, but I had to prolong the fight just to get a couple. Try it because it'll conserve your elements, too. If you didn't get an Upheaval element, you may want to retry for it. 10th level-up star received! Hoo-hah!

After some berating from the dwarf chieftain, claim the [HYDRA HUMOUR] as a reward from the boss' corpse. [NOTE: If for some reason Razzly is with, she will also notice the Hydra is with child.] On your way outta the marshes, an ally notices that there are no more dwarves roaming the forest... Anyway, that's it. Let's return to Guldove to check up on Kid's condition!

...You remember how to get there, right? Use the Astral Amulet at Opassa Beach and go back to Termina, where you'll take Korcha's boat back to the demi-human village. Yay.

ITEMS / ELEMENTS	CHARACTERS TO INVITE
<ul style="list-style-type: none"> • Guldovian Stitch Frame 	<ul style="list-style-type: none"> • Kid • Korcha • Mel

Once in town, visit the clinic and show (w/ Square) the Hydra Humour to Doc. He'll cook up a strange brew antidote for her and help her get past the critical period. Have Serge talk to her as she rests, and the next day, all will be well. Sorta. In the middle of the night, Mel steals all of Kid's elements!

| INVITATION: Kid | INNATE: Red |

| She rejoins at this point. Hooray for all of your super awesome teamwork! |

After Kid rejoins, there'll be a scene with Mel where she challenges Kid to catch her and get her elements back. Serge can choose to follow her or not at this point. Note that if you DO NOT, you'll lose the Guldovian Stitch frame and Mel as a playable character. Pick "You need those elements" and "No, let's go after Mel" to begin the chase. (NOTE: If you choose not to, it's still possible to get the elements back, don't worry - more on that in a sec). To catch this brat:

- Talk to Orhla at the town bar
- Talk to the shaman shrine guard
- Spot Mel en route to residential tower
- Catch Mel at the residential tower

Mel is caught, Kid's elements are handed over ASAP. That's all! Nothing to see at town, really, since all the shops are the same. You've checked out the element shop that sells rare(r) elements, like Meteorite and such, ya?

When you're ready to go, Korcha will leave the party and take everyone back to Termina. Watch the scenes with Glenn at the town entrance to learn Viper and his men have holed up in Fort Dragonia. Before parting, he suggests the party visit an old man who lives on an island northeast of El Nido... We'll need a boat it seems...

| INVITATION: Korcha | INNATE: Blue |

| Korcha can be re-invited here, even though he left the party five seconds ago (lol?). If you choose not to invite him at the docks, speak with him at the Guldove residential tower to get the option for inviting him.

Korcha will lend everyone his boat either way, given two ludicrous conditions for borrowing. Make sure to laugh at how stupidly stupid they are! </solt>

NOTE: If you didn't chase Mel, return to Guldove and talk to Korcha to get all Kid's elements back!

| INVITATION: Mel | INNATE: Yellow |

| If you chased Mel when you found out she stole the elements (instead of letting Korcha get them back for you later on), put Kid in the party and

```
| talk to Mel in the residential tower. She'll join the party, as well as |
| giving a [GULDOVIAN STITCH FRAME] as a commitment...gift...thing. Yay...! |
| Either way, she and Kid have a double-tech (DoubleTake) with each other. |
| She also comes with (surprise!) a Steelerang and Iron Mail. Nice to know. |
|_____|
```

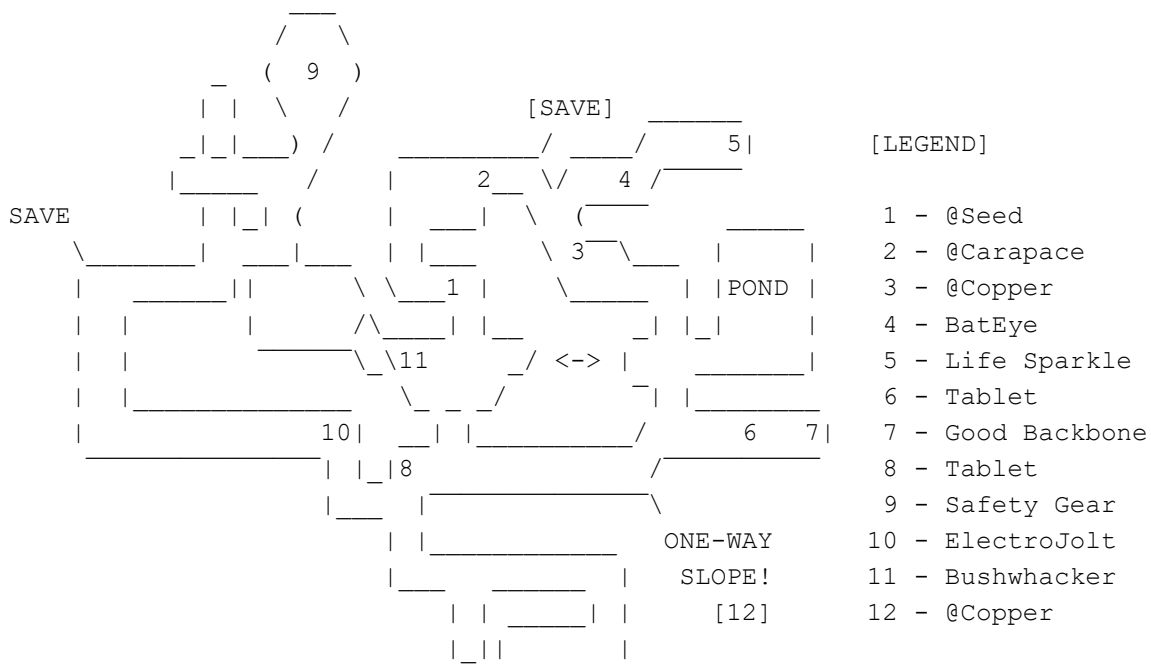
I'm not sure of the window for getting Mel, so it's best to get her as soon as Korcha gives Serge control of his boat. And, there's still a bunch of junk to do before continuing with the story. Skip it if you're not interested. :p

OPTIONAL: Hydra Marshes [Another World]

[OP01]

ITEMS / ELEMENTS	ENEMIES
• @Seed	• Wraith
• @Copper	• Potpourri
• Life Sparkle	• Centaurpede
• Good Backbone	• Snobgoblin
	• Snibgoblin

First stop on the optional list: Hydra Marshes! Yeah, this place is waiting to be explored in-depth! A Green Tinkler's necessary to navigate the depths of the marsh, since the humans near the Wingapede landing site disallow our protagonist to blow the Beeba Flute. You may have already been here earlier to get the [SAFETY GEAR] that prevents poison swamp damage, but there's some other stuff to do as well.



Where the Hydra was on the other continent, you can find a [LIFE SPARKLE]; just be prepared to fight over it with some Snib/Snobgoblins. Also, in that tunnel near the pond, Skelly's [GOOD BACKBONE] is lying in waste.

If you brought Kid/Mel along, you'll have a good time. The Snibgoblins have AeroBlasters that can be stolen quite commonly, while the Centaurpedes can be taken for ElectroBolts (also quite commonly) and (!) Earthquakes. This is a great place for element upgrades.

| INVITATION: NeoFio | INNATE: Green |

| After getting the Life Sparkle, take it back to Another World Viper Manor |

corner to find [MIXED BONES] for Skelly. The lower-right cave has a simple [EYEBALL] component inside. The only other screen has some Airframes in it, which are incredibly powerful for this point in time. If you can fight 'em, it may be well worth it...they can do 140+ with PowerDive, though. Fight at your own risk. (There are no other treasures around here for now).

| INVITATION: Skelly | INNATE: Black |

| This is the earliest point to get him, as the sixth 'fragment' of him is |
| collected. He'll leave after being remade, but if you talk to his grandma |
| in Another World Termina (house right of Viper statue), Skelly'll stroll |
| into the scene. Re-enter the house and invite him into the party. Whew... |

OPTIONAL: Hermit's Hideaway [AW] "Meeting the 'other' swordsman..." [OP04]

ITEMS / ELEMENTS	ENEMIES
There ain't any!	There ain't any!

THIS PLACE IS OPTIONAL REMEMBER.

With a boat in tow, head to the smoking island to the very northeast of the El Nido continent, as Glenn suggested. Enter inside and find an old 'friend' wreaking havoc and depreciating prime property values! Stop her quickly!

| BOSS: Harle | INNATE: Black | HP: 400 | PhotonBeam, Moonglasses |

| ELEMENTS: Meteorite, PhotonRay, PhotonBeam |
| TO STEAL: PhotonBeam / Moonglasses |
| SPECIALS: MoonBeams (Black-innate attack on one ally) |
| PATTERNS: --- |

With 400 HP, weak defense, and an element directly opposed to Serge, this is definitely not going to be a hard battle. But, you may end up resetting this skirmish for quite awhile regardless. This is the only chance in the game to get 'Moonglasses,' an accessory that reduces all damage by 25%. Needless to say, it rocks incredibly hard. Bring Kid along and try to steal it, and then defeat Harle and see if you won it; if not, reset and try again. Shouldn't be too hard since Harle aims to make the field effect completely white. =/ I couldn't find a pattern she has; it just seems to be random white elements up her sleeve. She also has a special 'MoonBeams' which she only seems to use when the field effect's mostly black; and, it only affects one, not all like it should (dumbed-down like Gravitonne). <shrug> [NOTE: You cannot steal the Moonglasses if you're on Path B...obviously.]

Afterwards, the old man Harle was searching for (Radius) shows up. Talk to him underground and hear his warning about ghost ships... And, that's all! If you inspect the front yard, you'll find a 'hot patch' of ground. This is related to getting a character also, but there's nothing to do about it now.

Speaking of the ghost ship, that's the next destination. Get in the boat and head toward that fog mass breaking over the east edge of El Nido's main isle. You'll get the option to delve into it or run away. Once entering, it'll be impossible to leave until the events are done, so make sure you:

- have iron equipment on everyone
- Got some great elements from monsters and Marbule [SH05]

NOTE: Harle cannot be fought if you did S.S. Invincible events first!

NOTE: If you're on Path B (not saving Kid), you also go to the Invincible at this time. Avast!

11) S.S. Invincible [Another World] "A mariner's worst nightmare..." [D-16]

ITEMS / ELEMENTS	ENEMIES
• AquaBall	• Skeleton
• Panacea	• Wraith
• Capsule	• Tzetze Fly
• PhotonBeam	
• FirePillar	
• Capsule	
• Gravitonne	

Once aboard, it turns out the ghost ship is a...p-p-pirate ship! The captain (Fargo) thinks Serge is Lynx's messenger, but he's straightened out quickly. To test the party's capabilities, Fargo sics three Man-O-Wars on the party; the second battle is against his pretty parrot princess.....Polly! <squawk>

NOTE: On Path A, these two fights are 'normal' and can be skipped completely by fleeing; on Path B (not saving Kid), they're boss fights that can't be avoided (giving 9/10th stars)

BOSS: Polly	INNATE: Red	HP: 540	MagmaBurst (100%)
ELEMENTS: ---			
TO STEAL: Sight Scope / Inferno			
SPECIALS: Flap (Red-innate dmg on one ally)			
PATTERNS: Flap x2 to Attack (*??)			

Polly mostly relies on her 'Flap' technique to do the damage, quickly reddening the field effect. IceBlast and AquaBall're the ways to go here, with any other powerful attacks -- such as Earthquake, AeroBlaster, ElectroBolt -- backing them up. As long as the field effect's not blushing bright red, Flap's easier to stomach. And, Polly's DEF isn't a big factor when iron wpns are involved. Try to keep your HP high at the very end, because it'll carry over into the next battle. 145G for winning.

Time to tango with Fargo!

BOSS: Fargo	INNATE: Blue	HP: 660	Meteorite, PhotonBeam
ELEMENTS: Strengthen, AquaBall, Carnivore, IceBlast, ElectroBolt, EagleEye LoRes			
TO STEAL: Capsule / PhotonBeam			
SPECIALS: ---			
PATTERNS: Attack to Strengthen/EagleEye/LoRes to Attack x2 to AquaBall to Carnivore to Attack to IceBlast to Attack to AquaBall to Attack to ElectroBolt (*??)			

As the battle goes on, it gets harder and harder, so it's best to not find out all that he's got in store, being some of the more powerful 4+4 types. Kick out the jams with AeroBlaster/ElectroBolt/Earthquake, and try to stop

| If you freed Pip from Luccia's lab in Viper Manor, or even if you didn't, |
 | he'll appear here to enact his dream of sailing. Continually pester him |
 | as he tries to hide until he stops near a stairway; he can join after one |
 | more conversation. |

There's a [CAPSULE] and [GRAVITONNE] element chest in this cargo area, also, albeit guarded by some monsters. After getting Pip, continue to a [PHOTONBEAM] chest and the savepoint beyond. This leads to the topdeck where Fargo and his crew are fightin' stuff. Defeat the three wraiths set on your tail and ready yourself for...MORTAL KOMBATTTTTT!

| BOSS: Dead Head | INNATE: Black | HP: 700 | HellSoul, HellBound |
 | ELEMENTS: Imbecile |
 | TO STEAL: GravityBlow / Bronze Axe |
 | SPECIALS: Death'sOdor (Black-innate damage to all allies + Cursed) |
 | DarkBreath (Black-innate damage to one ally + Darkness) |
 | PATTERNS: Diminish -> Death'sOdor to DarkBreath to Attack to Death'sOdor |
 | to Imbecile to Attack (*??) |

Diminish makes all elemental damage halved for awhile, so if anyone happens to have a Magnify on-hand, that can immediately tip the scales towards more damage. Death'sOdor can inflict 'cursed,' which runs down an ally's stamina as s/he's damaged; Darkness is, as you may've guessed, decreased physical accuracy. Serge's Steel Swallow can still carve Dead Beat like potroast, so as long as you're not completely (offensive) element-dependent, it won't be such a hard time. The boss's physical attacks aren't that damaging -- heck, no elements/skills really are with Diminish in effect -- so this's nearly a battle of attrition, seeing who can hold out the longest. One funny thing is that both of its special attacks can MISS, and often do. 425G awarded at the end, with an 11th level-up star! [Leandro Sayago mentions that the boss is immune to HolyLight in its entirety, something that can be found out on NG+. Interesting!]

The sea returns to normal after vanquishing the Dead Head. Fargo suggests a pitstop at Water Dragon Isle before entering Mt. Pyre, so that the dragon can give his protection against the scorchin' flames. This is optional, but it'll make everything 23423432 times easier. Of course, if you already visited said island, you'd know there's a sheet of ice protecting the inner sanctum. So... it's off to the Home World for it!

Marbule's got a new shop now that sells trap elements! Meaning, once a trap is used in battle, the next time a foe would use that element, it's captured (creates a copy in inventory) and all damage it would've dealt is evaded. A truly useful way to get rarer elements. Magnify and Diminish are sold, too, and Guldove's shop updates as well, selling MeteorShower and RecoverAll.

Those feeling the spender's urge shouldn't bother with LVL 7±0 elements yet though, since they can't be allocated yet. The LVL5±0 and LVL 6±0 are the only ones needed, albeit not immediately...


```

| ELEMENTS: HiRes
| TO STEAL: Hi-Ho Tank = @Screw, Knee Pad
|           Dwarf      = @Iron, Capsule
| SPECIALS: ElementShot (?????-innate dmg on one ally)
| PATTERNS: ElementShot/Attack/Attack x2/HiRes (*??)

```

Take out the dwarves first of all, or they'll end up healing the boss later. The tank has great physical defense, but not too great -- Serge's physical attacks can probably do around 70 per fierce hit. Because of this, it might play into your favor to use Diminish at the start of battle and make all of the tank's elements do worse damage while you concentrate on weapon attacks. Of course, powerful elements (AeroBlaster in particular) are decent here as well. Its ElementShot seems to pick its color from the current allies' OPPOSITE attributes; however, it doesn't always pick the ally it'd do the most damage to. When it does, though, immediately heal. Use HiRes to create some sort of shield for your team, while simulatenously slinging BatEye and LoRes at the tank. AeroBlaster/Bushbasher will lead you to victory! Anyone who isn't Poshul should be decent with those elements. You'll know the tank is weakened when its frame starts to tremor a bit and its front grill rocks back and forth while it waits. Just be persistant with those green elements and harness the power that is...RecoverAll. 800G + 13th level-up star for a win here.

Bring Razzly over to Rosetta and change your party lines for awhile. Enter the room beyond to find the Water Dragon, who gives the [ICE BREATH] and a [FROGPRINCE] summon as well. Later on, everyone's mad at the humans who've run the dwarves out of their homes. Razzly will receive a [WISP CAPE] from her big sis Rosetta if she's alive.

```

=====
I've been asked to note that there is a scene about Kid's past that plays
as the team tries to leave here. It occurs if the events here were done but
Razzly wasn't invited and Kid's in the party (not necessarily fight team).
It can be done on either Path A or B, and can always be seen on Path B since
Razzly can't be invited.
=====

```

Anyway, one can't go back to fairyville for now, and it'll be a long time to the point where one can. Talk to the fisherman waiting at the isle's entrance and catch a ride home to Arni. Time to infiltrate...Mt. Doom! Err...Pyre.

12) Mt. Pyre [Another World]

[D-18]

ITEMS / ELEMENTS	ENEMIES
• MagmaBurst	• HotDogitty
• MagmaBomb	• Lava-boy
• Tablet	• CatBurglar

With the Ice Breath, you can freeze lava. You'll lose -10 HP per second while in the hot stuff, so take care! You'd be a fool not to bring a bunch of those Ointments/Capsules, yeah? Everyone should also have iron equipment/weapons at this time, hopefully. Checking out Guldove's element shop at this time is a good idea, since they sell RecoverAlls. Termina's also sells HealAlls and Lv3±5 attack elements.

In the left corner is a [INFERNO TRAP] element, but if you freeze the lava you won't be able to get it. After getting it, freeze the stuff and hit up the [TABLET] in the east corner. There's a [CAPSULE] chest above a ladder by there, too (don't get dizzy from the sulphur fumes). Take the main route up the ladder to the save point. Press on to the large bridge overlook point and play with a cute li'l helpless draggy.

BOSS: FireDragon	INNATE: Red	HP: 850	Weaken, Magic Ring
ELEMENTS: ---			
TO STEAL: Magic Ring / Wisp Cape			
SPECIALS: FieryBreath (red-innate dmg on one ally + Burns)			
PATTERNS: Attack to FieryBreath to Attack (*??)			

This little teapot's about to blow hot lava all over your party! Despite its size, it can really break out the damage...if the field effect gets red. Casting Diminish can help against its natural red-innate attacks, while Ointments/Poultice Caps will prevent burns. Burning, as you're aware, lowers attack damage, so avoiding that will be wise. Luckily, at this point in the game, RecoverAlls, Weakens, and most other useful attacks are a dime a dozen; burden a character with a bunch of RecoverAlls if you're having trouble. Use its two attacks in a row to keep the field effect away from red (also the time you'd want to use blue attacks in order to use the FrogPrince summon, if you're going that route). One odd thing is that you CANNOT run from battle to heal up...at all; he immediately challenges you again. 730G awarded for winning + a 14th level-up star. [NOTE: This will only give the 13th level-up star if you skipped the Ice Breath sidequest.]

The dragon retreats, commending your power. Go back and save/get stat bonuses before continuing down that bridge overlook...'cause at the exit, we square off with all of Viper's Acacia Divas.

BOSS: Zoah	INNATE: Yellow	HP: 436	Gold Earring (100%)
BOSS: Karsh	INNATE: Green	HP: 370	EagleEye, Silver Earring
BOSS: Marcy	INNATE: Blue	HP: 525	IceBlast, Iron Vest
ELEMENTS: ---			
TO STEAL: Zoah = Stamina Ring			
Karsh = AeroBlaster / Iron Axe			
Marcy = Silver Loupe / Dancing Shoes			
SPECIALS: Gyronimo (Zoah; yellow-innate dmg to one ally)			
Cat'sCradle (Marcy; blue-innate dmg to one ally)			
AxialAxe (Karsh; green-innate dmg to all allies)			
DragonRider (Karsh; green-innate dmg to one ally)			
DragonRider (Zoah; yellow-innate dmg to one ally)			
StringPhone (Marcy; blue-innate dmg to all allies + Flu)			
PATTERNS: (Zoah) Attack -> Gyronimo -> Attack -> DragonRider (*??)			
(Karsh) AxialAxe -> Attack x2 -> DragonRider -> Attack x2 (*??)			
(Marcy) Attack x2 -> StringPhone -> Attack -> Cat'sCradle ->			
Attack x5 to StringPhone to Attack to Cat'sCradle (*??)			

This is a perfect chance to break out any attack-all elements: Earthquake, Inferno, MeteorShower...it's a riot, literally. Been a long time since we've seen these guys and the old dogs have learned a few new tricks. Karsh's now got an 'Axial Axe' maneuver that hits all allies; Zoah's Gyronimo hits one ally; StringPhone attacks all allies, too. Even with these new attacks, they really shouldn't be more than pushovers, provided you've got decent equips

and have been getting those extra inbetween-level bonuses. As for order of operations, I'd take out Karsh first since he's the weakest, and leave Zoah for last since his single-target moves make him a big chump. 2330G awarded upon victory, plus your fifteenth level-up star. [NOTE: This only gives the 14th level-up star if you refrained from the Ice Breath sidequest.]

When Harle appears, tell her you'll keep going and exit onto the world map. Fort Dragonia's in sight... Congratulations: Serge, Razzly, Kid, Guile, Korcha /Macha, Poshul, Leena, NeoFio, Skelly, Pierre, and Pip all should have their second (Lv. 5) tech coming into this fight.

Onward, brave soldiers.

13) Fort Dragonia [Another World] "Ancient dragons' dream in ruins..." [D-19]

ITEMS / ELEMENTS	ENEMIES
• Volcano Trap	• Flame Charm
• MagmaBurst	• FirePillar
• Earth Charm	• ElectroBolt
• Bushbasher	• HealAll
• Antidote	• AeroBlaster
• Tornado Trap	• Sea Charm
• FrogPrince (?)	• Capsule
• MeteorShower	• Angel Charm
	• Cybot
	• Alhabat
	• Combat
	• Googhoul
	• Paper Boy
	• Dragoon
	• Acacia PVT
	• Acacia SGT

NOTE: If you want an easier time getting through, you'll want traps of the following sort: Iceberg, HolyLight, Inferno, Volcano. These will not be available for awhile following this dungeon, so make sure you have some extras to use on future bosses (and they will come in handy!).

NOTE: You'll fight a 'Dragoon' at the entrance if you missed Water Dragon Isle's events and did not get the FrogPrince summon. This enemy will drop said summon and give the 15th level-up star. (He won't appear on New Game Plus, though... o_O)

This gigantor 'impenetrable' fortress may look like a cakewalk since one can walk into it without opposition...but there's still a lot of things to clean up 'round here. For one, there are numerous bosses in different rooms, and they represent most of the elements. You may want to change your lineup to deal with them better, but for me, I'm sticking with my main three: Serge, Kid, Razzly. The main object for this first stretch is to deactivate colored pillars that look like obelisks of sort. You'll know 'em when they're found.

FORT DRAGONIA - RED ROOM!

<pre> Blue Green _ _/ / \ _/ ELEVATOR _ Yellow- _ _ -Red \SAVE / _ _ _/ </pre>	<p>All paths on this first floor lead to a boss, except the Red one and the Yellow. Red'll be the first destination we go to. Exit east from the four-way branch, two screens to the main area.</p> <p>There will be a statue here that faces in some direction. Whatever direction it faces represents NORTH, and the cardinal directions (west/east/south) are adjusted</p>
---	---

```

|           | |           | to fit that. Inputting an option plummet
|           |_ |           | the player into one of four holes, only
|           | |           | one of which contains the pillar. Even
| Entrance -> |_ |           | though the 'watchkeeper' statue changes
|           |           | position each time a character falls into
|           |           | a hole, the holes themselves don't differ.

```

The holes around the statue look like:

```

      -
      |_ |
      |_ | |_ | <- This is the correct
      |_ |           hole to fall into!

```

As said, whatever way the statue faces represents north; by that logic, pick the direction that would extend over that hole. If the statue looks north, pick east; if it looks south, pick west. And so on. Only the northern hole leads to enemy encounters (Cybots) so there shouldn't be much trouble here. Plus, there are infinite retries to get it right...you'll only need two, I hope.

```

      NORTHERN HOLE
      \_____ |PILLAR |
      _____ |_____ |
WESTERN HOLE-|_ | |_____ |
      | |_ |_ |_____ |
      |_ |_ | |_____ | <-EASTERN [LEGEND]
      _____ |_____ | HOLE
      |_ 4|_ |3|_ | |_ |2|_ |1||
      /|_____ ||
SOUTHERN HOLE' _____ |
      |_____ |

```

- 1 - Volcano Trap
- 2 - Flame Charm
- 3 - MagmaBurst
- 4 - Fire Pillar

Once the pillar is lit up, the pattern in the branch room will light up to signify it. Head towards the Yellow Room, now.

FORT DRAGONIA - YELLOW ROOM!

I won't draw a map for this one, since the room itself changes. Overview: it is a maze with moving parts! How it moves depends on the party formation, as it goes. Make your way through the maze to the western entrance and inspect the pedestal. "We Dragonians are comprised of a head, body, and tail. Thou must change the order of the head, body, and tail to unveil a new path," it says. "B" stands for Body; "T" stands for Tail; "H" stands for head.

After the speech, your party order is registered as T-H-B. So, if you have Razzly/Serge/Kid, Razzly's the 'Tail,' and so on. To proceed we'll have to change the order to H-B-T, which makes up how the Dragonians were.

Outside the door, there's a glowing blue pad that can change the formation slightly. Use the Select button to switch party leaders and experiment with the pad (you should only have to use it once to get the end HBT formation) until you have the correct lineup. Using the above example, I've changed from Razzly/Serge/Kid -to- Serge/Kid/Razzly. Inspect the pedestal once again to change the maze room. [REMEMBER - The combination for solving this puzzle may be different than the example presented!]

After the correct combination is done, enter the maze and use the switched-around walkways to get the blue switch. This will lower some stairs by the maze's entrance across the room. A B-T-H formation get the [EARTH CHARM] in a chest, while a T-H-B order can get the [ELECTROBOLT] chest via the stairs that were opened. Use the T-B-H order to make some headway into leaving this place. After confirming it, use the stairs near the maze entrance to reach a control panel that lowers that yellow obelisk. Switch it off, mission is accomplished! Save at the main room and dive in, yo.

the normal routine and those new techs you'll have. The main thing about this battle is that all his techs (and he does use them a lot) are single-target and he's rather slow; it's not too hard to cleanse the field of any green traces. With decent equipment and no boosts -- you'll want to cast a Weaken on him if you have it -- all his attacks do around ~70. However, once the first three turns are done, he seems to randomly pick an attack avenue to go down; one is lenient and the other is very hectic w/ tech + tech runs very often. Hope for the '[2]' since it's easier to deal with the consecutive attacks. Make sure that field effect isn't fully green, either; this seems to beckon those tech+tech instances. 1200G awarded, as well as the sixteenth level-up star! (PS - Tornado is never cast. Don't believe the guides' hype!)

Deactivate the green obelisk and let's move on to the last corridor...BLUE!

FORT DRAGONIA - BLUE ROOM!

This is fairly straightforward, with only three rooms to go into. There are three 'deposits' of treasure chests, but instead of having them give items, they control how movable paths work. The lit-up door near the entrance is the real destination, but the leftmost room leads to a [SEA CHARM]; the third room (eastmost) leads to a Dragoon enemy, which you may want to skip. [NOTE: On a NG+, the Dragoon and Sea Charm rooms are switched.]

To make the path get to the destination entrance, use the 2nd cluster of chests to make the walkway turn SE; then, use the 3rd cluster to get a NW--shooting path. Hit the button at the doorstep to create a shortcut to the main road. Return and save before approaching the blue obelisk, which is of course guarded by a fun plaything...

| BOSS: GiantGloop | INNATE: Blue | HP: 840 | AquaBall, IceBlast |
| ELEMENTS: BlueField, IceLance, Iceberg, IceBlast, CureAll |
| TO STEAL: Antiviral Cap |
| SPECIALS: TakeIn (blue-innate damage to one ally + Flu) |
| GoopyGoo (targets all allies; lowers EVD% if it hits) |
| PATTERNS: GoopyGoo to TakeIn to Attack to BlueField to IceLance to |
| IceBlast to Attack (x??) |
| Iceberg (when weakened, counters offensive red elmnt if HP<12.5%) |

This thing will use the trappable Iceberg attack when weakened, so you'll probably want to steal it. The thing is, only someone with a Lv. 6 slot can get it. You'll have to use someone like Luccia, Greco, Mojo...they've all got said slot at 16 Stars. The reason I recommend this is because it's (1) an awesome attack (2) said characters can be obtained on any path (3) it's possible to trap the element, flee, and still retain it. Just a heads up since if you're a big fan of, say, Leena, you'll want this great element. It's very damaging if it hits you, especially after BlueField; make sure to trap it each time you want to use a red element in its weakened state! This shouldn't be too hard of a battle if you've got any great red elements such as MagmaBurst, RedPin, FirePillar, Inferno... For those with 20 MGC, it'll be easy to do over 200+ with MagmaBurst, fr'instance, and even more should the person be red-innate. This battle should be a cinch to win, but you'll have to play it safe in the last stage if you're not trapping the element. 800G and the 17th level-up star awarded for a win here. [Some people have reported the boss using CureAll on the allies, but this doesn't fit in w/ any attack pattern...seemingly.]

Deactivate the blue obelisk here and return to the main 4-way branch room to find the floor's created a large elevator to the higher parts. Save 'fore

you enter it, of course, 'cause things are never as easy as touch and go w/ this game... Make sure to equip that Iceberg to your characters if you're using a blue innate, because it can go as far as -2 (Lv4) in the grid! Don't come into battle without a HolyLight trap!

```
| BOSS: SunOfAGun | INNATE: White | HP: 365 | @Iron |
|
| ELEMENTS: AntiBlack, HolyLight, WeakMinded, StrongMinded, MeteorShower,
| PhotonBeam
| TO STEAL: @Screw
| SPECIALS: Kissy-Wissy (white-innate dmg on an ally + Asleep)
| ModeChange (white-innate; randomly changes faces, atk patterns)
| PATTERNS: The boss strategy changes depending on its facial expressions.
|-----|
| [1] (Happy) | Attack -> Kissy-Wissy + ModeChange
| [2] (Blank) | AntiBlack -> HolyLight + ModeChange
| [3] (Frown) | WeakMinded -> StrongMinded + ModeChange
| [4] (Angry) | Attack -> PhotonBeam + MeteorShower + ModeChange
|-----|
```

The boss may have un-phenomenal HP, but it's defense is more than up to the task of buffeting your attacks. Someone with 20+ MGC can still do ~20 dmg with a Lv. 5 element! That doesn't mean it's attacks are particularly hard, but it's still rather annoying. It uses 'ModeChange' to change its attack patterns; its blank mode has the trappable HolyLight attack which is great for damaging black-innates and automatically killing undead enemies. Should you get the 'angry' face (frown + teeth bared), heal up because it'll use three attacks in a row on its second turn! Imbecile helps in this case, as its damage increases as the field effect whitens. Try to trap multiple HolyLights since anyone can use 'em. Remember that you can trap it, flee the battle, and return to get more! This will be very useful against the upcoming black-type boss... Anyway, black attacks or powerful physical damage (Serge can do 35+ probably) are the way to go here; if you're big on Guile, WandaSwords is a boss massacrefest. 840G awarded for winning, as well as the 18th level-up star.

Save and deactivate the white pillar before getting on the elevator. Take it down to see some broken incubators; take it up to get to the real destination we're looking for. If you haven't gotten any Inferno/Volcano traps in Marbule yet, go get some before heading up.

You'll be quick to notice that this second floor of Ft. Dragonia's the same one that was played in the game's dream sequence. Get the [CAPSULE] by the central teleport and make your way down the stairs into the next screen. Do away with the dragoon patrolling the area and curve back into the previous screen, taking the next stairway, too. There is a [METEORSHOWER] element and an [ANGEL CHARM] past the small doorway nearby. We all know where we need to go, though -- the black obelisk! Take the [DAEMON CHARM] guarded by a single Acacia SGT before entering. There's a fun, fun boss beyond...

```
| BOSS: Bunyip | INNATE: Red | HP: 400 | n/a, n/a
| | INNATE: Black | HP: 1000 | Gravitonne, HellBound
|
| ELEMENTS: MagmaBomb, Inferno, FirePillar, Volcano, FreeFall, Gravitonne,
| GravityBlow
| TO STEAL: FreeFall / BlackHole Trap
| SPECIALS: DevilThunda (black-innate dmg to all allies)
| PATTERNS: MagmaBomb -> Inferno -> Attack x2 -> FirePillar -> Volcano ->
| Attack x2 -> MagmaBomb -> Inferno -> [Changes to 2nd pattern]
| [2] Attack to Gravitonne to FreeFall to DevilThunda to Attack to
```

This is one of the best fights in the game, not only because it's a two-parter, but because it's an easy source of Inferno and Volcano elements. They're only used in the first part of the fight, however, so you'll have to get 'em and flee for more. Bunyip's first pattern ends with him changing to his second form, which is a black-innate and uses the trappable FreeFall element. That's the reason I suggest trapping his red elements; not only does it help evade a bunch of damage, but you save useful elements for the real fight. MeteorShower, HolyLight, and Luminaire will quickly carve down its HP, so all that really has to be done is healing every 2-3 turns with HealAll [etc.] after DevilThunda is used. Trap a few FreeFalls if you can, because they'll be very useful down the line after some...twists and turns. As long as you keep the field away from an all-black lineup, this battle'll be more than managable. 1300G awarded for winning, plus the 19th level-up star. I hope you got a bunch of trappable elements, because you won't ever regret it. <3

The teleporter in the main room now works, following the unfurl'd path as the dream sequence did. Go back and save, get those level-up bonuses on all your fave characters -- you won't be able to use 'em for awhile after some upcoming events.

=====

NOTE: In quite awhile there will be a boss that has lots of elements that're able to be trapped. Traps won't be able to be purchased, though, so if you want any Inferno, Deluge, ThundaStorm, HolyLight, FreeFall, or Carnivore traps, buy them now to prepare! You won't regret it. Really!

=====

Use the teleporter when ready to reach the boss...well, one of them. It's just inside that door...

| BOSS: Gen. Viper | INNATE: Yellow | HP: 820 | Dragoon Gauntlet/Mythril Mail |

| ELEMENTS: --- |

| TO STEAL: Stamina Ring |

| SPECIALS: G-Force (yellow-innate damage to one ally) |

| AirForce (yellow-innate damage to all allies) |

| PATTERNS: Attack to G-Force to Attack x2 to AirForce to Attack x5 (x??) |

|-----|

There's not much to crow about here, with Viper using pretty bland attacks that don't really make a scratch on anyone but green characters (and even then, not so much). Use this time to test out all those fancy elements that got trapped...Volcano, Inferno, Freefall. All will work nicely, because his attack pattern allows much breathing room for healing. You won't even need to use BatEye/Weaken probably. No currency awarded for winning, but a 20th level-up star'll suffice.

Immediately afterwards, it's time to engage battle with our fated rival!

| BOSS: Lynx | INNATE: Black | HP: 1000 | Pendragon Sigil B/Sky Djinn Ring |

| ELEMENTS: (Various, since they depend on Serge's grid) |

| TO STEAL: Pendragon Sigil B / Sky Djinn Ring |

| SPECIALS: GlideHook (black-innate damage to one ally) |

| PATTERNS: GlideHook -> Attack -> [Serge's Element] -> Attack x2 (x??) |

This strategy's kinda weird, since Lynx can use one of Serge's elements against him. Whatever he picks is then unusable on our protagonist's grid, making this sorta of annoying (he won't pick anything too useful, though). His only black-type attack is Glidehook, and'll often inflict 100+ damage, and even more if that's Serge. Bombard him with your trapped element lineup while casting HiRes/BatEye because his fierce attacks can easily KO Serge (there are times when he attacks three/four times in one go!). Thus, keep his HP above 150 at all times and over 100 for everyone else. Without any of his annoying counterattacks like he had in the previous battle, it ain't the same. Winning nets the player 666G (!) and the twenty-first level-up star. Things won't be the same after this battle...

After some shocking events, there's another battle. Since it's impossible to win in normal gameplay and is full of spoilers, I won't bother covering it in-depth (although if you do happen to win on a NG+ or something, the outcome will be the same). This ends the Fort Dragonia chapter, and boy was it a doozy. Enjoy the abyss...

14) Temporal Vortex [??? World] "Where lost souls wander..." [D-20]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Revive	• @Mythril
• Pendragon Sigil C	• @Mythril
• Astral Amulet	

ENEMIES: TotalChaos	

(A.K.A. the Dimensional Vortex)

Re-equip Lynx with his elements at this point and heal up. There aren't any enemies here...wherever here is. Climb up the nearby treehouse to find that the door is locked. Someone's clearly in there, with beady eyes poking out and watching. To lure the person out, run to the overhanging tree branch and search it with the x-button; this will drop a fig onto the ground. The thing inside the treehouse will scamper to claim it, and Lynx should infiltrate the place before it runs back. Yay, it's someone with a Cockney accent... SPRIGGUMZ! Funny how she knows words like "superlative". O___O Resting'll take place automatically. Climb down the pole to find a save point, if you want one.

| INVITATION: Sprigg | INNATE: Green |

| Sprigg has the key to the tower nearby, so she joins automatically. Yay! |

Outside, head up to the tower. See that boulder? If you knock it down the cliffside two times, it opens the way to a second [REVIVE] element! Enter the tower afterwards to find Harle with a nice speech on the predicament Lynx is in. Apparently, a Dragon Tear may reverse the damage done so far...

To get outta this craphole, watch which door the 'figment' Serge enters and take the door on the same side as him. You'll never meet him face to face, but after 3 times, a new area appears.

| INVITATION: Harle | INNATE: Black |

| Notre ami mignon de farceur se joint automatiquement ici! That roughly |

| equates to "Harle joins automatically here!". (My French probably sucks.) |
|_____|

Harle gives Serge the [ASTRAL AMULET], but only if Kid hasn't been invited (i.e. you chose not to rescue her and never went back to check up on her in Another World Guldove).

This place is like one of those mind-bending illusion mazes. To start, flip that lever nearby to change the makeup of the level slightly. Rob a chest of some [@MYTHRIL] and a [PENDRAGON SIGIL C] down the line from it. Go back and flip it again, getting another [@MYTHRIL]. Continue down the stairway and arc back to a large hole in the floor. This will teleport everyone to...

...the Hydra Marshes in the Home World! There is a wormhole in the spot where the party lands, but it dies away (it eventually comes back, mind you) for now. Too bad, so sad. =/

15) Arni Village [Home World] "And on with a new journey..." [D-21]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
See [D-14] for full list.	• Radius

Before you can do anything here, you need to check out Opassa Beach. Try to use the Astral Amulet and you'll find it doesn't work any longer. Sprigg'll suggest going to see his "movver" in Arni and explain the situation. Let's roll! Make sure to check out the revamped equipment shop there [SH01]; the elements are unchanged, though. o_0

Enter Serge's house, talk to Marge, and watch some scenes. Eventually, after some commotion caused by the townfolk, Radius will call out the party and try to cane y'into shape.

BOSS: Radius	INNATE: Green	HP: 750	Pendragon Sigil C/Gravitonne
ELEMENTS: PhotonBeam, Inferno			
TO STEAL: ---			
SPECIALS: LongShot (green-innate damage on one ally)			
QuickDraw (green-innate damage on one ally)			
PATTERNS: Attack x2 -> LongShot -> PhotonBeam -> Inferno -> Attack x4 ->			
QuickDraw (*??)			

You can run from battle and set up an Inferno Trap if you need to, but this battle's lacks difficulty. Sprigg'll have barely any elements to use, but Harle should prove to be quite a companion to Lynx's forcefulness. Just be sure to cure after his Inferno attack and it'll be fine. If you upgraded Lynx' weapon to a Silver Swallow, this is even less difficult. Though he only coughs up 8G pocket change upon defeat, the 22nd level-up star's also in his possession.

| INVITATION: Radius | INNATE: Green |

| Having not sensed any malice in Lynx' attacks, and wondering how everyone |
| he used to know faired in the other world, Radius joins the party without |
| even asking anyone! How's that for some Acacia spirit? |

Radius suggests heading to Termina to gather news about Viper's disappearance from this (Home) world.

16) Fossil Valley [Home World]

"Knight or day...?" [D-22]

ITEMS / ELEMENTS	ENEMIES
• @Mythril	• Bubba Dingo
• Infrared Vision Frame	• Mama Dingo
	• Drongo
	• Dodo



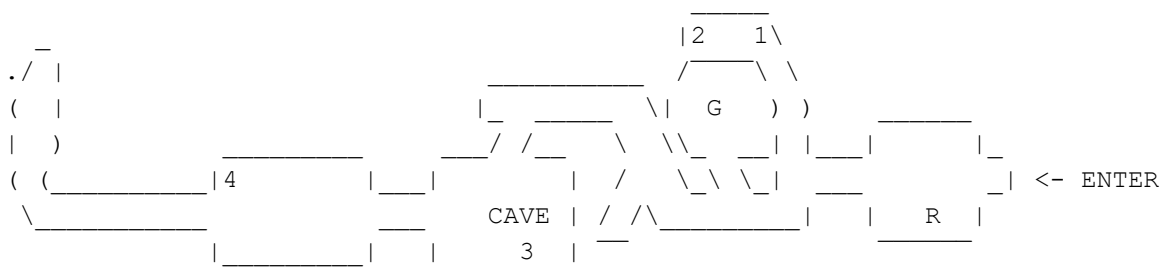
The goons from Porre are finally clearing out of here, now...well, once they see one glare from Lynx's demi-human mug. The area's mostly devoid of useful, powerful baddies and up the ladder, there are a couple of chests sitting in plain sight. One has the [INFRARED VISION FRAME] near the dragon skull; the other two're [MYTHRIL] nuggets. Exit to the world map and head for Termina.

OPTIONAL: Shadow Forest [Home World]

[OP06]

ITEMS / ELEMENTS	ENEMIES
• Capsule	• @Mythril
• Carnivore Trap	• Forest Charm
	• Bulb
	• Cuscus
	• Gerridae
	• Gloop
You've already been here, so I won't waste too much time. The [CAPSULE] and [MYTHRIL] in the second screen are in plain sight.	• Dodo
	• Cassowary
	• Wraith [x1]

1 - Capsule 2 - @Mythril 3 - Forest Charm 4 - Carnivore Trap



When you get to the fifth screen where the water goes a little faster, there

will be a wraith blocking a hole and a kid who says his dad's in there. Kill the monster to get a [MUSHROOM]. If you visited the cave in the third screen, you'll know a guy wanted a mushroom in exchange for the treasure's contents, which happens to be a [FOREST CHARM].

NOTE: Regarding the above, you may find a rock blocking the hole if you've never done the Shadow Forest [AW] events involving the wraith/rock. In this case, to get the mushroom-carrier to come out, find an inert gerridae in the water and approach it; the cricket monster will leap into another hole and get the dad out.

| INVITATION: Funguy | INNATE: Yellow |

| If you give the guy the mushroom, he turns into a mutated freak, halfway |
| between human and mushroom. He joins the party automatically, too! |

Once you get the items, might as well turn around because the Porre Military is blocking the entrances (there are two now) into Viper Manor. Grr... Head back to Termina.

17) Termina [Home World]

[D-23]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
There ain't any!	• Van • Zappa

The inn's closed down, but one can still stay for free by checking the front desk. Score! Check out Lisa's shop [SH06] which has its stock upgraded now.

Talk to the soldier guarding the entrance to the dock to learn Norris needs to give permission to enter. He's at the Viper Manor ruins, so that's the next place to check out.

| INVITATION: Zappa | INNATE: Red |
| INVITATION: Van | INNATE: Green |

| Talk to old Zappa inside the smithy and he'll eventually join up. If you |
| ever plan on making rainbow/spectral weapons, he's a must-have. He forks |
| over a [SMITH SPIRIT] if you invite him, allowing weapons creation when |
| on the world map or at save points. To recruit Van, talk to him at his |
| house nearby and hire him as the tour guide. He'll join after a few secs. |

18) Viper Manor [Home World]

[D-24]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Mythril Helmet	• Norris

The place is trashed and the manor's has fallen through its foundation. Not a very welcome sight... Radius'll comment on the situation (even if he's not in the party). It's impossible to get inside normally or even check the stables in the back; the only way in is through the well, then the sewer system.

There's a [MYTHRIL HELMET] chest around the enemy-less waterways. There will be some barrels that you can push into the waterway later on, but a soldier is blocking the 2nd one at this time. Get down and dirty in the sluiceway to find the NW ladder. This leads to the jail block. Ignore the chest behind bars & take the last door to find Norris.

| INVITATION: Norris | INNATE: Yellow |

| After some dialogue, the leader of the Porre's Black Wind'll join Lynx! |

General Viper and his men apparently headed for the Dead Sea in the far east, an area that's intraversable by normal means -- there's no entrance! Radius suggests talking to the demi-humans of Marbule for the way in. Everyone will appear at the Termina dock, and the small-engine boat can now be used as the transportation.

Now that you have the boat... Maybe get the below character.

| INVITATION: Draggy | INNATE: Red |

| Draggy is hatched from the 'Big Egg' found at Another Fossil Valley. The |
 | player must go to Home World Fort Dragonia, deactivate the four ground- |
 | -floor obelisks (there are no bosses), and use the elevator. Down there, |
 | the incubators work. Use the middle to hatch Draggy from the egg and he |
 | will join up. There's no section for Mt. Pyre/Dragonica yet, but I'm still |
 | obligated to say the first point this guy can be obtained. <shrug> |

OPTIONAL: Guldove [Home World] "The village of the demi-humans..." [OP07]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Tablet	There ain't any!

This is a small section with little to do, but there's one great reason to make a pitstop here: the element shop! It sells great and rare items that're not sold anywhere else currently. The best one may just be 'MagNegate,' which makes a character take 0 damage from elements. A white-innate character is needed to use it, though. I'll cover getting one in a second.

Also, behind the residential tower's mid-level (2nd) floor is a backroom with a [TABLET] inside. Whee. Nothing else to do here at the moment, so leave and head for...

OPTIONAL: El Nido Triangle [Home World] [OP08]

ITEMS / ELEMENTS	ENEMIES
• @Mythril • @Mythril	• SchoolMates
• Star Fragment	• Puffy

In Another World's Triangle, there was nothing to do but sit and loll in the

waves; here, one can enter a glowing part of the water and descend into the depths. There's something around that allows breathing, so take all the time you need in this little two-part dungeon. There's a [MYTHRIL] chest in the first part; take the ladder down after getting it.

In the second area, search for a [STAR FRAGMENT] sitting in a cave, which is the entire reason for coming here. There's also another [MYTHRIL] down the other dead-end path. The reason for coming here will be revealed in the next section...

OPTIONAL: Sky Dragon Isle [Home World]

[OP09]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Our Favorite Martian Frame	• Starky

Head into the third screen's expanse. There will be a little thing that flees from a treasure box in the middle. Inspect that box with a Star Fragment in your inventory to start a fun fight with...

BOSS: MegaStarky INNATE: White HP: 2800 MagNegate (100%)
ELEMENTS: Meteorite, MeteorShower, RecoverAll, StrongMinded, UltraNova, PhotonBeam
TO STEAL: Angel Charm / White Brooch
SPECIALS: Raydiation (white-innate damage on all allies + AntiWhite)
PATTERNS: Attack -> Raydiation -> Attack -> Meteorite -> Attack -> MeteorShower -> RecoverAll/StrongMinded -> Attack -> UltraNova/PhotonBeam + PhotonBeam (x??)

This battle is special because it lets one get the UltraNova attack early on. It's attack pattern changes depending on if it's in critical condition or not, and that's where the UltraNova is cast. Lynx can really rip into this guy with a Silver Swallow, doing about 140 per fierce attack; Harle'll be close behind if you've been upgrading her stuff, too. Because any black innate character will be at a large disadvantage, consider using Diminish at once (buy in Guldove) and relying mainly on physical attacks + Imbecile to get by. Remember that Diminish only reduces damage, not the potency of any curative elements. Be sure to set any traps before Raydiation, since it can inflict AntiWhite! Seriously, with Diminish, this fight is twenty times easier. 1000G awarded for winning.

Afterwards, Starky -- who's really pint-sized -- will steal the fragment and lead you on a chase around the area. Catch him with the x-button to learn he really needs the fragments to fix his downed UFO.

INVITATION: Starky INNATE: White
Learning that his UFO may be intact in the other world, Starky joins you! Since he's white-innate, he can also act as a vessel for MagNegate-ing :p

Talk to the NPC walking around here to get the [OUR FAVORITE MARTIAN FRAME] as a reward. He'll only do this if you defeated Starky, mind you. Should the player fancy Starky as a fun and usable character, there's a way to buff him up quickly. Put him in your party and go to Arni Village [HW] and waltz

over to that large sawfish. Starkey will extract a [PLASMA PISTOL] from within as well as learning "Thanks," which is just a joke. :p The thing gives +6 ATK, and Norris can use it as well (which is +11 ATK better than his default gun).

OPTIONAL: Hermit's Hideaway [Home World]

[OP10]

ITEMS / ELEMENTS	ENEMIES
• Resistance Ring • Energizer Suit	There ain't any!

In this world, the hideaway isn't just a pile of smoldering organic matter. Search inside for a [RESISTANCE RING] and an [ENERGIZER SUIT]. Razzly will also be in here if you rescued her on the 'save Kid' path way back when, but she can't rejoin yet. That ring reduces the time status effects last, while the other automatically recovers HP to full at the end of battle.

19) Marbule [Home World]

[D-25]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
There ain't any!	There ain't any!

As you walk around here, you'll notice that there are a bunch of Lagoonate apparitions walking around here. They aren't on the physical plane so there is nothing to be done about 'em yet. Talk to Toma about the Dead Sea to learn that "Death's Door" may be the only way in. He doesn't know how to access it, but maybe the Sage aboard the S.S. Zelbess cruise ship can reveal the info.

Before leaving, spend the night at the stone abode near the entrance. During the night, the player's prompted to continue sleeping or check out voices; pick the latter. Approach the mermaid near the bridge, see some scenes, and the next day she asks the 'son of man' to take her with. She doesn't join the party or anything, though...

Either way, the destination is the S.S. Zelbess luxury cruise liner. Although you may know it by another name... It floats off the NE coast of the El Nido island. Cheerio!

20) S.S. Zelbess [Home World]

[D-26]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Monster Mouth Frame • Frypan Ag47 • Handle • Fiddler Crab	• Sneff

This is a reworked outline of the S.S. Invincible, which is essentially what this luxury ship is. Note that after some events, you won't be able to leave for awhile (no battles), so make sure you've got what you need before this point.

.----- .-Frypan Ag47, Monster Mouth Frame (cat mode

```

| _____ | _____/ _____ only)
| | _____ | | |KTCHN| |MIKI |
| |FARGO| | | | | |
| | _ _ | | | _ _ | | _ _ |
| | ) ( _____ | | _____ | | _____
| | ( _____ |-----| | | | | | | |
| |CASINO / | To Nikki's Ship |
| | _____ | | _____ |
| | _____ | | _____ |
| | _____ | | _____ |
| | |SNEFF| |SAGE | Grand | | |
| | _ _ | | _ _ | | _ _ | Slam Fiddler Crab |
| | _____ | | _____ | | _____ |
| | _____ | | _____ | | _____ |
|INN | | _____ | | _____ |
| | | | | | | | | | |
| Handle | | | | | | | | |
| | | | | | | | | | |
| SHIP EXTERIOR | | _____ | |
| |START | |
| | _____ |

```

This place can be a little confusing without simplification, so I'll go in a step-by-step routine.

- Go to the room marked 'SAGE'. See the janitor here.
- Watch the janitor gain entrance to the locked door in the hallway
- That Pirate comments that the janitor's the Sage of Marbule, and that one needs permission from Fargo to enter behind there (where Grand Slam is).
- Talk to Fargo in room marked...'FARGO.' He says he'll let them into the Grand Slam if they can beat him at the roulette game downstairs. If they lose, Lynx forfeits his boat.
- Enter the casino, play the game. Fargo will always beat Lynx (eventually).
- Enter the inn and see the innkeeper come down from the room above...
- Go to the entertainment room marked 'SNEFF' and see his show.
- Re-enter, watch the show; everyone's turned into cats. Flee the room.
- OPTIONAL: Head upstairs to the kitchen and get the [FRYPAN AG47] weapon.
- OPTIONAL: Talk to the kitchen cat to get the [MONSTER MOUTH FRAME].
- Infiltrate the inn's upstairs region as a cat and get the machine [HANDLE].
- Once you've got the handle, talk to Sneff in the stage's sideroom to be returned to normal (enter through a cat-hole in the wall).
- Challenge Fargo to a roulette game again; this time he'll go bust (LOL)

Beating Fargo gives access to the Grand Slam downstairs and also repossession of the Porre boat. Save the game at the inn and head past the once-guarded door. The janitor, a.k.a. the former Sage of Marbule, will be moppin' floors in this area and exits onto the balcony when seen. Keep following him, in and out of the ways he goes for awhile until Lynx catches up with him. Inquire about the Dead Sea's whereabouts and say that you'll use brute force to get the information if necessary. Buckle up!

```

| BOSS: Sage | INNATE: White | HP: 1500 | Mythril Helmet (100%) |
|-----|
| ELEMENTS: TurnWhite, TurnGreen, TurnYellow, TurnBlue, TurnRed, TurnBlack, |
| Gravitonne, Upheaval, AeroBlaster, FirePillar, PhotonBeam, |
| IceBlast, WeakMinded, HolyLight, BatEye, Carnivore, Imbecile, |
| FreeFall, Weaken, Inferno, Numbler, Deluge, Lores, ThundaStorm |
| TO STEAL: --- |
| SPECIALS: --- |
| PATTERNS: See below (all patterns reset to 'normal' when complete) |
|-----|

```

```

| Normal      : Attack *??
| v. Red      : TurnRed + IceBlast -> Attack -> Weaken -> Inferno
| v. Blue     : TurnBlue + FirePillar -> Attack -> Numbler -> Deluge
| v. Green    : TurnGreen + Upheaval -> Attack -> BatEye -> Carnivore
| v. Black    : TurnBlack + PhotonBeam -> Attack -> Imbecile -> FreeFall
| v. Yellow   : TurnYellow + AeroBlaster -> Attack -> LoRes -> ThundaStorm
| v. White    : TurnWhite + Gravitonne -> Attack -> WeakMinded -> HolyLight
|_____

```

Fighting the Sage is the reason I recommended buying all those traps before squaring off with General Viper. You can't buy them anymore in HW Marbule !

This battle can be hard or easy(er), depending on your attack routine. For the easier path, I suggest going a strict physical route since this will avoid ALL elements. The harder route is /maybe/ the quicker route, but also the most dangerous. Using elements on the Sage cues up a different attack pattern that usually involves a bumrush of xtreme proportions. 'Course, if you play it safe, you can't trap his awesome elements. Because there is no sense of unknown here, feel free to bait him into using those trappables... provided you can handle it. Either way, Diminish'll help. Carnivore, Deluge, and ThundaStorm are all great ones that've been missed so far -- try for a few. With Lynx' Silver Swallow, he can take off 200+ a round; Diminish makes this a pitiful fight. (PS - Using a trap element counts as 'offensive,' so if you want to trap Deluge, say, just use the trap to cue the atk pattern.) Remember that you can trap as many elements as you want, flee, and still be able to keep 'em! 634G received for winning + the 23rd level-up star!

The Sage relents and gives Lynx the [FIDDLER CRAB] key item as a reward for his persistence. There is an area near the Dead Sea where the tides differ, says the Sage; that's where to use the item. Nikki shows up and wants to talk inside his ship. This leads to an sidequest about saving Marbule from all of the dream monsters. Let's call it...THE SAVE MARBULE QUEST!!!

You can also enter Grand Slam (via the ladder by the wall) where one can pit monsters against one another. This is how to get the character Janice, and while you can win with the default monsters, it's a lot easier to collect a bunch of powerful ones and blaze through. One needs a Forget-Me-Not Pot to retain (some) defeated monsters for the Grand Slam, so now that I've mentioned it, let's move on.

```

| INVITATION: Janice | INNATE: Red |
| INVITATION: Sneff  | INNATE: Yellow |
|_____

```

```

| As said, the bunnygirl joins up after being trounced thrice. Booya! Sneff |
| joins after the party witnesses him winning at the casino, then by asking |
| him along backstage at the magic show. |
|_____

```

OPTIONAL: Save Marbule Quest [Pt. I]

[OP11]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
There ain't any!	• Irene

[S.S. ZELBESS PORTION]

This is an optional quest (duh) that really has no downside; doing it allows for quite a few characters to join up, and if you do not do it, you CANNOT

make spectral/rainbow equipment in this playthrough. Ever. That incentivizes it, if y'ask me, but it's your call. Either way, this sidequest can be fired up right after defeating the Sage of Marbule aboard the Zelbess.

On the cruise ship's topdeck, take the mast's lift to the Magical Dreamers boat, entering inside the lower door. Nikki suggests saving Marbule with a song...a song that can run the monsters out of the joint. While the music's playing, Lynx' team will cleanse the ghostly ghosts of their un-life. Agree to the plan, of course.

| INVITATION: Irenes | INNATE: Blue |

| If you agree to the plan, Irenes asks to join. You'll let her, WON'T YOU? |

This concludes the first part of the sidequest. Make sure you do all of the above as soon as possible! You need to have Irenes in your party for the best outcome of the sidequest (not in the literal party, but invited, anyway).

21) Death's Door [Home World]

[D-27]

ITEMS / ELEMENTS	ENEMIES
• Garai Keepsake	There ain't any!

Once you've won the Fiddler Crab from the Sage of Marbule on the SS Zelbess, use said item on the world map by where the 'Dead Sea' lettering appears. It will make the poisonous reef recede and open the way to a new area...Death's Door. Luckily, this place is pretty short -- there's another impediment to sort through. Radius notes that the infamous sword of evil, the Masamune, is stationed right nearby. Only the holy sword Einlanzer can defeat its aural assault. To do that, we'll have to visit the grave of Garai...

Radius wants to be taken to his house, so head to Hermit's Hideaway. He'll go in for a short moment and return with a [GARAI KEEPSAKE], a key item needed to navigate the destination. And what may that be? The Isle of the Damned, of course... Head there now.

22) Isle of the Damned [Home World] "The blood-stained sword of evil..." [D-28]

ITEMS / ELEMENTS	ENEMIES
• Earthquake	• WillO'Wisp
• Golden Tiara	• Dead Beat
• Einlanzer	• WightKnight [x1]
	• Airframe
	• Dead Head

This place is just as creepy as the Another World's version...this one just has actual monsters infesting the place. Defeat the WillO'Wisp at the bridge portion to see something odd -- when killed, it drops a flame and burns a hole in the wall. This can be repeated elsewhere in the same screen, since more of these enemies now appear and float around. Lure them to the 1 & 2 spots on the map (where there is a cave obviously hidden) and defeat them to open the spots up. One has an [EARTHQUAKE] element (!) and the other is

none of these are affected by Diminish . Despite the useful strategies, Garai's techs can still be poison for any black-innates, so coming into the battle with a load of CurePlus/HealAlls will be a telltale sign of a wise person. Lynx is only really needed for attacking, so the third person can be the main healer (if the second is the MagNegate-r). But anyway, you already have the tools to get by now -- put them to good use. Nothing acts as a substitute for upgraded equipment and decent elements, all of which you should have in spades (Airframes drop Mythril, if you haven't been in the mood to get some). Play it safe with Diminish and this battle will be in the history books soon enough. 1358G awarded for winning, earning also that 24th level-up star.

After Garai's spirit is laid to rest, the [EINLANZER] is finally obtained.

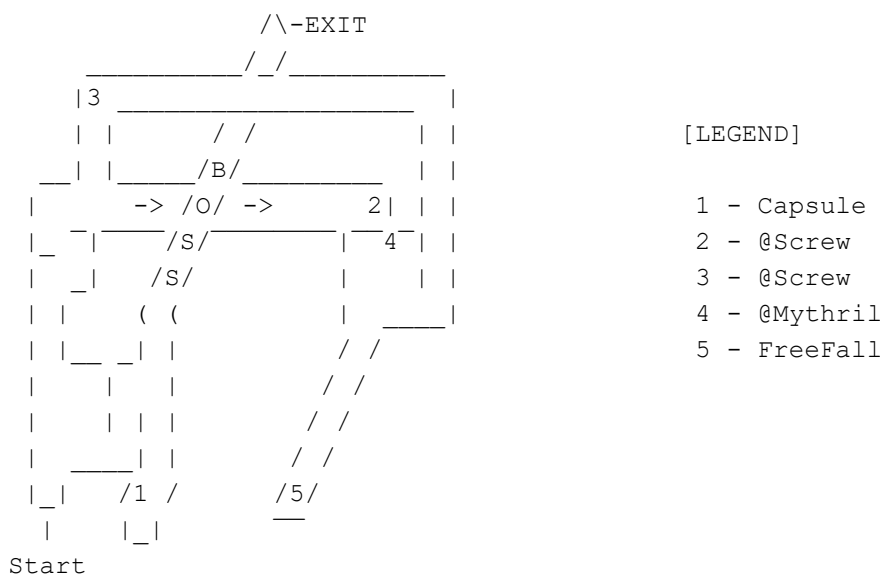
Return to Death's Door and Radius will wield the Einlanzer, destroying the Masamune (or does it?). The way to the Dead Sea now lies open. After picking up your jaw at what this place looks like, get the [ANTIRED] element chest sitting on the world map. Then, it's to the Highway Ruins.

NOTE: You can return to the world map, but the more you proceed, the more places you'll have to backtrack through. Prepare as well as you can (Capsules and other consumables, for instance) before making a commitment.

23) Highway Ruins [Home World] "A place forsaken by the gods..." [D-29]

ITEMS / ELEMENTS	ENEMIES
• Capsule	• @Screw
• @Screw	• @Mythril
• FreeFall	

The map's been edited a bit due to overlapping highways and byways, but this should still have functionality.



As you start, head up the subway stairs nearby and get the [CAPSULE] on the broken part of the highway. Before continuing, go back down those stairs and nudge by its left side to continue north up the frozen waves. This enters a new screen that leads to another highway fragment, and a [@SCREW] chest. By where you came in, there is a large tower against the highway and a ladder; it leads up to a large outlook point with a [@SCREW] inside. Continue across

the skybridge and get to the mid-level (2nd) highway where a [MYTHRIL] box sits by a Geos. Continuing south along the overpass eventually leads to a lone [FREEFALL] chest in the first screen. Now that all items are obtained, return to that first stair and enter the highest (3rd) overpass route to find a big, soulless, metal machine waiting to eat some people!

BOSS: Highwayman INNATE: Black HP: 2000 Nimble, @Mythril
ELEMENTS: ---
TO STEAL: ---
SPECIALS: Rampage (black innate damage to one ally) ExhaustGas (black-innate; no damage on all allies + Darkness)
PATTERNS: Attack x2 to ExhaustGas to Rampage to Attack (x??)

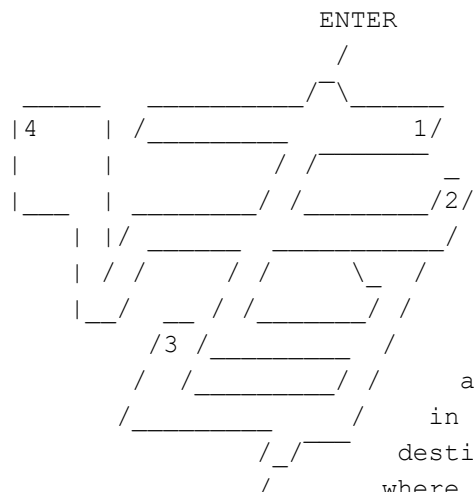
The most annoying thing about this battle is that it can inflict darkness, so either build up your elements ASAP or plan on using the 'Purify' skill. You can Diminish/MagNegate if you want to be safe, but its hard-hitting Rampage attack only comes every 4th then 5th turn; depends on the speed you want to get this over with. This is mostly a physical battle, so pack some HealAlls and dig in. 1100G awarded for winning, plus a 25th level-up star.

With all items in your pocket, simply continue along that same way to leave. Continue along the world map until you find an [ANTIBLUE] and [ANTIYELLOW] chests peppered around the City Ruins.

24) City Ruins [Home World]

[D-30]

ITEMS / ELEMENTS	ENEMIES
• Resistance Belt	• Earring of Light
• Kung Fu Shoes	• Stamina Ring
	• Geos
	• Robo Ducky



[LEGEND]

- 1 - Resistance Belt
- 2 - Kung Fu Shoes
- 3 - Stamina Ring
- 4 - Earring of Light

There's no boss in this small section, so continue at leisure. Near the start's a [RESISTANCE BELT], and [KUNG FU SHOES] in one of the rightmost doorways. The real destination here is in the left/west building where one can enter a working tower. Steal the [EARRING OF LIGHT] half-hidden before you steal a peek at what the large monitor's for. Its half broken, but Norris will fix it. It tells of "Lavos," a being from long ago; should be familiar to any player of this game's prequel, Chrono Trigger. It loses power before anything crucial's revealed, so head back outside. Make off with that [STAMINA RING] before going to this region's last location...

Oh, and get that [ANTIGREEN] before you do. :p

There is an Energizer nearby which will restore HP and status abnormalities, but as a Chrono Trigger in-joke, "you're still hungry." Continue towards the circular plaza and find a [SCREWY DRESS] by cutting through the middle. Watch the scenes that play by going the other way and raid the fifteenth chest, a [HELLBOUND] element. Signify anything, much? Regardless, head north and read the inscription on the fallen bell. This'll set the dialogue in motion, with a climactic finish. Equip Daemon Charms if you have any (and you should have up to two.)

BOSS: Miguel	INNATE: White	HP: 1950	Dreamer's Scarf (100%)
ELEMENTS: AntiBlack, StrongMinded, WeakMinded, TurnBlack, PhotonBeam, MeteorShower, HolyLight			
TO STEAL: ---			
SPECIALS: HolyDragSwd (white-innate damage to one ally)			
PATTERNS: AntiBlack to StrongMinded to WeakMinded + HolyDragSwd to Attack to TurnBlack + PhotonBeam (*??)			
[2] MeteorShower -> HolyLight -> [Restarts above strategy]			

Don't let his tourguide-meets-fisherman appearance fool you; Miguel may be the hardest boss yet fought. His defense isn't immense, so the Diminish strategy does work. BlackHole can do almost 500, so the more of those y'pack in, the better. The much-dreaded HolyDragSwd lives up to its reputation, and can often OHKO the target if Miguel's left to his own devices. Diminish can make it do ~125-175 depending on weaknesses. Physical attacks are definitely the way to go once Diminish has been used, and are quite effective paired w/ LoRes/Strengthen. Just keep everyone's HP up with HealAll because when he's put in critical condition, he does a vicious combo of MeteorShower/HolyLight that will probably inflict 'fatigued' on your characters. Try to trap the latter if you can; if you can't, just know that he only uses it once in the entire battle. 1540G awarded for the win, and the 26th level-up star, too.

Miguel did say that the dimensional distortion would restore itself if he was defeated. After some sweet FMVs, everyone ends back up at Marbule. The dragon says that the destination should be the Sea of Eden, and there's only one way to get there, y'know...DIMENSIONAL ROAD TRIPPIN'...well, after getting relics from the dragon gods. There are six dragons, and six relics need to be gotten.

For now, hit up Opassa Beach. The wormhole's back, so we can time-hop to the Another World once again. See some kittie events at the beach there and head to the world map.

OPTIONAL: Arni Village [Another World] "And the planet began to shake" [OP12]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• @Rainbow Shell	There ain't any!

Everyone here is holed up near Gonji's house and no one is allowed to even approach there. This is a perfect time to get the [RAINBOW SHELL] from the item-seller's cart. Nothing else to do here, but I thought I'd mention it...

ITEMS / ELEMENTS	ENEMIES
There ain't any!	<ul style="list-style-type: none"> • Shadow Cat • Tutanshaman

You're forced to go through here again, although not much has changed 'sides the enemies. Luckily, there is one more thing you can do here. If you managed to go out of your way and get Draggy before, his Lv. 7 tech is obtained in this area. With him in the party, go up the ladder to where the exorcisms had to be performed, in the dragon boneyard. After some scenes with his mother, he'll receive the 'BigBreath' tech. It attacks all enemies with the spirit of his mommy! ...Of course, if you don't even have the Big Egg Draggy hatches from, you can get it here as well (I think).

Other than that, ditch this dump and make for Termina.

27) Termina [Another World] [D-33]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
<ul style="list-style-type: none"> • Tear of Hate 	<ul style="list-style-type: none"> • Zoah --CAN ONLY PICK ONE • Karsh -'

Porre has taken over THIS Termina as well, it seems. Enter the bar and the waitress'll unlock her door for you; enter inside and go behind the counter. Guile and her will be hiding here, but there's a secret room that can be accessed by using the x-button in the vacant corner.

It's none other than Karsh and Zoah back here. They tell their sad tale of how they found General Viper, and how Lady Riddel's been captured. The player can pick one of them to join the party since the next league of the game will involve infiltrating Viper Manor...again. Either is fine, but if you might as well pick Zoah because his Lv. 7 Tech is there. The Dragon Tear's shards are also given over as the [TEAR OF HATE].

You can still roam around town, seeing a few other party members that have 'forgotten' Serge in only a shortwhile. There are some scenes to view at the element shop, and another at the smithy. A scene can play if you bring Zappa to meet himself (w/ a @Rainbow Shell in the inventory), but it turns out that no rainbow equipment can be made yet because the hammer's too weak! Once the Save Marbule Quest is over, we'll be able to make some... See [SH03] for an updated list of the wares.

After the bar events, head to the entrance to find Norris. An urgent security message arrives to say that Grobyc has arrived at the manor, whoever that guy is. Norris still wants Lynx to come meet him at the manor later. Good thing we're going there right now...

28) Viper Manor [Another World] "A captive audience awaits..." [D-34]

ITEMS / ELEMENTS	ENEMIES
<ul style="list-style-type: none"> • Prison Key • @Humour 	<ul style="list-style-type: none"> • Spearfisher

small way. Enter the kitchen's floor grate to get the furthest upstream. Get in the water and walk right into the first sheltered area. Go up the passage to find a [MAGIC SEAL]. If you're wondering what that little blob is, when Luccia inspects it, she'll get her Lv. 7 tech. More on that later on.

For now, head back into the water and get into the small passage just south of the Magic Seal passageway. Use this to get to the second sluiceway valve which will open the way to enter the larger waterway on foot. Don't go in yet, though -- it won't do anything. Head to the third valve in the right screen. You'll notice it can be accessed from two sides... Open it to switch the sluiceway and stop the heavy flow of water.

Remember that gate we opened with the 2nd valve? The one that opened a small gate so Lynx could enter the water? Enter that now and wade downstream to a small stairway near the 3rd valve. Follow the walkway to the dead end where a [NIMBLE] is. That's the last treasure down in the soggy sewer. Use the tiny stairway near the Nimble chest to enter the channel near the exit ladder. Go to the 3rd valve, open it, and try to exit. Uh-oh, there's an infestation!

BOSS: Roachester INNATE: Blue HP: 1245 Elbow Pad (100%)
ELEMENTS: ---
TO STEAL: ---
SPECIALS: Jitterbug (blue-innate damage on all allies)
BugKamikaze (blue-innate damage on one ally)
PATTERNS: Attack to JitterBug to BugKamikaze to Attack to JitterBug x2 to
BugKamikaze (x??)

Shouldn't be too much of a trial after Garai and Miguel's fights. Diminish when the battle starts, LoRes/Strengthen, and commence physical violence. Red characters will still get damaged some (~70dmg) if they take the brunt of a tech (and it does use them often), but it should be no problem for HealAll. Use Inferno/Volcano and try to inflict 'burns,' which will reduce its defensive capabilities by about 25%. 1076G awarded for winning, plus a 27th level-up star.

Go up the ladder to find...three more ladders! Two aren't worth exploring, but Fargo is in the rightmost. Lynx'll give him the prison key to escape w/ the others. Save before entering the next-door room, 'cause there's a hellish hellion bent on helping you to hell!

BOSS: Hell's Cook INNATE: Red HP: 2800 Gold Pendant, @Mythril
ELEMENTS: Fireball, FirePillar
TO STEAL: ---
SPECIALS: SpiceOfLife (restores HP to self; ~120)
PATTERNS: Attack to Fireball to Attack to FirePillar to Attack to
SpiceOfLife (x??)

Orcha's dark half is formidable if he's allowed to turn the field effect a dark red; luckily, his defense isn't that great and he eats blue-element damage by the chunks. Deluge can do 200+ in an able person's hands, so it's up to you whether or not Diminish-ing is a good strategy here. He'll heal himself every 6th turn, but not by much. Use Weaken/BatEye to help prevent some of his increasingly vicious physical attacks and go to town with Lynx and his swallow. That'll deflate that enormous HP amount pretty dang fast. I've heard people say that he uses Volcano, but I haven't been able to see it used, even when in critical condition, all-red field effect, etc. Pull

out a win and get 1490G as well as the 28th level-up star.

| INVITATION: Orcha | INNATE: Red |

| Orcha joins up automatically to make amends for his wrongdoings. Awright! |

Norris will escort Riddel out of the manor and to Hermit's Hideaway to check up on General Viper. If you want to get those level-up bonuses, try to enter either of the hallway staircases from the foyer to fight some Porre PVTs. It is kinda funny how they attack characters with the barrel of the gun rather than the stock. o_0

Head north past the snake statue to find a few Porre PVTs to destroy. Send 'em sprawling around the room and take on the REAL boss.

| BOSS: Grobyc | INNATE: Black | HP: 2800 | Defender, FreeFall |

| ELEMENTS: HealAll, Vigora, Strengthen |

| TO STEAL: --- |

| SPECIALS: RocketFist (black-innate damage on one ally) |

| HairCutter (black-innate damage to all allies) |

| PATTERNS: Attack to RocketFist to Attack to HairCutter to Attack to |

| HealAll to Attack to Vigora to Attack to Strengthen (x??) |

Don't let some of his absurd attacks fool you -- he's not a pushover. His attacks won't bother Lynx or Harle, but they're still bothersome. Diminish the field and BatEye/Weaken him to keep his damaging physical assault in a more timid degree. He'll use HealAll to recover ~200 HP, which shouldn't make much of a difference. White attacks are very effective; even at -1 on the grid, HolyLight can inflict almost 300, and that's a telltale sign of how poor his M.DEF is. The only element you've never seen here is 'Vigora,' which helps reduce his stamina consumption...meaning he can attack far more in one turn than he has (up to 7 times). Get a HealAll ready because he'll most certainly do a lot over 120+ dmg. This effect usually wears off before he uses Strengthen, luckily. 1250G awarded for victory, and the 29th level-up star.

Immediately afterwards, there is another boss!

| BOSS: Guillot | INNATE: Yellow | HP: 1001 | @Mythril, @Screw |

| ELEMENTS: --- |

| TO STEAL: --- |

| SPECIALS: HotEdge (yellow-innate damage on one ally) |

| PATTERNS: Attack x3-5 -> Hot Edge -> (HotEdge) (x??) |

It's got laughable defense, weakling attacks, and horrible HP. Only HotEdge is anything to pay attention to, which does less than 100 to neutral-innate characters under the influence of Diminish. There doesn't seem to be much of a pattern Guillot uses besides a random amount of attacks interspersed with a Hot Edge now and then. Sometimes he uses it two times in a row, so beware if you don't like Diminish. Bombard it with physical attacks while Weaken-ing it, or use your best green elements (Tornado, AeroBlaster, etc.) while someone has HealAll on standby. 0G received, mostly because this dork ain't a boss...of course it leaves no level-up star, either.

After some enjoyable events, everyone escapes into the library tower. Guillot

has to be fought once again but it follows the same pattern as above. Defeat it and climb up the ladder the prophet tells you about. Once in the dragon stables, pick either option to see some crazy stampeding over those poor, Porre soldiers.

| INVITATION: Grobyc | INNATE: Black |

| Grobyc is designed to follow the orders of those stronger than him, so he | naturally wants to be Lynx' acolyte. He-joins-automatically. |

Everyone escapes in a boat nearby (how'd that get there!?) and lands on the world map near Termina. Mission: accomplished. Now, to Hermit's Hideaway...

29) Hermit's Hideaway [Another World] "Pursuers with heavy-hearts..." [D-35]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
------------------	----------------------

There ain't any!	<ul style="list-style-type: none">• Riddel• Pip
------------------	--

Before entering, use the Ice Breath (if you got it) on the burned patch of grass on the front lawn. This will allow vegetation to grow again, and needs to be done if you want another character later on. Head on inside and see how things are going with the dragons.

| INVITATION: Riddel | INNATE: White |

| This Acacian beauty joins after she's been talked to, simple as! <3 <3 <3 |

Riddel also suggests the party rest. Agree and Fargo will save the day by 'abducting' everyone to safety aboard

the S.S. Invincible. A few dialogue &	INVITATION: Viper	INNATE: Yellow
reminiscing scenes later, belowdecks	INVITATION: Fargo	INNATE: Blue
one learns where Lynx is next headed.	INVITATION: Marcy	INNATE: Blue
A bunch of people join at this time!	INVITATION: Karsh	INNATE: Green
	INVITATION: Zoah	INNATE: Yellow

| Viper joins automatically at this time, as does Fargo. And Marcy. Zoah or | Karsh will also join here, depending on who you didn't choose to at the | Termina bar. They, too, join automatically. Who'd not want 'em, anyway!?

After forming a party, everyone automatically heads to this world's version of "Death's Door," being the Pearly Gates. Harle says that the power of the six dragons is needed to enter through to the Sea of Eden. The dragons're in both dimensions, and the true doorway to Eden's in the other world's Dead Sea. The Dragon Tear also needs to be used to change Lynx back to his normal self, since he won't get far as a demi-human appearance. Harle poses a query to Lynx, but it the answer doesn't matter -- Harle ends up leaving the party. (If Starky's with, he'll try to comfort her in a ridiculous, comical manner, depending on the answer you gave to her at Pearly Gates.)

| INVITATION: Pip | INNATE: White |

| On board the Invincible, go belowdecks and talk to Pip, stowed away in a | storage room. He'll join up again, and is the only character from the | previous pack that can do so for Lynx' section. Why? That's how the world |

| works, son.
|

When you want to leave, talk one of the mates and say "you're about to leave."
The quest for the dragon relics will now begin...in a second.

NOTE: You can take on the dragons in any order. I just do 'em in the order I
feel like it. <shrug>

OPTIONAL: Viper Manor [Another World]

[OP13]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Viper's Venom • @Rainbow Shell	There ain't any!

Porre will still be in control of this place, but if Norris is in your party, you can enter still. Enter the basement level and go into the storage room, being the one nearest the righthand staircase. This is where there are traps and such. Luckily, you can bypass most of 'em.

First off, remember how there was a soldier in here at all times, standing by the pillar in the corner? He's gone now. Inspect that pillar to find a secret button, which deactivates 'something.' Push the snake statue into place by the door and enter the secret passage. There are two chests here, and with the button pressed, the acidic spray won't prevent access to 'em.

The first is a [VIPER'S VENOM] special sword, triple-bladed and only usable by Viper. The other is a [@RAINBOW SHELL]! That's all for this part, but a few more things need to be taken care of. Take Norris up to the ground-floor parlor to meet himself. He'll get his Lv. 7 tech 'TopShot'!

One more thing...remember in the room with the pillars and armchair elevator? There's always been a east wing passage guarded by a robot, but after all of the Guillot events, it's gone. The room beyond has four snake statues and a plaque that says "Respect my behind." When all are put in the floor grooves, a chest appears; approach it from behind to open it. If you approach from the front, you'll fall through a hole. =/

The chest's empty but has a note left by whoever took the contents. S/he has gone to the Isle of the Damned and wants 'Sir Karsh' to accompany one there. This leads to the another sidequest that can be done at the moment, and will earn Karsh his Lv. 7 tech. Go there now.

OPTIONAL: Isle of the Damned [Another World]

[OP14]

ITEMS / ELEMENTS	ENEMIES
• Mixed Bones • @Eyeball	• Airframe
• MementoPendant	• Dead Head

NOTE: Karsh must be with to continue!

NOTE: Bring Earthquake traps for an easier time!

Bring Fargo along, since it's possible to steal a Forget-Me-Not Pot in this

• Black Relic	• Valencian Cloth Frame	• Lagoonate
		• Mantarrey

=====

NOTE: This is NOT optional if you did the first part of the sidequest...

=====

NOTE: The [VALENCIAN CLOTH FRAME] becomes impossible to get once the Black Dragon awakens, so make sure it's obtained at Marbule [Another] from the demihuman who used to throw rocks near the entrance. Also, it can only be obtained as Lynx, and when he has two other demi-humans in the party!

=====

NOTE: You can only do this second part of the sidequest if you did the first part way back when (talking to Nikki and getting Irene). If you did not, simply go to Another World Marbule and inspect the sleeping Black Dragon to receive the [BLACK RELIC]!

=====

Make sure you're in Home World, now...

This last stretch of the Marbule quest relates to fighting the Black Dragon, actually. To kickstart the events, put Fargo into the party and take him to see his other self in the Home World's luxury craft, the S.S. Zelbess. The non-wuss Fargo will berate his counterpart and force the newly-rechristened Invincible to Marbule's coast. Now the violent part comes, as the song makes the dream spirits tangible... Fargo will receive his Lv. 7 Tech 'Invincible' automatically! Now, the second leg begins -- enter the boat to make for the demi-human town... (You have to use Fargo, by the way).

The enemies around are Lagoonates and usually come in pairs. They're blue innate, so any powerful red attacks (Inferno, Volcano, red techs) will do nicely. With Mythril[+] equipment, their special 'Just4Kicks' attack should be doing in the very low double-digits range. Mantarreys' 'FlyLow' is more damaging, but still not by much. In total, there are 9 Lagoonates loitering around the field, with the eighth & ninth inside the town's large cave.

When all are defeated, a dragon's cry will be heard in the far-off distance. What's the meaning of this? The Black Dragon has awoken in the opposite dimension, and can now be fought. The last stretch is just beginning...

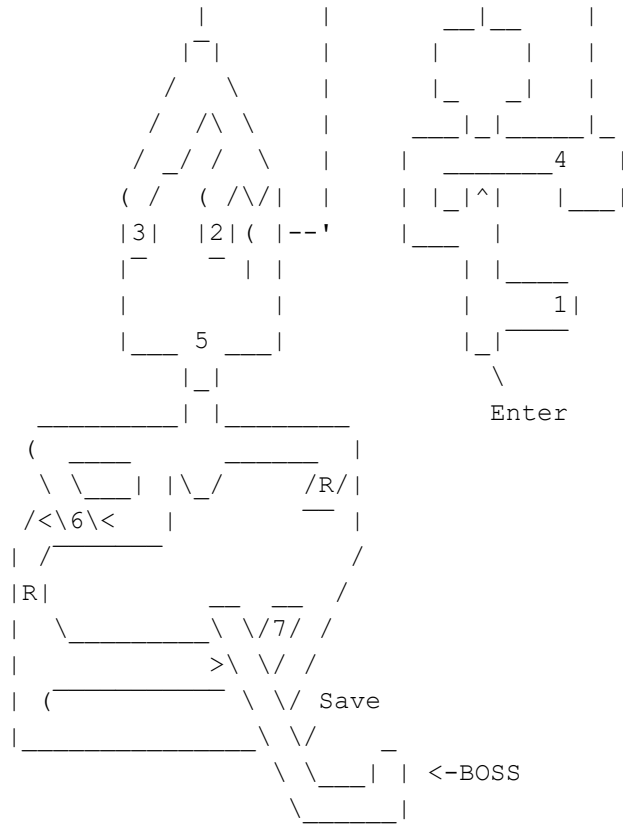
	INVITATION: Miki	INNATE: Red
Talk to her in the Zelbess' dining room and she'll ask to join. Hoo-hah!		

Travel to Another World Marbule and find the Black Dragon in the town's cave up the stairway. Now, go to the Draggy! It'll be awake and want to test your mettle...

BOSS: BlackDragon	INNATE: Black	HP: 3900	GrimReaper (100%)
ELEMENTS: Genius, Gravitonne, FreeFall, SealAll			
TO STEAL: Black Plate			
SPECIALS: DarkBreath (black-innate damage on all allies + Cursed)			
GravityBomb (black-innate damage to all allies + Cursed)			
PATTERNS: Attack to DarkBreath to Attack to Genius + GravityBomb to Attack			
to Gravitonne to FreeFall (x??)			
AntiWhite (counters offensive white element usage)			

[LEGEND]

- 1 - Capsule
- 2 - @Mythril
- 3 - @Mythril
- 4 - @Rainbow Shell
- 5 - Explosive
- 6 - @Denadorite
- 7 - @Denadorite



Once it's in the cavern, start spelunkin' by getting the chests by the sand fall. You'll have to re-enter a few times to get all the chests, since one can only pick a singular path once inside. If you want to escape at any time, there is a sand boil to the east side that'll shoot everyone back into the first screen. Both chests are [MYTHRIL], by the way. When ready, shoot up the sand boil and have an (automatic) talk with the site foreman, who'll want to prepare explosives to help clear the way. Re-enter the island to find the thing's been cleared of the path. Speak with the foreman a second time to get a [RAINBOW SHELL] as a reward. Down in the sandpit, the adventurer will hand over an [EXPLOSIVE] if you ask for 'em. They can move rockroaches, but only ones that are inert.

In the next room, find the rockroach sitting on a cliff and use the Explosive on it, blowing it into a sandboil. Down the way a little, there's a guy who's observing a rockroach's behavior. Ask him for his finds to learn the summary: "attack it by the cliff." When it stops on the bluff right above the sandboil, that's when you ambush it. After winning, choose to push it into the hole.

There's a last [DENADORITE] chest nearby, so pick it up. The ladder near the sandfalls allows access to the lowest part of the cavern. Fight the third rockroach and push it into the last (3rd) sandboil. The only sandboil left should be the one in the middle, and it can now function to blow Lynx up to the higher-up walkway. Exit to the SE and save, approaching the large sand flat... Say you seek the Dragon God's blessing, then get down to business.

BOSS: Earth Dragon INNATE: Yellow HP: 3100 ThundaSnake (100%)
ELEMENTS: ---
TO STEAL: Yellow Plate
SPECIALS: GiddyBreath (yellow-innate damage to an ally + Dizzy)
NaturalGas (yellow-innate damage to all allies + Dizzy)
Catastrophe (yellow-innate damage to all allies + Sprain)
PATTERNS: Attack x3 to GiddyBreath (x??)
NaturalGas (may be used if field effect is mostly Green)
[2] NaturalGas to Attack (x??)

Once again, include Fargo in this battle so the Yellow Plate can be stolen. Unlike the Black Dragon, this one doesn't have a lot of elements to spam, so Diminish really isn't needed here. Weaken, because its physical attacks increase in length as the pattern wears on. Green elements work wonders as usual, but even moreso because it doesn't have any sort of instant counter like Black Dragon did. It's attack changes when put in critical condition, but sometimes it skips parts of it (like Catastrophe) by starting midway through the pattern. I'm not sure why it happens, but I suspect it depends on the turn when it's placed in critical. If you do it right after GiddyBreath, it might begin at Catastrophe; if not, it may skip a NaturalGas or something. Either way, it only uses its low HP pattern once, before returning to its normal mediocre stuff. Changing the field effect to the color of your choice with its [Attack x3] turn. You'll be lucky to see the dragon's Catastrophe technique, since it rarely uses it, even with optimum conditions (critical HP).

The Earth Dragon hands over the [YELLOW RELIC] once it's smoked, so exit the island the same way you came in. Let's take on the next dragon...how about that of the water?

31) Water Dragon Isle [Home World]

[D-37]

ITEMS / ELEMENTS	ENEMIES
• Blue Relic	• Lagoonate • Sidesteppa

This is basically the same as the time the Hi-Ho Tank was fought, with the exception of Lagoonates populating the island instead of dwarves. Head into the depths, defeat a Sidesteppa blocking the dragon's entrance, and continue in for some killin'.

BOSS: WaterDragon INNATE: Blue HP: 2800 BlueWhale (100%)
ELEMENTS: IceBlast, Deluge, Iceberg
TO STEAL: Blue Plate
SPECIALS: IceBreath (Blue-innate damage on all allies + Flu) TsunamiBeam (Blue-innate damage on all allies + Flu)
PATTERNS: Attack x3 -> IceBlast + IceBlast -or- TsunamiBeam to Deluge [x??] [2] IceBreath to Iceberg -> [To Pattern #1]

This dragon absorbs its own type of elemental attacks, so don't bother with any Deluges or Icebergs of your own. Watch out for those double IceBlasts, since you lose the battle if everyone gets frozen. It's not quite as slow as the Earth Dragon, so you won't get cut much slack. Certain dmg amounts seem to instantly change the pattern to #2/3, which is really just picking a different poison -- Frozen can make you lose faster, while Flu does not wear off in-battle. As the battle wears on, the boss cuts the fat off its attacks and mainly concentrates on its techs and better elements. Break out some HealAlls and pound away with red elements to wrestle the field effect back towards red. One cool thing is that it's possible to burn the boss w/ certain red elements/techs (not MagmaBurst!), which reduces its defensive abilities. You may want to use Diminish in the latter half of the fight if you've got any red-innate characters. 2036G awarded for the win, plus the 32nd level-up star!

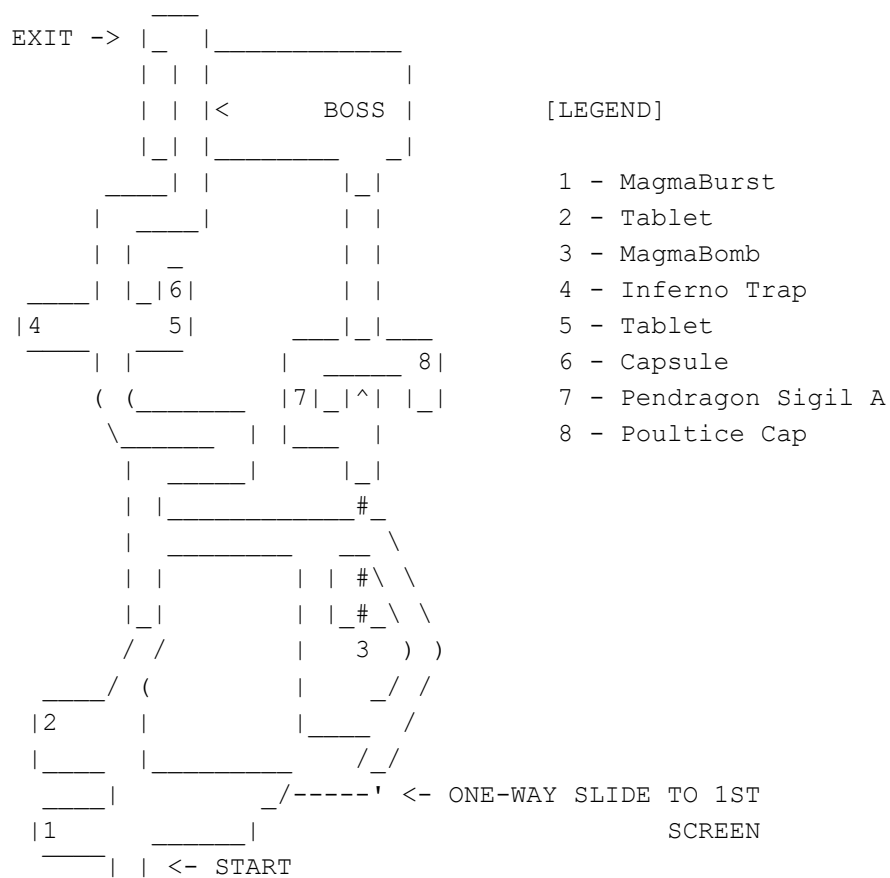
A [BLUE RELIC] is awarded for the party's valor. On, on, onto the next one!
Well, how about we take on the fire dragon this time 'round?

32) Mt. Pyre [Another World]

[D-38]

ITEMS / ELEMENTS	ENEMIES
• Pendragon Sigil A	• Lava-boy
• Red Relic	• HotDoggity
	• CatBurglar

Ahh, been awhile since were were last here, huh? This is mostly the same as before; however, the layout's changed slightly. In the area where the '3' is -- the large lavaflow -- one can now enter past a blocked entrance.



[LEGEND]

- 1 - MagmaBurst
- 2 - Tablet
- 3 - MagmaBomb
- 4 - Inferno Trap
- 5 - Tablet
- 6 - Capsule
- 7 - Pendragon Sigil A
- 8 - Poultice Cap

There is a large lava stream nearby with a treasure chest above it. Get the [PENDRAGON SIGIL A] while you can because it's impossible to get it if you freeze the hot stuff. There's also a [POULTICE CAP] there as well. Take the north exit to find the large room where the Acacia Dragoons were once taken on, only this time we're under that large overhang. Talk to the Mini Dragon that's wandering around to start the battle. Unlike the other dragons, this one does not heal you if you run and then challenge it again. You'll also have to re-enter the room to find it again.

BOSS: FireDragon	INNATE: Red	HP: 3400	Salamander (100%)
ELEMENTS: Inferno, Strengthen			
TO STEAL: Magic Ring (1st Form) / Red Plate (2nd Form)			
SPECIALS: FieryBreath (Red-innate damage to an ally + Burns)			
FireBreath (Red-innate damage to all allies + Burns)			


```

|           Brimstone   (Red-innate damage to all allies + Burns)           |
| PATTERNS: Attack to FieryBreath to Attack (x??)                           |
|           [2] FireBreath to Attack x2 to FireBreath to Inferno to Strengthen |
|           to Attack x3 -> Brimstone (x??)                                   |
|           FieryBreath (counters any blue element use on it; Form #2 only) |
|_____|

```

This boss has two forms. It starts off with a fairly basic strategy and a dumbed-down tech which only tops 100 damage. Its physical attack is a piece of crap, too. It does absorb red elements, though, but that's to be expected at this point. Of course, this ain't all the battle amounts to -- after apx. 1000 damage, it transforms into the ACTUAL Fire Dragon. This cues up the 2nd attack pattern it has, and is the form that you can steal a Red Plate from. FireBreath is a real, well, burner -- it can do 200+ to Fargo or any other blue innates. Luckily, there's usually two or three turns in between that tech's use, giving plenty of time to heal up and/or set the field to blue if you want to use BlueWhale/FrogPrince. It uses the trappable Inferno as well; might want to trap it to avoid any undue damage/burns. Brimstone's a pretty crappy attack, luckily, and usually does single digits if the field effect goes your way. If you're having trouble, the reliable Diminish-and-MagNegate strategy will never lead you astray. Either way, it's kinda nice to have a boss whose attack patterns are always 100% correct. 1800G awarded for winning, plus the 33rd level-up star.

The tiny chap gives over the [RED RELIC] and its pet Salamander summon. Time to hit up the Green Dragon...but wait. There's no Green Dragon Isle...!

33) Gaea's Navel [Home World]

[D-39]

ITEMS / ELEMENTS	ENEMIES
• Ancient Fruit	• Pterodact
• @Denadorite	• PreyMantis
• @Denadorite	• Prehysteria
• @Denadorite	
• @Denadorite	• Green Relic

I haven't really mentioned this place because it's been inaccessible for most of the game. But, now...now's the time to come and defeat that dragon. Head to the Home World and go to the Hydra Marshes region. We'll need two items to proceed: the Beeba Flute and an Ancient Fruit. If you missed the former, and you shouldn't have if you took the 'Save Kid' route, simply go to the western part of the marsh and defeat the Beeba there to win it. The fight was rather annoying back then, but now we've got mass-attack elements to do our dirty work. For the [ANCIENT FRUIT], defeat the Beeba team again (same craptacular battle) to win the thing. From now on, this Beeba will give you Ancient Fruit key items when necessary.

Head towards the region where you fought Wingapede and talk to the Beeba on the branch. It says to blow the flute here -- do so -- to ride the Wingapede to Gaea's Navel. It uses up the Ancient Fruit for the round trip, which is why one needs to get more from the 'friendly' Beeba. Now it's off to Green Dragon's domain!

This virgin jungle is the perfect place to find our quarry...too bad there's a stupid stipulation for completing it -- defeat a bunch of enemies here!!! If you leave at any time, the enemies reset. You'll have to do this all in


```
| ELEMENTS: GreenField, Carnivore, HealPlus |
| TO STEAL: Green Plate |
| SPECIALS: BadBreath (green-innate + Darkness/AntiYellow/Fatigued) |
|           ToxicBreath (green-innate damage to one ally + Poison) |
| PATTERNS: BadBreath/GreenField (*??) -> (ToxicBreath) |
|           [2] Carnivore (*??) |
|           HealPlus (used when in critical condition; heals about 430 HP) |
```

As before, don't use green-innate elements; it'll absorb 'em + some techs. This battle can be annoying for yellow types because of 'GreenField,' which turns the field innate all green. This leads into the second pattern, being a bunch of Carnivores. BadBreath does no damage whatsoever but can inflict a random status effect, such as AntiYellow, Fatigued, etc...not too much to worry on; ToxicBreath can inflict poison and small damage, and is also not a problem. It rarely uses physical attacks due to its...uh, slothy nature, so as long as you keep the field away from a full green, it'll often waste its attack turn with support attacks. Its physical attacks are pretty bad, anyway -- no spin put on that. Unless you have trouble keeping Carnivores out of your face, there's really no need to Diminish here. You'll know it's almost defeated because it will bob its head up and down, mouth open. Take it down quickly or HealPlus may erase some of your damage. It uses so many non-offensive tactics that one might not even have to heal! 1110G awarded for winning, plus the 35th level-up star.

The dragon bestows the [GREEN RELIC], and Leah will join permanently whether you want her to or not. She's such a cutie-pie, how could you resist, you... horrible monster! To leave, return to the first area where the large rock is and blow the Beeba Flute.

If you followed this walkthrough, the only relic-holder left is Sky Dragon. Lynx should now have his Lv. 7 tech 'ForeverZero', so let's get on it!

34) Sky Dragon Isle [Another World]

[D-40]

ITEMS / ELEMENTS	ENEMIES
• White Relic	There ain't any!

Whatever order you fight the six dragons in, the Sky Dragon'll always be the last one to be taken down.

```
| BOSS: Sky Dragon | INNATE: White | HP: 3800 | Saints (100%) |
| ELEMENTS: Magnify, MagNegate, WeakMinded, HolyHealing, UltraNova |
| TO STEAL: White Plate |
| SPECIALS: NullState (raises Sky Dragon's M.DEF) |
|           HolyBreath (white-innate damage to all allies) |
|           WhiteBreath (white-innate damage to one ally + Fatigued) |
| PATTERNS: Attack to WhiteBreath to NullState to Attack to Magnify to |
|           HolyBreath to HolyHealing/MagNegate/WeakMinded+WeakMinded to |
|           Attack to UltraNova (*??) |
```

As usual, it absorbs white elements and most techs. Cast an UltraNova trap

at the beginning, to ensure it's caught later on. If Lynx has the Stone Swallow and decent ATK, he should be doing 180+ per fierce hit, so use this as an outlet to do lots of damage. In a neutral field effect, WhiteBreath completely SUCKS; it did 7 damage to Lynx! For once, you can use Diminish as a counter card -- do it right after Magnify to cancel it out and stop its HolyBreath from mowing anyone down (it can do 200+ normally to black types!). Its HolyHealing element can restore up to 500+ HP, but it only seems to use it once. I prefer to use Leah here so she can use PhysNegates and help keep Lynx's HP up, 'cause the boss seems to single him out quite a lot. UltraNova is only used when near critical state, but unlike what you may have heard, it can be used more than once per battle. As long as one packs a few Diminish elements to offset the Magnify, this battle's not quite as hard as one would imagine it being. 2150G awarded for victory, plus the 36th lvl-up star.

The [WHITE RELIC] is handed over, finishing the quest. Now all that's left before entering the Sea of Eden is taking off this...uh, 'Lynx costume' Serge has on. Home World Fort Dragonia, here we come!

...or you can do some sidequests before then. Skip to [D-41] if you want to stick to the story.

OPTIONAL: Guldove [Another World] [OP17]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
<ul style="list-style-type: none"> • SapphireBrooch • Dragon Emblem 	There ain't any!

As long as you're Lynx, you can see this scene. Orhla will be fighting the Porre military, and after Serge's team helps her out, she turns on them 'cuz of Lynx' appearance. Time for vindication!

BOSS: Orhla	INNATE: Blue	HP: 1800	@Mythril, Waist Pad
ELEMENTS: Strengthen, Genius, Gravitonne, LoRes, Iceberg			
TO STEAL: Kung Fu Shoes			
SPECIALS: Multipunch (blue-innate damage on one ally)			
PunchDrunk (blue-innate damage on one ally)			
PATTERNS: Attack x2 -> Multipunch -> Strengthen -> Attack -> Genius +			
Gravitonne -> LoRes -> Attack -> Iceberg -> PunchDrunk ->			
Attack (x??)			

This battle's sort of a joke, as long as you don't get too sloppy. Cast Weaken and use your best red elements (BigBreath, Volcano, RedWolf). Sling out a Diminish if you somehow find yourself in danger, because she attacks up to three times per onslaught, and will eventually use Iceberg. After the PunchDrunk tech, only physical attacks are used (random amt. per turn). 1520G awarded for winning, but no level-up star.

After dismissing the troops from the island, Orhla's rescued and the story's told. She'll give Lynx the [SAPPHIREBROOCH], which will prove he's Serge when his body's changed back. Orhla's wants him to visit her at that time, also. (Talk to her in the bar to see another scene).

When the ruckus dies down, go to the shaman's tower and show the Tear of Hate to Direa. She'll dispense some wisdom and give the [DRAGON EMBLEM] to Serge,

which will allow him entrance into the other dimension's shaman tower. This section is optional, but you WILL need to get this, just so you know. I'll reference it when the time comes.

OPTIONAL: Hydra Marshes [Another World]

[OP18]

ITEMS / ELEMENTS	ENEMIES
See [OP01] for the full list.	See [OP01] for the full list.

The De-Hydrate can actually be fought as soon as one exits the Dimensional Vortex, but I've put it off until now for...well, no reason. We'll just get this outta the way now. Once in the marshes, head towards where the Beebas usually are and rescue one from a Snib/Snobgoblin duo. You'll know be able to go to Gaea's Navel, but that's not important at the moment. Head towards where the humans are at the very eastern part to find the ground's caved in and a strange odor is coming out. Jump down and the fight with our ghostly Hydra will begin...

BOSS: De-Hydrate	INNATE: Black	HP: 1042	FreeFall, Resistance Ring
ELEMENTS: Gravitonne, BlackHole, GravityBlow			
TO STEAL: Daemon Charm, HellBound			
SPECIALS: ---			
PATTERNS: Gravitonne x??			
[2] BlackHole x?? (only when the field effect is all black)			

This fight's pathetically easy, but everyone will have 'sprain' status from the fall, so if you want to be funny, use Revenge and put it on the enemy. Besides that, all its attacks suck -- only BlackHole can do anything worth noting, and that's because its % of instant death! It's easy to trap since it's only used when the field effect's pure black. Note that if you flee from this enemy, you'll have to go all the way back to the hole above and jump in again. But, hey, easy BlackHole elements to trap. Pretty good tradeoff. When you're finished farming BlackHoles, use HolyLight to defeat it instantly. 780G awarded for winning. [Simon Wells wrote in to say that sometimes De-Hydrate packs two GravityBlows in one turn; this is perhaps due to usage of white elements.]

After defeating the enemy, you'll get Steena's Lv. 5 Tech 'HydraShadow' and can get the [PENDRAGON SIGIL B] chest. Nothin' else here.

OPTIONAL: Gaea's Navel [Another World]

[OP19]

ITEMS / ELEMENTS	ENEMIES	
• @Denadorite	• @Denadorite	• PreyMantis
• @Denadorite	• @Denadorite	• Prehysterich
• Snakes & Orbs Frame		• Pterodact

Just like one used the Ancient Fruit and Beeba Flute to get to Gaea's Navel in the other dimension, it's done the same way here, in the same spot. Talk to the Beeba in the Hydra Marshes (after rescuing it from some minor enemies)

v. Red	Numbler (lowers EVD% on element caster)
v. Blue	Weaken (lowers ATK. on element caster)
v. White	ConductaRod (black-innate dmg on element caster + Cursed)
v. Black	RecoverAll (heals self for about 230 HP)
v. Green	LoRes (reduces DEF. on element caster)
v. Yellow	BatEye (reduces HIT% on element caster)

This battle can be VERY hard if you blindly attack. He counterattacks all elements, but his fatal flaw is that it's not instantaneous; he uses up his next turn to do so. Plus, the elements he counters with are mostly de-buffs and aren't damaging. Riddel HAS to be in the party, but if you just want to get through it, give the Black Plate to Lynx so he can coerce Dario into a bunch of ConductaRods while everyone else focuses on red elements. Dario's backed by strong DEF so Diminish-ing the field isn't a smart idea. There's also one reason that red elements are the way to go: burning! Dario can be inflicted with 'burns' which reduces his DEF power (he can also be slapped with Sprain if you can stand the BatEye elements). The way he picks the attack to use at the end of his pattern is simply the opposite color of the last element used; this gets done on the last person to attack him, so with red elements being used, the Blue Plate'll help (but won't prevent Frozen). No matter how you slice it, the possibility of only the Black Plated ally surviving is still high. Because there's no level-up star awarded, don't fret about people being KO'd here. 2500G awarded for victory.

Afterwards, the Masamune will be de-cursed and will find a new owner: Serge! This time, it transforms into the [MASTERMUNE], replacing his Sea Swallow. NOTE: Since the Sea Swallow is the Mastermune, it cannot be carried over into a New Game Plus. If you want a great weapon to start with, forge the 'Spectral Swallow' from a @Rainbow Shell. As a kicker, Riddel's Level 7 Tech 'SnakeFangs' will be earned here as well. You'll be amazed to see just how often your new weapon criticals.

There's another quest that stems off of this one's completion, but it cannot be done yet...we need a different setup. More on that later.

OPTIONAL: Earth Dragon Isle [Another World] [OP21]

ITEMS / ELEMENTS	ENEMIES
<ul style="list-style-type: none"> • Brace • Upheaval 	<ul style="list-style-type: none"> • Capsule • Fossicker • Bomber • YellowBelly • Rockroach

This quest could actually have been started back when Serge escaped from the Temporal Vortex, but it's much easier once you've gotten a Yellow Plate to keep enemies at bay with. And you do, or should have at this point. Head to said destination -- hi-ho!

Jump down the big hole in the first area and get the [BRACE], which is the only chest in the large shifting sand room. There's a [CAPSULE]/[UPHEAVAL] duo in the large sandboil room as well, but nothing more than chump junk. Use the center sandboil on the lowest part to leap onto the higher ledge and exit southeast. Enter the chamber where the Earth Dragon was and do battle with the sorta-secret optional boss!

BOSS: Criosphinx	INNATE: Yellow	HP: 13000	Sunglasses
ELEMENTS: Earthquake, ThundaStorm			
TO STEAL: @Rainbow Shell / @Denadorite			
SPECIALS: ---			
PATTERNS: Earthquake + ThundaStorm + Earthquake + ThundaStorm ->			
Attack x3 to ThundaStorm to Earthquake to Earthquake +			
ThundaStorm (*??)			
Earthquake ('wrong answer' counter)			

Like the final battle in the game, this battle can be fought two ways:

- 1) You answer his questions and 'win' the battle by riddling his pants off (not literally). Since his queries ask for a certain color, attacking him with the color he expects counts as an 'answer.' Don't attack him to fill your grids up, though -- they fill up themselves. Defend until the question is asked! Here is how to go about defeating him in this timid manner:

- QUESTION 1: Yellow (Silence is golden, pyrite is fool's gold, etc.)
- QUESTION 2: Red (See red, red matador rag, stop sign, blushing red, etc.)
- QUESTION 3: Green (Nature = green, green with envy, green light = go...)
- QUESTION 4: Blue ('the blues,' blue ribbon, blue-blooded royal...)
- QUESTION 5: Black (black pirate flag, karate black belt, black plague...)
- QUESTION 6: White (white-knuckled, white-haired, white heat...)

This lets you "win," but there are no spoils and you don't get anything.

- 2) Defeat it by your sword! Equip someone with the Yellow Plate, Diminish the battlefield, equip Sprain-preventing items, and spam Imbecile and Weaken. It may be a bit hard if you take it on right now, but later it's a cinch to defeat with this strategy. Try to steal its @Rainbow Shell! Killing it by force is the ONLY way to get its Sunglasses accessory, of which there is only one in the game. 2500G also received for winning. If you have trouble defeating it, try after completing Terra Tower -- it isn't so hard then. This skirmish'll still take quite awhile, though, so make sure you're prepared going in.

35) Guldove [Home World]

[D-41]

ITEMS / ELEMENTS	CHARACTERS TO INVITE
• Dragon Emblem • Dragon Tear	• Steena

You won't be able to do much in this section if you didn't get the Dragon Emblem that's needed to enter the shaman tower. In Another World Guldove, go to see Oracle Direa and show her the Tear of Hate; she'll aid you by giving the emblem over. Show this key item to the Home Guldove...tower bouncer-guy to enter inside.

After talking a bit, the [DRAGON TEAR] is received and...

INVITATION: Steena	INNATE: White
--------------------	---------------

The darling shrine maiden hooks up with Lynx automatically...you pervert!

If you defeated the De-Hydrate, give her the 'HydraShadow' tech. You can also visit Garai's gravesite to get her Lv. 7 Tech 'GaraiShadow'. Now it's time to finally tackle Ft. Dragonia and get Serge back...

36) Mt. Pyre [Home World]

[D-42]

ITEMS / ELEMENTS	ENEMIES
• Red Brooch	• Lava-boy
• Weaken	• HotDoggity
• @Mythril	• Taurminator
• Strengthen	• CatBurglar
• Inferno	
• @Denadorite	

This is basically for posterity, as you should already be able to breeze thru this place with enough nonpareil that describing it's a waste of time. ...So I won't describe it. One good thing about this place is that one can 'learn' the Taurminator monster for the S.S. Zelbess' Grand Slam, since it's pretty dang good.

```

EXIT -> /\____
        \____|_____
          |23| | <      | |
          |4 | | <      |
          |__|_|_____ |
            | |         | |
            |____|     | |
            | | _      | |
            |__|6|     | |
            | 5|      |__| |__
            | |____ | ____ 1|
            ( (____ | |_^| | |
              \____ | |__ |
                |____| |__
                | |____ #_
                |____|__ \
                | |____ | | #\ \
                | |____ | | #\ \
                ) ) | ____ ) )
            ____/ ( ____ _//
            | ____ | ____ /
            |____ |____ _//
            ____| ____ _/-----' <- ONE-WAY SLIDE TO 1ST
            |____|
            ____|_ | <- START
  
```

[LEGEND]

- 1 - Red Brooch
- 2 - Strengthen
- 3 - Weaken
- 4 - Inferno
- 5 - @Mythril
- 6 - @Denadorite

One thing I /will/ mention is that when you head into the screen with the Red Brooch chest, if you freeze the lava creek immediately, you'll be unable to get it. Ever. Not that it's incredibly important, but you can't wade up the creek if it's ice. Also, there's no save point here. <shrug>

Continue on, you brave person you.

37) Ft. Dragonia [Home World]

[D-43]

ITEMS / ELEMENTS		ENEMIES
• ThundaStorm	• @Denadorite	• Cybot
• Iceberg	• @Denadorite	• Gurgoyle
• Nostrum	• Nostrum	• Chamellion
• Tornado	• @Denadorite	
• Nostrum	• Nostrum	
• @Denadorite	• Volcano	
• Nostrum	• Nostrum	
• AntiWhite	• AntiBlack	
• Tear of Love		

If you already got Draggy here a long while back, you don't have to bother with deactivating the obelisks again...let the Dragon Tear do the work! Our shrine maiden Steena will ask Lynx to put said item in the pedestal slot by the entrance; doing so activates the entire facility! That doesn't mean there are no items to be found, of course -- luckily there are no parlor tricks to how things are obtained...same as last time. Most rooms are enemy-free, also, for your enjoyment (they come with the MANUAL...get it?). Just a quick review of what can be obtained here now:

[YELLOW ROOM]

Body/Tail/Head Formation = [@DENADORITE]
Tail/Head/Body Formation = [THUNDASTORM]

[BLUE ROOM]

Left Room = [ICEBERG]
Right Room = Cybot fight

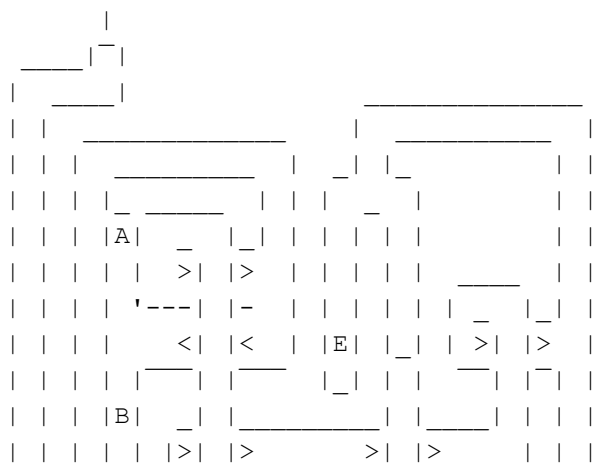
[RED ROOM]

Fall in the southmost hole by picking the cardinal direction based on which direction the statue faces. If it faces west, falling into said hole is accomplished by picking 'west'...whatever way it faces means 'north,' remember? The chests therein contain:

- [NOSTRUM]
- [NOSTRUM]
- [@DENADORITE]
- [VOLCANO]

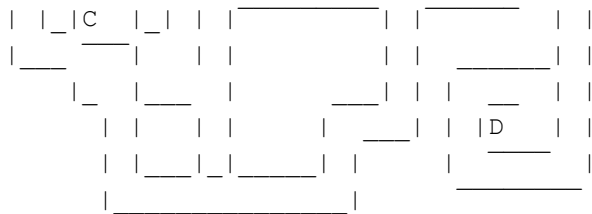
[GREEN ROOM]

PILLAR/BOSS



~~~~~ LEGEND ~~~~~

- A - [@DENADORITE]
- B - [NOSTRUM]
- C - [NOSTRUM]
- D - [TORNADO]
- E - [@DENADORITE]



|^|           When all rooms have been burgled, it's time to  
 ~\           enter the elevator shaft where the REAL boss we  
 Enter        want to fight's located.

---

|                  |               |          |                               |
|------------------|---------------|----------|-------------------------------|
| BOSS: Dark Serge | INNATE: Black | HP: 3200 | Pendragon Sigil A/StaminaBelt |
|------------------|---------------|----------|-------------------------------|

---

ELEMENTS: Volcano, BlackHole, Tornado, Iceberg, ThundaStorm, Strengthen, Ninety-Nine, Vigora, Carnivore, Inferno

TO STEAL: Trashy Tiara, @Rainbow Shell

SPECIALS: FeralCats (Black-innate damage to all allies)  
 ForeverZero (Black-innate damage to all allies)

PATTERNS: Attack to FeralCats to Attack to Volcano to Attack to ForeverZero to BlackHole/Tornado to Attack to Iceberg/ThundaStorm to Attack to Strengthen to Attack to Ninety-Nine + Vigora to Attack to Carnivore/Inferno (x??)

---

The most damaging, trappable element is BlackHole, which can inflict auto-KO, as you're well aware. Set a trap for that, because that's the one you want to avoid like the plague. Physical attacks work fine, and since he's got a penchant for using elements, feel free to use Diminish while you work him over (which is INCREDIBLY easy with the Mastermune). His normal attacks are alright, but as long as you lack a white innate player, they're easy to tolerate. Still, you'll want to use BatEye/Weaken/Imbecile since not all his bite is taken outta the fight. Dark Serge's flexible elemental-wise so equip the \_\_\_\_\_ Plates for a bit of free healing (besides White Plate). And if you looked over the attack pattern, you'll notice he uses no white-type elements; the more black innates you bring, the easier this battle will be! Try to end it before he uses Ninety-Nine/Vigora since the following attack will be very brutal. If you can steal that @Rainbow Shell, more power to you; if you can't, oh well. This isn't a very good battle to trap elements in, so I say just Diminish and roll with the punches, healing when needed. 1234G awarded for winning, plus the 37th level-up star.

Dark Serge leaves after this battle, and the elevator's now able to be used.

---

|                    |             |
|--------------------|-------------|
| INVITATION: Draggy | INNATE: Red |
|--------------------|-------------|

---

If you didn't get him when I first mentioned him, you can get him now. A trip in basement via the elevator leads to an incubation room, and if y' use the middle to warm that Big Egg you found in Another Fossil Valley, a dragon baby pops out. He'll join after that and...that's all. Have fun!

---

The upstairs portion of this fort is also in working order, so there's no dawdling to do. At the bottom of the side-stairway, get the [ANTIBLACK] and [NOSTRUM] chests; then, the [ANTIWHITE] and [NOSTRUM] in and around the resonating teleporter. Take a trip up there, enter the door, and after using the Dragon Tear on the pedestal, Serge will be back in his ol', white-innate form once again! He's also naked, but Lynx seemed to have left a spare outfit lying around. o\_o The [TEAR OF LOVE] is received from the D Tear's shards. Steena also says something about the legendary 'Chrono Cross' that can be made, supposedly, in Divine Dragon Falls... Hmm.

His Lv. 7 Tech is now 'FlyingArrow' instead of 'ForeverZero.' Re-equip his accessories and elements, and it's time to head for the Sea of Eden!

---

|                    |               |
|--------------------|---------------|
| INVITATION: Orlha  | INNATE: Blue  |
| INVITATION: Turnip | INNATE: Green |

---

| Head to Another World Guldove and show Orlha the SapphireBrooch she gave  
| to Lynx as proof of his...Serge-ness. She'll join up automatically. It's  
| possible to get her LV7 tech now too -- see her file for details. Also,  
| now that you have Poshul back (hopefully), you can get the other ally...  
| well, dig him up. At Another Hermit's Hideaway, find the burnt patch of  
| ground and use the Ice Breath on it. It'll say that vegetation can now be  
| grown there. Head to the other dimension's Hideaway and make Poshul the  
| party leader. Inspect the weird plant in the same spot to get Turnip...!  
| Oddly enough, he automatically joins but the player can't rename him (at  
| least without using the BeachBum in Viper Manor's [AW] library).  
|

By the way, all characters you got as Serge and all gotten as Lynx are now merged together, so you can use any combination. But, wait...there's one lass missing from use at the moment. Where is she...? The answers will be revealed soon enough...

---

| OPTIONAL: Twin Einlanzers

---

| If you chose the 'Leave Kid' route way back at Guldove and obtained Glenn  
| in your party, this 'miniquest' can be accomplished. First, make sure the  
| team's defeated Dario and obtained the Mastermune; second, continue with  
| the game until Serge gets his real form back. Bring Glenn to Termina [AW]  
| and inspect the Einlanzer down by the shrines. After some resonating, he  
| will succeed the Einlanzer and be able to double-wield both in battle. It  
| can only be done with the Einlanzer, and equipping one means that both'll  
| be equipped. His tech animations will reflect these changes as well!  
|

To finish this first disc, head to the Dead Sea Ruins in the Home World and maneuver the boat onto a 'Fate Distortion.' A voice will deem you worthy of entering the Sea of Eden (you can still do the below optional thing on any disc). Open the disc cover/tray and switch discs to continue.

NOTE TO PSP EMULATORS: There is no save prompt given at this time, only a 'insert disc 2' message. You should be aware of this.

---

OPTIONAL: Marbule [Home World]

[OP22]

---

| ITEMS / ELEMENTS          | CHARACTERS TO INVITE |
|---------------------------|----------------------|
| • Master Hammer           | There ain't any!     |
| • Quill and Papyrus Frame |                      |
| • FullRevival             |                      |

---

As Vash from the anime Trigun'd say, "This world is made of love and peace!" And now so is Marbule, if you watched Nikki's concert and cleared the crappy monsters from here during the Save Marbule sidequest. The shop is the same as the other dimension's [SH08] but there is no support element shop to be found. If Irene is with, talk to the witch doctor in the house nearest the entrance twice to get her Lv. 7 Tech 'SirenSong'.

Talk to Toma in the Black Dragon cave to receive a [QUILL AND POPYRUS FRAME] (do this twice), and talk to the other guy there to get an offer on a Master Hammer! It costs 10000G, but if you buy it, you can make equipment from those dang @Rainbow Shells.

AND, to top it all off, talk to the blue demihuman in the brown jacket (you know, the guy who throws rocks at humans?) to get the [FULLREVIVAL] element, the only one in the game. If he doesn't give it up, re-enter the screen and try again.

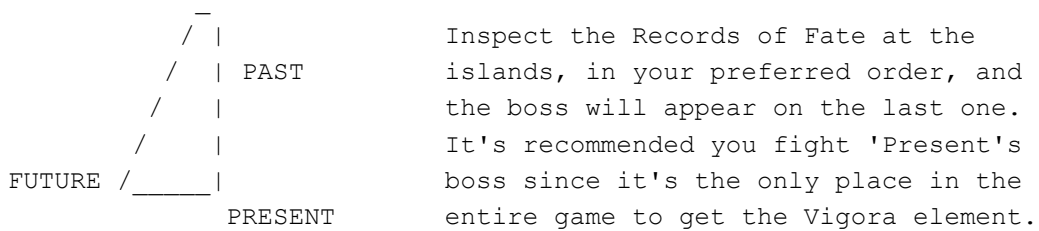
Before you can make spectral equipment, make sure Zappa is in your party and talk to the other Zappa in Another World Termina. They'll talk about making the "you-know-what" but won't be able to...unless you have the Master Hammer and a @Rainbow Shell. From now on, the 'Smith Spirit' will be able to forge rainbow equipment! You don't get that Rainbow Axe, though...

Congrats, you can now make rainbow equipment! See [SH09] for what can be made and such. Go have fun, you whippersnappers.

38) Sea of Eden [Home World] "On whom the three Fates smile..." [D-44]

| ITEMS / ELEMENTS | ENEMIES          |
|------------------|------------------|
| There ain't any! | There ain't any! |

There are three islands here surrounding a large triangular-shaped waterfall with some building on it. There are actually three bosses to fight here; the one Serge fights depends on the other he visits the three islands. Whichever is the last one he steps foot on, that's the variation he'll get. Before you take 'em on, I'll mention that you can use the Fate Distortions to exit this Eden and get back onto the regular world map.



Here's how the next boss is decided:

- Vita Duo = Future is last island visited
- Vita Unus = Present is last island visited <-- RECOMMENDED
- Vita Tres = Past is last island visited

I'll go from easiest to hardest in the order.

|                                                                       |              |          |                        |
|-----------------------------------------------------------------------|--------------|----------|------------------------|
| BOSS: Vita Tres                                                       | INNATE: Blue | HP: 2500 | Diva Dress, Gold Tiara |
| ELEMENTS: Cure, Fireball, EagleEye, MagmaBomb, InfoScope, FirePillar, |              |          |                        |
| Volcano, CurePlus                                                     |              |          |                        |
| TO STEAL: White Brooch, HolyHealing                                   |              |          |                        |
| SPECIALS: ---                                                         |              |          |                        |
| PATTERNS: Attack to Cure + Fireball + EagleEye to Attack to Cure +    |              |          |                        |
| MagmaBomb + InfoScope to Attack (x??)                                 |              |          |                        |
| [2] Attack to Cure + FirePillar to Attack to Cure + FirePillar to     |              |          |                        |
| Attack (x??)                                                          |              |          |                        |

```
| [3] Attack to CurePlus to Attack to CurePlus to Attack (x??) |
| GreenField (used automatically before Lachesis is disabled) |
| Volcano (used automatically before Clotho ceases to function) |
```

This is by far the easiest of the three possible bosses. Like its 'older siblings,' it changes its strategy as its pieces are disabled. The pattern changes to '[2]' after Lachesis quits working, and '[3]' after Clotho stops functioning. If you have a green innate like Karsh along, you can pop off a Genie/Sonja summon right after it uses GreenField. Laff! It gets off one Volcano, but that's about all it has up its sleeve besides physical things. Use BatEye/Weaken and your best red elements to destroy it during its third phase, or CurePlus'll make a chump out of you. 1200G and a 38th lvl-up star awarded for winning.

```
| BOSS: Vita Duo | INNATE: Green | HP: 2500 | Earring of Light, Diva Dress |
| ELEMENTS: EagleEye, Cure, Fireball, InfoScope, Cure, MagmaBomb, Volcano, |
| AntiYellow, BatEye, CurePlus, GreenField |
| TO STEAL: White Brooch / HolyHealing |
| SPECIALS: --- |
| PATTERNS: Attack to EagleEye + Cure + Fireball to Attack to Infoscope + |
| Cure + Magmabomb to Attack (x??) |
| [2] Attack to AntiYellow + Cure to Attack to BatEye + Cure to Attack |
| (x??) |
| [3] Attack to GreenField to Attack to Greenfield to Attack (x??) |
| Volcano (automatically used before Clotho stops functioning) |
| CurePlus (automatically used before Atropos stops functioning) |
```

The 'middle' child of the three potential bosses. Weaken/BatEye after it uses EagleEye on itself and wait for its pattern change. It goes to '[2]' after Clotho breaks down, and '[3]' after Lachesis stops working. Weaken and BatEye the thing as you attack, because it's pattern is pretty pitiful as far as its associates' are concerned. Its third phase is not too good, but it attacks three times per turn, so use PhysNegate or something to help keep yellow innates alive and kickin'. 1190G and the 38th level-up star awarded for the win.

```
| BOSS: Vita Unus | INNATE: Red | HP: 2500 | Vigora |
| ELEMENTS: Fireball, EagleEye, Cure, MagmaBomb, InfoScope, FirePillar, |
| AntiYellow, FirePillar, BatEye, CurePlus, GreenField, Inferno, |
| Volcano |
| TO STEAL: White Brooch / Diva Dress |
| SPECIALS: --- |
| PATTERNS: Attack to Fireball + EagleEye + Cure to Attack to MagmaBomb + |
| InfoScope + Cure to Attack (x??) |
| [2] Attack to FirePillar + AntiYellow to Attack to FirePillar + |
| BatEye to Attack (x??) |
| [3] Attack to Inferno to Attack to Volcano to Attack (x??) |
| CurePlus (automatically used before Atropos quits functioning) |
| GreenField (automatclly used before Lachesis quits functioning) |
```

This is the 'hardest' of all the potential boss fights, but not by much. If you got the Mastermune, you can probably do 300+ per fierce hit, and with Diminish, its fire attacks are reduced to crappy status. As you fight it, it changes it strategy as parts 'stop functioning,' a notification that'll follow an element use automatically. For the above, the strategy changes to

'[2]' after Atropos quits functioning, then '[3]' after Lachesis ceases to function. Its third form is where some great red trappable elements can be found, but you should have plenty already. Its physical attacks get less fierce as its pieces stop functioning, which should be a welcome change of pace...hopefully. 1180G awarded for winning, plus the 38th level-up star. Too bad Vigora is a blue-only element. =(

After defeating whichever boss, the large waterfall just outside will descend and reveal the Time Fortress, Chronopolis. That's the next destination.

39) Time Fortress Chronopolis [Another World]

[D-45]

| ITEMS / ELEMENTS                                                                                                                                             | ENEMIES                                                                                                                                                 |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| <ul style="list-style-type: none"> <li>• Yellow Brooch</li> <li>• Nostrum</li> <li>• White Brooch</li> <li>• CureAll</li> <li>• Forget-me-not Pot</li> </ul> | <ul style="list-style-type: none"> <li>• Recharge [x5]</li> <li>• @Rainbow Shell</li> <li>• HellBound</li> <li>• Magnify</li> <li>• Card Key</li> </ul> |
|                                                                                                                                                              | <ul style="list-style-type: none"> <li>• Gizmotoid</li> <li>• Gyroblade</li> <li>• Aero-Guard</li> <li>• Combot</li> </ul>                              |

Just inside the place, try to advance and you'll fight...a BOSS! OMG! Make sure to bring the White Plate for this one.

|                                                              |               |          |                   |
|--------------------------------------------------------------|---------------|----------|-------------------|
| BOSS: PolisPolice                                            | INNATE: White | HP: 3200 | PhysNegate (100%) |
| ELEMENTS: ---                                                |               |          |                   |
| TO STEAL: Capsule / @Rainbow Shell                           |               |          |                   |
| SPECIALS: MegatonFist (white-innate damage to one character) |               |          |                   |
| Bazooka (white-innate damage to one character)               |               |          |                   |
| PATTERNS: MegatonFist to Attack (*??)                        |               |          |                   |
| [2] Bazooka to Attack (*??)                                  |               |          |                   |

NOTE: Using stone weapons will auto-critical on machine-type enemies!

This can be an awfully tough battle since it's got great ATK and uses hard-hitting techs that stem off that stat. The best course of action is to use Diminish pronto to reduce damage to about 175 per tech. Your main 3 party members SHOULD have 400+ HP if you've been collectin after-battle bonuses with some manner of diligence, so OHKO'ing shouldn't be in the picture here (unless you're a black innate, which will be kissed goodbye). Doing surgery with the Mastermune is easy and Serge can still strike for 200+ normally, but keep an eye on that field innate. When it's all white, the boss is at his strongest; but, you can also use the Saints summon to inflict great dmg and heal all your allies, too. In the meantime, Weaken/BatEye/Imbecile to help reduce the load you'll have to place on CureAll or HealAll. Should you have went against my advice in fighting Vita Unus, you may have received a HolyHealing element which will also work very well here. Don't forget that MagNegate is useful anytime you can pull it off! After dealing some damage its fist will explode and cue its '[2]' pattern, which is just as hectic and prepared to send some characters into the afterlife. The White Plate makes this battle not too hard to win given its patterns, but having everyone come out of it alive can be a challenge. Steal that missable Rainbow Shell if you can as well. He will have bodily spasms when in critical HP, although this doesn't seem to surface until he's REALLY low on HP (thanks -> Adam)! 1000G awarded for winning, plus the 39th level-up star! And a crappy element!





the red-laser gate, exit south to the elevator room and find the doorway to its left. By one of the large control panels in this...cartographer room, the Lv. 2 lock can be released. This lets the elevator be used, and also unlocks the door by the red-laser field. Beyond said door, if Grobyc is along, inspect the coffin to get his Lv. 7 Tech 'StrongArm.'

There are also a safe on the the wall, whose password changes depending on which of the smaller safe doors are open (x5) next to it. Avoid the hassle of manually inputting all 100 combinations by shutting all doors and putting '00' in as the password -- works every time! There are five [RECHARGE]s in the thing. To leave this floor, use the elevator and go to the one directly above -- 3F.

[Valerio Cannone writes: I think I've found out something interesting you might want to add to your FAQ. The safe that is on the second floor at Chronopolis actually seems to be using binary coding for its password. Each of the five small doors to its left represent binary digits, with the least significant one being the rightmost one. Closed=0 and Open=1. The initial combination I've found here is 00100 = 4. You can close the safe and try again with another code. 00001 = 1, 11100 = 28 and so on. I hope that will be useful!]

Back in the elevator lobby for this floor, take the left door. Read up on some of the game's info if you want, and score a [@RAINBOW SHELL] chest in an antechamber. The room east of the elevator, get a [HELLBOUND] element being guarded by a Combot. Nothing else to do on this floor, so head up to 4F.

In yet another lobby, take the east door. A scene will play where some weird shadow-people are waiting for their chief. Exit into the hallway connected to here (not the one you came through) to find the stairway with a [MAGNIFY] chest. A ghost here says the chief was probably by the docks...and that is exactly where he is! Return to the 1F docks area and talk to the ghost; he will leave back to 4F. Enter the room left of the elevator this time. Trash a Combot and get a [CARD KEY] from the chest behind it. With this, the B1 floor can be accessed. Make sure to save in the dock area before entering!

Past some Combots patrolling the grounds, go up to the retinal scan machine by the locked door. Enter inside the door, watch some delicious scenes, and let's wreck fate itself! Err, FATE itself!

|                                                                                                      |               |          |                   |
|------------------------------------------------------------------------------------------------------|---------------|----------|-------------------|
| BOSS: Fate                                                                                           | INNATE: Black | HP: 5000 | Magic Seal (100%) |
| ELEMENTS: Diminish, Gravitonne, FreeFall, GravityBlow                                                |               |          |                   |
| TO STEAL: HolyHealing / Earring of Light                                                             |               |          |                   |
| SPECIALS: DarkEnergy (black-innate damage to all allies)                                             |               |          |                   |
| HeatRay (black-innate damage to one ally + Cursed, Darkness, or AntiBlack)                           |               |          |                   |
| PATTERNS: Diminish/Attack to Gravitonne to HeatRay to FreeFall to GravityBlow x2 to DarkEnergy (x??) |               |          |                   |

First order of business is stealing that HolyHealing element, which restores all HP to your comrades and cures status. This is the first chance you have to get one without sacrificing something way better. Yay @ you! Fate uses Diminish on its first turn (after that it's regular attacks) so counter with Magnify if that ain't up your alley. As for its attack pattern, it's a five-step pattern that repeats over and over in a countdown fashion. Fate really has no damaging attacks besides DarkEnergy, which suffers from Diminish and a (hopefully) non-black field effect. MagNegate works well before that's

used, and the Black Plate ensures that it's impossible to lose. Try to kick out a Saints summon if you can make the field effect white, which is easiest to do after DarkEnergy. It can do 1000+ even with Diminish. As long as its best move doesn't get off under the best circumstances, this battle won't be too hard. 2457G awarded as well as the 40th level-up star.

Watch some awesome FMVs afterwards, and everyone automatically heads back to the S.S. Invincible. So how to get into that floating tower? And how'll Kid wake up from her slumber at Radius' place? Well, let's take care of Kid's plight first...

40) Divine Dragon Falls [Another World] "Caught in an echo of time..." [D-46]

| ITEMS / ELEMENTS | ENEMIES          |
|------------------|------------------|
| • ChronoCross    | There ain't any! |

With the Tear of Love and Tear of Hate in hand, go to this area (a waterfall near Arni Village) and enter the main cavern. If you haven't been here in a while, you'll probably have to have Steena with so she can appraise what the pedestals are for. After that, put the Tear of Love and Hate in their holders to create the legendary lost element [CHRONOCROSS]! This item can be used in battle to recharge all used elements besides the one who uses it.

Now for the next part of helping Kid revive. You'll need the ChronoCross or Mastermune -- either will work.

| OPTIONAL: Retrieving Previous Characters |

| This can ONLY be done on a New Game Plus. After obtaining the ChronoCross |  
 | go back to Home World Hydra Marshes. In the screen with the plants that |  
 | respond to the Green Tinkler, walk around to find the wormhole everyone'd |  
 | used to escape the Temporal Vortex -- it will work again. Use the Astral |  
 | Amulet to warp back there. If you walk under Sprigg's cot, there will be |  
 | a message that the ChronoCross is responding to the unstable dimension. |  
 | Use it (key item, remember?) and all of the characters that have been |  
 | collected, that you don't have currently, will be in your team roster now |  
 | for the rest of the playthrough. Inspect the barrel by the wall to return |  
 | to Hydra Marshes. |

Go to Hermit's Hideaway this time.

41) Lucca's Orphanage [????] [D-47]

| ITEMS / ELEMENTS | ENEMIES          |
|------------------|------------------|
| • @Rainbow Shell | • Lava-boy       |
| • Ice Gun        | • Nostrum [x10]  |
| • Stardust Cape  | • Diva Dress     |
| • Nostrum [x10]  | • @Rainbow Shell |

Go to Another World Hermit's Hideaway and inspect Kid's comatose self on the bed. Some scenes will play where Masa and Mune (Mastermune's spirits) will try to help her by sending Serge back in time.



Head to said location in Another World with Kid in the party (must do this) and read a letter Luccia's been holding. After, a [@RAINBOW SHELL] falls out of it!

The next part relates to getting to Terra Tower, a.k.a. Sky Dragon Isle, the now-airborne place that's inaccessible. We'll need a flyin' machine, baby! But who's had any experience with that? .....Starky?

---

---

42) El Nido Triangle [Another World]

[D-48]

| ITEMS / ELEMENTS                       | ENEMIES       |
|----------------------------------------|---------------|
| • @Rainbow Shell      • @Rainbow Shell | • Puffy       |
|                                        | • JellyBlubba |
|                                        | • SideSteppa  |

Before you can do this, you'll need to have Starky in the party. If he's not invited yet, check out the [OP08] and [OP09] sections on getting him into yer ranks. Once he's in, it's time to rock!

As was suggested when Starky joined, his ship might've been intact in the other dimension...and it is! Up until now, this Triangle has flown under the radar by having nothing there, but it glows white at this time. Make sure to bring someone with a lot of red elements because those are the only kind that will work on the boss!

In the first screen of this two-part dungeon, get a [@RAINBOW SHELL] in a dead-end alley before taking the road downwards. A 2nd [@RAINBOW SHELL]'s to be had in another dead-end alley down here, a south road from ladder. Note that SideSteppas in this area also drop CureAlls.

Follow towards the sunken UFO (un-floating object?) to find the boss waiting to eat your brains!

|                                                                                          |              |          |                        |
|------------------------------------------------------------------------------------------|--------------|----------|------------------------|
| BOSS: RoyalJelly                                                                         | INNATE: Blue | HP: 1657 | Resistance Belt (100%) |
| ELEMENTS: Numble, IceBlast, Iceberg                                                      |              |          |                        |
| TO STEAL: Earring of Light / Sky Djinn Ring                                              |              |          |                        |
| SPECIALS: Vortex (blue-innate damage on all allies + Flu)                                |              |          |                        |
| PATTERNS: Attack x2 to Numble to Attack to Vortex to IceBlast to Attack to Iceberg (x??) |              |          |                        |

As said before, only red elements will work -- physical attacks end up being ineffectual. Set an Iceberg trap at the beginning as a contingency of sorts, and try to spring a Salamander summon at the very beginning which may OHKO it. It's uber-weak to red innates, and even an Inferno -1 can do 300+. It's not uncommon for someone to X-Strike and finish it in 1-2 turns, either. 900G awarded for defeating it, plus the 41st level-up star. One of the more easy fights, yeah?

If Starky's with, the party will be able to gain entrance into the UFO. The tiny spaceman will dig up an anti-gravity device. Back at Chronopolis, he'll attach the special motor to Korcha's crappy boat and make it able to fly! Terra Tower, here we come!

(NOTE: You can get Starky's Lv. 7 tech 'StarStruck' by revisiting the UFO w/





entrance to find the southern exit. Down the large staircase, there're two ladders and a waterfall. Take the left one to get a [NOSTRUM] and also the easier way towards the exit in the SW corner.

Past there, follow the tangled ladder/passageway (straightforward) to where a chest is. Only thing is, Serge and company will fall into a new screen as they pass over the log leading to it. Watch a voice talk to the party below and head into another tangled web of ugly-colored coral. When it wraps around to a doorway, enter and get a [PACK OF LIES] for Sneff. Double-back a screen and continue the upward trek. There's a [DEFENDER PLUS] chest nearby, and up even further, the exit.

Now there's a multi-tier path to climb. On the second one, a [@RAINBOW SHELL] is behind a waterfall. From there, it's just a repetitious climb to the top. However, on the fourth floor, slide down the right side to a new doorway. On the other side is Janice's only other weapon upgrade, the [BETTA CAROTENE]! Backtrack to the previous path.

Push the two pillars down to form a new path from the lower balcony and a way to connect to the second. Go back and save at this point, if you want. Up the new path in the octagonal room, it leads to a semi-maze with Cupoids all around it. Get the game's only [HEALPLUS] chest nearby before approaching the large red blob that is...

|                                                                         |             |          |                 |
|-------------------------------------------------------------------------|-------------|----------|-----------------|
| BOSS: Pyrotor                                                           | INNATE: Red | HP: 2400 | RedField (100%) |
| ELEMENTS: Fireball, FirePillar, RedWolf, Ninety-Nine, Volcano           |             |          |                 |
| TO STEAL: Red Brooch / Flame Charm                                      |             |          |                 |
| SPECIALS: SadnessWave (red-innate; lowers all allies' ATK)              |             |          |                 |
| OmegaRed (red-innate damage on one ally)                                |             |          |                 |
| Rage (red-innate; raises own ATK)                                       |             |          |                 |
| PATTERNS: SadnessWave to Attack to OmegaRed to Fireball + FirePillar to |             |          |                 |
| Rage/RedWolf + Ninety-Nine to Attack to Volcano to OmegaRed +           |             |          |                 |
| OmegaRed (x??)                                                          |             |          |                 |
| Tablet + Tablet + Tablet (used once; may use v. blue element)           |             |          |                 |
| [2] SadnessWave to OmegaRed to Inferno + MagmaBomb to Rage/RedWolf+     |             |          |                 |
| Ninety-Nine to Volcano to Omega Red + OmegaRed (x??)                    |             |          |                 |

Set a RedWolf trap because it's easy to bait it, plus it's also a strategic move. Diminish is a good idea here since it's more element-oriented than Terrator, and is far more brutal. Physical attacks work well here, and make good use of that YellowField element, even if it's just to change the field effect away from pure red. Speaking of which, it uses three Tablets as a offensive blue element counterattack, and that spells bad news if it comes right after Volcano or Ninety-Nine (its attack hits six times!) -- it will only make the oncoming attack twice as hard to stomach! Again, Diminish and use physical attacks -- otherwise anyone without a Red Plate is going to be eating damage like it's on a two-dollar buffet! Its attack changes slightly when in low HP, and it's cut the fat off -- hurry and defeat it before it uses Rage to boost its ATK! [NOTE: Sometimes it doesn't seem to switch to its second attack pattern.] If you're having trouble with this and do not have the Mastermune, you should definitely go get it. 1000G and a 43rd level-up star awarded for the glorious win.

After Pyrotor's heavy fall into a dirtnap, simply go up the path it blocked. In the short ladder maze beyond, find the [@RAINBOW SHELL] and a [SPECTRAL GLOVE]! The next room (up the pink coral exit) is a broken waterway. In the midst is a [HOLYHEALING] element, and up the right side is yet another one of those [@RAINBOW SHELL]s! Proceed to what seems to be Viper Manor's library

tower and talk to the Prophet. After talking, hit the button in the bookshelf that lowers the ladder -- up there's a [BLACKHOLE] element. Double-back two screens to the broken waterway, finding that a new door in the north has now opened, while the one you just left's closed.

Beyond is a room with multi-colored spires. Towards the exit, go left around the rim of the room and work your way down to an [ULTRANOVA] chest on the eastern side. Heal up/save, 'cause there's a boss beyond...

|                                                                                                                                                                                                                           |               |          |                   |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|----------|-------------------|
| BOSS: Anemotor                                                                                                                                                                                                            | INNATE: Green | HP: 2500 | GreenField (100%) |
| ELEMENTS: InfoScope, Bushwhacker, Bushbasher, AeroSaucer, AeroBlaster, Sonja, GreenField, BatEye, Carnivore, Tornado                                                                                                      |               |          |                   |
| TO STEAL: Green Brooch / Forest Charm                                                                                                                                                                                     |               |          |                   |
| SPECIALS: OmegaGreen (green-innate damage on one ally)                                                                                                                                                                    |               |          |                   |
| PATTERNS: InfoScope + InfoScope + InfoScope to Bushwhacker + Bushbasher + AeroSaucer + AeroBlaster to OmegaGreen to Attack to Sonja/ GreenField/BatEye to Carnivore to Tornado to Attack to OmegaGreen + OmegaGreen (x??) |               |          |                   |
| HealPlus (used once automatically when HP is >50%)                                                                                                                                                                        |               |          |                   |

Set a Sonja trap if you plan on catching it on Turn #5. A good plan for quickly taking this guy down is YellowField -> ThundaSnake/Golem, which is quite easy to setup. Otherwise, just Diminish the field and rely on normal attacks which helps soften the blow of its numerous green elements. BatEye and Weaken will help, as will Imbecile, if you don't have Diminish. As long as someone has a Green Plate equipped, it's near-impossible to lose. 1000G and the 44th level-up star awarded for winning.

Use the teleporter Anemotor was sitting on to get up to a save point room. This room has three passages to go down, but the middle's locked. As an ally will mention, the summit seems to be protected by beams stemming from where the passages lead... Take the right passage first, going across the windswept outdoor corridor. Use the teleporter to approach the next boss...

|                                                                                                                                                                                                                                                                                                                                        |               |          |                  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|----------|------------------|
| BOSS: Luxator                                                                                                                                                                                                                                                                                                                          | INNATE: White | HP: 3000 | UltraNova (100%) |
| ELEMENTS: Magnify, MeteorShower, MeteorShower, PhotonRay, Unicorn, HolyHealing, Meteorite, PhotonBeam, HolyLight, UltraNova, AntiBlack, MagNegate, StrongMinded                                                                                                                                                                        |               |          |                  |
| TO STEAL: White Brooch / Angel Charm                                                                                                                                                                                                                                                                                                   |               |          |                  |
| SPECIALS: OmegaWhite (white-innate damage to one ally)<br>CrashPulse (white-innate; reduces all allies' M.DEF)<br>NullState (white-innate; raises own M.DEF)                                                                                                                                                                           |               |          |                  |
| PATTERNS: Attack to Magnify/PhotonRay + OmegaWhite to MeteorShower to PhotonRay + PhotonRay + PhotonRay to StrongMinded/NullState/ Unicorn to Meteorite + PhotonBeam to HolyLight to UltraNova to AntiBlack + AntiBlack + OmegaWhite to MagNegate to CrashPulse (x??)<br>HolyHealing (used once automatically when HP drops below 50%) |               |          |                  |

Diminish the field to start, 'cause it will Magnify on its second turned followed by OmegaWhite -- you'll want another Diminish on standby. This way, you can get right back on the horse after Magnify cancels itself out with its opposite (and Magnify is only used once). BatEye/Weaken/Imbecile when possible, and set a Unicorn trap if you're baiting it to be used; those 3 PhotonRays give you all the setup needed. If you Diminish, there's little need to trap HolyLight or UltraNova (although you'll have to fend off the



Fatigued status somehow, if you don't have White Brooches). Later on in the strategy, it will use MagNegate, which only makes physical attacks an even better idea. HolyHealing will only return ~700 HP, and it's only used once, luckily. Keep up with the Mastermune attacks and, if by chance you've got a Pendragon Sigil A or something on, be sure that's off to maximize the damage you're doing. Anyone who can use BlackHole will have a great time in this battle, if you'll hazard the chance they'll stay alive for long. 1100G awarded for winning, plus the 45th level-up star in your pocket. A WhiteField does not exist, though, so you'll have to make do with an UltraNova...

After it's defeated, the beam generator behind it is trashed. Return to the save point by the locked door and take the left way this time.

|                                                                                                                                                                                                                                                                         |               |          |                  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------|----------|------------------|
| BOSS: Gravitor                                                                                                                                                                                                                                                          | INNATE: Black | HP: 3000 | BlackHole (100%) |
| ELEMENTS: HellBound, GravityBlow, Gravitonne, HellSoul, Genius, MotherShip<br>FreeFall, BlackHole, Imbecile, Revenge                                                                                                                                                    |               |          |                  |
| TO STEAL: Black Brooch / Daemon Charm                                                                                                                                                                                                                                   |               |          |                  |
| SPECIALS: OmegaBlack (black-innate damage to one ally)                                                                                                                                                                                                                  |               |          |                  |
| PATTERNS: OmegaBlack to Attack to HellBound to GravityBlow + Gravitonne +<br>HellSoul to Genius/MotherShip to FreeFall + FreeFall to<br>BlackHole to OmegaBlack to Imbecile + Imbecile + Imbecile to<br>Revenge (x??)<br>Nostrum (used once automatically when HP >50%) |               |          |                  |

This'll probably be the most annoying of the normal bosses you fight here, if only because equipping a Black Plate does not mean invincibility. BlackHole elements, as you (should) know, can inflict instant KO even with a Black Plate, so trapping that should be a top priority. There's also the rare MotherShip summon to trap, and this is an easy place to get it at. Diminish the field and let Serge's fierce physical attacks take center stage, while the other two allies concentrate on healing/trapping (Serge can do 600+ w/ Mastermune, so this shouldn't take too long if you have it). Luckily, this boss is sorta slow, and there should be ample time for reviving. Speaking of which, HellBound may be used twice if it misses the first time. To be honest, this battle can be over by Turn #3 if you keep at it with Serge's Lv. 3 attacks, but if you want MotherShip, you'll have to wait a bit longer to get it. Keep Revives on-hand when possible, or the ReviveAll if you got it way back when. If you need some help, use one of the \_\_\_Field elements and pop a summon off. And, don't forget about MagNegate in these "dark" times -- it'll help with the field effect, too. [NOTE: Most of Gravitor's attack targets seem to be the last ally to damage it. It may pick random allies if no one's targeted it since the last attack. This is a good way -- but not foolproof -- way to draw its attention slightly.] 1100G awarded and the 46th level-up star!

Defeating Gravitor disables the beam generator on the left side of the tower and allows passage through that locked door near the save point. Just inside is the last normal boss you'll fight here...

|                                                                                                                                                                                                               |              |          |                  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------|----------|------------------|
| BOSS: Aquator                                                                                                                                                                                                 | INNATE: Blue | HP: 2800 | BlueField (100%) |
| ELEMENTS: Nimble, Vigora, Numble, IceLance, AquaBall, CureAll, BlueField,<br>FrogPrince, IceBlast, Iceberg, Deluge                                                                                            |              |          |                  |
| TO STEAL: Sea Charm                                                                                                                                                                                           |              |          |                  |
| SPECIALS: OmegaBlue (blue-innate damage to one ally)                                                                                                                                                          |              |          |                  |
| PATTERNS: Nimble + Vigora + Numble to Attack to OmegaBlue to IceLance/<br>Deluge + AquaBall/Iceberg to BlueField/FrogPrince to IceBlast +<br>IceBlast to Iceberg to Attack to Deluge to OmegaBlue + OmegaBlue |              |          |                  |

(x??)  
CureAll (used automatically when HP >50%)

This bad boy's not so bad, especially since one can pop a RedWolf/Salamander summon on it immediately (preferably after first turn). Just make sure that the field gets Diminished afterwards because a Deluge/Iceberg combo will no doubt murder red-innates and inflict frozen/flu. You should have a couple HolyHealing elements, so make good use of 'em. It'll use FrogPrince on its fifth turn if possible, so trap it (although you will already have one) or mess up its requisite all-blue field to prevent its usage. As usual, rely on Serge's muscular physical attacks to do much of the damage; MagNegate can also be used to great effect here. Although this is the last boss of the six that're fought, it's obviously not the strongest. Still, don't let the battle lurch on too long or you may find many characters frozen or in poor shape. Imbecile works well here, too -- its physical attacks aren't that strong. A heapin' helpin' of 1000G is awarded upon victory, plus a 47th level-up star. [The boss does not carry a Blue Brooch, if you're wondering]

Save and take the last teleporter up, towards the top of the once-glorious Sky Dragon Isle. Equipping a Pendragon Sigil A on Serge may be a good idea here, as well as elemental Plate armors for your three chosen allies opposed elements. I use Serge, Leah, and Draggy, so I'd put a Black, Green, and Blue Plate on, thus. Get ready to rumble, folks...

=====  
REMINDER: Make sure you get all the items in this tower because after this boss is defeated, you will not be able to re-enter this place ever again!!!  
=====

|                                                                                                                                                                                                                                                                                                                                           |                                                                                                                  |           |                        |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|-----------|------------------------|
| BOSS: TimeDevourer                                                                                                                                                                                                                                                                                                                        | INNATE: ???                                                                                                      | HP: 15000 | Earring of Hope (100%) |
| ELEMENTS: Uplift, Fireball, Bushwhacker, AquaBeam, GravityBlow, PhotonRay, ThundaStorm, MagmaBomb, AeroSaucer, IceLance, HellSoul, Meteorite, Volcano, Tornado, AeroBlaster, IceBlast, Gravitonne, PhotonBeam, Deluge, AquaBall, HellBound, MeteorShower, FreeFall, HolyLight, Genius, Imbecile, BlackHole, UltraNova, WeakMinded, Purify |                                                                                                                  |           |                        |
| TO STEAL: HolyHealing                                                                                                                                                                                                                                                                                                                     |                                                                                                                  |           |                        |
| SPECIALS: OmegaYellow (yellow-innate damage to one ally)                                                                                                                                                                                                                                                                                  |                                                                                                                  |           |                        |
| OmegaRed (red-innate damage to one ally)                                                                                                                                                                                                                                                                                                  |                                                                                                                  |           |                        |
| OmegaBlue (blue-innate damage to one ally)                                                                                                                                                                                                                                                                                                |                                                                                                                  |           |                        |
| OmegaBlack (black-innate damage to one ally)                                                                                                                                                                                                                                                                                              |                                                                                                                  |           |                        |
| OmegaGreen (green-innate damage to one ally)                                                                                                                                                                                                                                                                                              |                                                                                                                  |           |                        |
| PATTERNS: It's pattern changes depending on its form and innate color.                                                                                                                                                                                                                                                                    |                                                                                                                  |           |                        |
| Note that most patterns won't be fully realized because the TD will change the field after a certain amt. of attacks/attempts?                                                                                                                                                                                                            |                                                                                                                  |           |                        |
| -----                                                                                                                                                                                                                                                                                                                                     |                                                                                                                  |           |                        |
| White                                                                                                                                                                                                                                                                                                                                     | Attack                                                                                                           | x??       |                        |
| Yellow                                                                                                                                                                                                                                                                                                                                    | Uplift + Fireball + Bushwhacker to AquaBeam + GravityBlow + PhotonRay to Attack to ThundaStorm/OmegaYellow (x??) |           |                        |
| Red                                                                                                                                                                                                                                                                                                                                       | MagmaBomb + AeroSaucer + IceLance to HellSoul + Meteorite to Attack to Volcano/OmegaRed to Attack (x??)          |           |                        |
| Green                                                                                                                                                                                                                                                                                                                                     | Tornado/OmegaGreen to Attack to AeroBlaster + IceBlast to Gravitonne + PhotonBeam to Attack (x??)                |           |                        |
| Blue                                                                                                                                                                                                                                                                                                                                      | Attack to Deluge/OmegaBlue to AquaBall + HellBound to MeteorShower to Attack (x??)                               |           |                        |
| Black                                                                                                                                                                                                                                                                                                                                     | FreeFall to HolyLight to OmegaBlack/Genius + Imbecile + BlackHole to Attack x2 (x??)                             |           |                        |
| White                                                                                                                                                                                                                                                                                                                                     | Attack to UltraNova to Attack to WeakMinded + Purify + HolyLight                                                 |           |                        |

NOTE: Traps you set on one form will carry over onto the next one!

NOTE: T.D. absorbs whatever innate color it currently is! Summoners beware!

NOTE: All allies take damage whenever the boss changes scenery + innates, usually. Sometimes it does 50-70; sometimes it does 0.

Whoo, this battle will be a doozy, what with all the trappable elements and the very deluge of elements of every sort and color. Luckily, when it shifts forms, it shifts elemental lineups as well, meaning you can prepare a bit easier. However, the best way is always...Diminish! Yeah, it gets boring after awhile, but with 15,000 HP to chop through, it's no small task to make your own elements stand up. Physical attacks are good on all occasions! Here is the breakdown a bit:

- WHITE : Not much to say on this initial form, since it only uses physical attacks itself. It can attack all party members much like a user of a Rod/Boomerang could, so watch out. They're sorta weak, but it'll add up over time. Try to conserve your elements during this portion by doing the attack-attack-defend pattern. Feel free to set down Diminish, though. The field also starts out mostly black which means you can get by without too much damage. [You can steal a HolyHealing from it in this form.]
- YELLOW : It deliberately keeps the field effect randomized here, by using three crappy elements that have no status effects (whew!). It'll still use ThundaStorm and OmegaYellow eventually, so try and get through this before then (GreenField + Sonja?). It only uses the ThundaStorm once before replacing it with OmegaYellow from then on...meaning it only gets worse from then on. Serge should be able to do a bit more damage since its innate isn't yellow. One cool thing is that if you have a Pendragon Sigil equipped, the Bushwhacker will 'TurnGreen' Serge and he can do even more dmg with his physical attacks, usually twice as much!
- RED : Like before, if Serge has a Pendragon Sigil A on, the boss may hit him with the three-element combo and 'TurnBlue' him, making all physical attacks do about twice as much. He'll use Volcano and OmegaRed also, but I don't suggest trapping either. Save up for later HolyHealings by Diminishing the field to get through, and using HealAlls when needed (or CureAlls if you have a blue character with).
- GREEN : He gets a little down and dirty here with harder-hitting elements and no yellow ones, making the Pendragon Sigil 'helper' outta the picture. Shoot for a \_\_\_Field and try to pop a summon on it, while Serge slices-'n'-dices it. Not too difficult, but the party WILL take some damage, as opposed to the rest where you can get off without too much trouble.
- BLUE : Keep your Revives on-guard because it uses the always-annoying HellBound elements mixed in with some blue and white ones. Its physical attacks will damage everyone here, also. Although this form is annoying, the next will be even moreso -- attempt to set a BlackHole trap here to prepare for the next form.
- BLACK : This attack pattern is only five turns long, meaning it's very possible you'll get a BlackHole...and that is the LAST thing you want to experience. Set a trap for it and get ready to replace it

if it gets used, while Serge bombards the TD with physical damage. As long as a BlackHole is not used (it can inflict instant KO, duh guys) this will be a smidgin easier. Hopefully Serge has a Black Plate regardless -- it helps immensely if he can draw its fire. This form shouldn't last too long if your hits connect; feel free to use an EagleEye to expedite the form.

- WHITE : An UltraNova trap will do you good here, making HolyLight its main force of attack. Either way, expect to be inflicted with a few 'Fatigued' statuses. This form is more physical-oriented than the middle ones, so Weaken/BatEye while Serge (surprise!) slaps the fool with his swallow. I didn't see OmegaWhite used here, oddly enough...but I only played through twice to make sure the strategies were right, so... =/ Keep HealAlls coming when you know UltraNova's near, and that'll help keep its damage in the low hundreds range (hopefully).

Defeat this sucka with some tried-and-true strategies you've been using thus far and it'll be gravy. Sure Diminishing the battlefield all the time is a bit cheap, but when the world's at stake, who cares? 2000G awarded for your great victory, plus the 48th level-up star.

The Frozen Flame tells Serge to go to the place where time became divided and weave the threads back together again. "Angelus Errare," anybody? The Prophet bestows a [TIME EGG] with Serge and leaves again... Watch the sweet FMV regarding Terra Tower and it's off to the final boss.

(This is a good time to get Rainbow equipment!)

---

---

44) The Final Battle [???] "Our planet's dream is not over yet..." [D-50]

---

---

| ITEMS / ELEMENTS | ENEMIES                   |
|------------------|---------------------------|
| There ain't any! | Only the last boss, yo... |

---

---

Head to Opassa Beach [Home World] and find the purple-lookin' warp point on the ground. Some of the cast of Chrono Trigger will be standing nearby as well. Use the Time Egg on the portal to enter the final, FINAL boss of this game.

---

---

|                                                        |               |          |         |
|--------------------------------------------------------|---------------|----------|---------|
| BOSS: TimeDevourer                                     | INNATE: White | HP: ???? | None... |
| ELEMENTS: Theoretically, all of them?                  |               |          |         |
| TO STEAL: Nostrum                                      |               |          |         |
| SPECIALS: OmegaGreen (green-innate damage to one ally) |               |          |         |
| OmegaBlack (black-innate damage to one ally)           |               |          |         |
| OmegaWhite (white-innate damage to one ally)           |               |          |         |
| OmegaRed (red-innate damage to one ally)               |               |          |         |
| OmegaBlue (blue-innate damage to one ally)             |               |          |         |
| OmegaYellow (yellow-innate damage to one ally)         |               |          |         |
| PATTERNS: ---                                          |               |          |         |

---

---

The enemy uses no physical attacks, meaning this is a purely elemental type of fight. As Marle said on the beach, this battle decides how Lavos evolves later on -- meaning? There are two ways to fight, two different outcomes.

- 1) Simply beat the crap out of it. Cast Diminish to reduce damage from its inordinate amount of green-type attacks and simply defeat it with normal attacks. Or, if you want to give it a fighting chance, just bring a lot of HealAlls [etc.] and fight it on both fronts. In all actuality, it's not much of a hard boss; it just flaunts a high HP value, probably in line with the one it had previously (15,000). Defeating the TimeDevourer this way gives the 'bad ending.'
- 2) The real way to defeat this beast is to harmonize all the sounds of the world with the Chrono Cross. You've been given small clues as to the order you need to do so, but they're subtle and hard to figure out. When one has the Chrono Cross equipped, you'll see elements' colors that, once used, show up on the top of the screen with their own 'ding!' noise. The correct order that must be displayed, from left to right is:

Yellow -> Red -> Green -> Blue -> Black -> White -> ChronoCross

Setting this up so that the TD plays into the pattern is hard work as it may change its elemental attack and mess it up. If you can get it to use a Yellow type, simply do crappy Lv. 1 attacks of all the other types and use the Chrono Cross afterwards. Sometimes the enemy will play right into the pattern, sometimes not -- it's luck of the draw. I find the foe uses yellow elements as soon as I try to make its initial green elements a part of the pattern, but that's just my observations... Make sure this is done in one run, 'cause it doesn't seem to work any other way. Who said it would be a cakewalk? If you do it, though, and do it right, the battle'll end no matter the damage done. NOTE: The Chrono Cross can be placed anywhere on the grid, mind you. For those who want layman's terms:

- 0) Raise everyone's stamina to Lv. 7
- 1) Use Lv. 1 Yellow element
- 2) Use Lv. 2 Yellow element -> Everyone defend
- 3) TimeDevourer uses yellow element
- 4) Use crappy Lv. 1 elements; Red -> Green -> Blue -> Black -> White
- 5) Serge uses ChronoCross element and wins

And, yes, it is Blue/Black/White, not Blue/White/Black.

Defeating TD in this way gives the 'good ending'. Congratulations!

```

_____
\__  __/|\      /|( _____ \ ( _____ \ ( ( /|( _____ \ ( )
 ) ( | ) ( || ( _____ \ | ( _____ \ | \ ( || ( _____ ) | |
 | | | (____) || (____ | (____ | \ | | | | ) | | |
 | | | _____ || ____ | ____ | (\ \) | | | | | | |
 | | | ( ) || ( _____ | ( _____ | | \ | | | ) | ( )
 | | | ) ( || (____/\ | (____/\ | ) \ | | (____/ ) _
 )_( | / \ |(_____/ (_____/ | / )_(_____/ ( )

```

Don't forget about the New Game Plus feature, however!

---

/ V. APPENDICES [APND] | \_

---

CHARACTERS

[CHRC]

---

This is where you can read up on the characters and their profiles. Assume a few things while reading:

- All techs inflict damage unless otherwise stated

- All techs are aligned with the character's innate color

For further breakdown:

AGE : Character's age  
 GENDER: Character's sex  
 INNATE: Character's elemental affiliation  
 CAREER: Character's job/title  
 ORIGIN: Character's location (where s/he is from, or first located)  
 HEIGHT: Character's...height  
 WEIGHT: Character's...weight  
 BUILD : Character's physique  
 PREFER: Character's arm/paw preference  
 WEAPON: Character's equippable weapon types  
 EQUIPS: Character's starting equipment  
 INVITE: Character's method of being in Serge's party  
 TECHS : Character's unique skills

Displayed at the top of each character's profile is how their element grid develops, which is shown courtesy of Gwydion's labors. The grid starts at the left (LV1) and goes right until the end (often LV8). '00' means an initially-obtained slot, numbers show additions as the star levels are earned.

NOTE: If you find any effects I've missed, please tell me!

```
-----
| SERGE /
'-----'
```

```
[ 22 ][ 31 ][ 39 ]
[ 19 ][ 20 ][ 24 ][ 30 ]
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ][ 46 ][ 48 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]
[ 17 ][ 27 ][ 32 ][ 47 ]
```

Silent protagonist and boy caught between dimensions, he'll have to battle for his right to exist, as well as time-travel to understand just who he is...

AGE : 17  
 GENDER: Male  
 INNATE: White  
 CAREER: Silent Protagonist  
 ORIGIN: Arni Village (Home World)  
 HEIGHT: 5'7"  
 WEIGHT: 128 lbs.  
 BUILD : Ordinary  
 PREFER: Right-handed  
 WEAPON: Swallow  
 EQUIPS: Sea Swallow, Ivory Mail  
 INVITE: You control him the entire game, yo.

```
TECHS-- Dash&Slash - "Charge at foe for extra-powerful blade strike"
| - Target: Single foe
| - Learns: 3 stars
|
|- Luminaire - "Build up and release a burst of 'chi' energy"
| - Target: All foes
```

```

|           - Learns: 15 Stars
|           - Inflct: Fatigued
|
'- FlyingArrow - "Focus energy on Swallow and hurl yourself at foe"
               - Target: Single foe
               - Learns: 35 Stars

```

You won't be able to use the above attack until the 37 stars mark, mind you.

```

-----
| LYNX /
-----

```

```

[ 22 ][ 31 ][ 39 ]
[ 19 ][ 20 ][ 24 ][ 30 ]
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ][ 46 ][ 48 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]
[ 17 ][ 27 ][ 32 ][ 47 ]

```

Just what is this demi-human's story, and why is he so hellbent on causing trouble for Serge and Kid? He's a wily one, and clever as well. Only time'll tell just what he's got up his sleeve...

```

AGE      : 17
GENDER:  Male
INNATE:  Black
CAREER:  Feline Demi-human
ORIGIN:  Arni Village [Home World]
HEIGHT:  6'4"
WEIGHT:  176 lbs.
BUILD   :  Solid
PREFER:  Right-handed
WEAPON:  Swallow
EQUIPS:  Varies (depending on what Serge had at Another World Ft. Dragonia)
INVITE:  Joins automatically at the Temporal Vortex, if you get my drift...

```

```

TECHS-- GlideHook - "Slice opponent as you gently fly past him"
|           - Target: Single foe
|           - Learns: Already learned when invited
|
|- FeralCats - "Invoke a pack of magic cats to attack"
|           - Target: All foes
|           - Learns: Already learned when invited
|
'- ForeverZero - "All things become eternal nothingness"
               - Target: All foes
               - Learns: 35 Stars

```

```

-----
| KID /
-----

```

```

[ 22 ][ 31 ][ 39 ]
[ 19 ][ 20 ][ 24 ][ 30 ]
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ][ 60 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ][ 46 ]

```

```
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ]
[ 17 ][ 27 ][ 32 ]
```

A cute girl but fearsome when she has to be, this missy's on a mission for vindication and revenge. Sure, she gets into a scrap now and then and picks fights with Harle, but it ain't no thing -- nothing ever keeps her down.

AGE : 16  
GENDER: Female  
INNATE: Red  
CAREER: Mysterious Traveler  
ORIGIN: Unknown  
HEIGHT: 5'5"  
WEIGHT: 99 lbs.  
BUILD : Slender  
PREFER: Ambidextrous  
WEAPON: Dagger  
EQUIPS: Ivory Dagger, Ivory Mail  
INVITE: 1) After mandatory scenes at Cape Howl [Another World]  
2) In Termina [Another World] after talking with statue polisher  
3) In Guldove, if you choose to help find a cure for her poison (can do as soon as poison is obtained).  
4) In Guldove, if you choose not to help her and return to the town before Fort Dragonia events [Another World]  
5) At Hermit's Hideaway after Chronopolis events, after exploring her 'past' with the Mastermune/Chrono Cross key item. This is missable in that you can put it off until the end of the game, thus never getting her in the party.

TECHS-- Pilfer - "Attempt to steal your opponent's treasure"  
| - Target: Single foe  
| - Learns: 3 Stars  
| - Effect: May steal one held item from an enemy  
|  
|- RedPin - "Throw a whole bunch of daggers all at once"  
| - Target: All foes  
| - Learns: 15 Stars  
|  
'- HotShot - "The death-blow machine invented by Lucca"  
- Target: Singlefoe  
- Learns: ---

To obtain the 'HotShot' tech, finish the events at Chronopolis. Kid will be at Hermit's Hideaway [Another World] at this point, but is unconscious. Use the Chrono Cross -OR- Mastermune to enter her past. In the first room of this place will be a large machine by a burning clock. Pressing buttons near its front gives off a 'ding' sound. Press L2, Triangle, R2, and Triangle to get it.

-----  
| GUILE /  
-----

```
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ]
[ 17 ][ 27 ][ 32 ]
[ 60 ][ 63 ][ 66 ]
[ 21 ][ 34 ][ 46 ][ 48 ]
[ 69 ][ 72 ]
[ 78 ]
```



```

[ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
      [ 28 ][ 33 ][ 40 ][ 43 ][ 55 ]
                                [ 75 ]

```

Often thought to be Magus (from Chrono Trigger fame) in disguise, it's almost the singular reason why he gets so much attention. In reality, he's but an up-and-coming magician who happens to have decent MGC and some nifty techs to aid Serge and crew. His element grid is pretty crappy early on, but as time marches on, it becomes so front-loaded (err, back-loaded) that it's got the most Lv8 slots of anyone.

```

AGE      : 26
GENDER:  Male
INNATE:  Black
CAREER:  Masked Magician
ORIGIN:  Zenan Mainland [Another World]
HEIGHT:  6'2"
WEIGHT:  154 lbs.
BUILD   : Tall & Slender
PREFER:  Right-handed
WEAPON:  Rod
EQUIPS:  Porcelain Rod, Ivory Mail
INVITE:  When arriving in Termina [Another World] for the first time, watch a
         scene with the statue polisher. Afterwards, find Korcha at the bridge
         east of there before finding him a 2nd time down by the shrines. He
         agrees to take you to the destination (Viper Manor Bluffs) but needs
         a guide. Guile's at the Termina Bar and will join up without too much
         of a hassle. Nikki and Pierre CANNOT join if Guile does, however.

```

```

TECHS-- WandaIn      - "Teleport magic wand into foe's innards"
      |              - Target: Single foe
      |              - Learns: 3 Stars
      |
      |- WandaSwords - "Turn magic wand into swords that stab foe"
      |              - Target: Single foe
      |              - Learns: 15 Stars
      |
      '- LightninRod - "Charge magic wand with lightning to zap foe"
              - Target: Single foe
              - Learns: 35 Stars

```

```

-----
| NORRIS /
'-----

```

```

[ 22 ]
[ 19 ][ 20 ]
[ 12 ][ 14 ][ 16 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]
[ 17 ][ 27 ][ 32 ]

```

Leader of Porre's Black Wind soldiers who kinda infiltrate El Nido and take it over, he's still respectful at heart and can't stand some of his allies' wrongdoings. Not a bad chap at all.

```

AGE      : 26
GENDER:  Male

```

INNATE: Yellow  
CAREER: 'Black Wind' Leader  
ORIGIN: Porre, Zenan [Home World]  
HEIGHT: 5'10"  
WEIGHT: 137 lbs.  
BUILD : Average  
PREFER: Right-handed  
WEAPON: Gun  
EQUIPS: Ferrous Gun, Iron Mail  
INVITE: Joins automatically at Viper Manor [Home World]

TECHS-- SpiralRay - "Shoot a twisting ray of aura from your pistol"  
| - Target: Single foe  
| - Learns: Already knows when invited  
|  
|- SunShower - "Fire aura in the air to cause a rain of bullets"  
| - Target: All foes  
| - Learns: Already knows when invited  
|  
'- TopShot - "Fires a concentrated ball of aura energy"  
- Target: Single foe  
- Learns: ---

To find 'TopShot,' take Norris to meet his counterpart in Another World Viper Manor's parlor room (ground floor, left hallway). He'll receive the technique there. The earliest this can be done is after infiltrating the manor to save Riddel. As long as Porre controls Viper Manor, you'll need Norris in the main lineup to enter, remember.

-----  
| NIKKI /  
'-----'

[ 35 ]  
[ 26 ][ 31 ]  
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ]  
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]  
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

Nikki's the girly-in-appearance guitar player for the 'Magical Dreamers' troupe, and has seemingly everyone in the world going ga-ga over him. Girls fall at his feet, but in reality, he's searching for some family members... and stuff. He has the habit of saying "Rockin'" like it's still in style. :p

AGE : 19  
GENDER: Male  
INNATE: Blue  
CAREER: Rockin' Bard Superstar  
ORIGIN: S.S. Zelbess [Another World]  
HEIGHT: 6'  
WEIGHT: 115 lbs.  
BUILD : Thin  
PREFER: Right-handed  
WEAPON: Pick  
INVITE: After going through Fossil Valley [Another World], watch the scene in Termina regarding the statue polisher. After this, you'll need a guide to infiltrate Viper Manor. Go down to the docks and onto the large green ship. Talk to Nikki's manager and his co-star Miki will

want you to help find him in ShadowForest. Go there and head inside; three screens in, save him from some Cassowaries and he'll join in a cave there.

```
TECHS-- GrandFinale - "Break beloved guitar on foe at performance's end"
|
|           - Target: Single foe
|           - Learns: Already learned when invited
|
|- ChillOut   - "Play a cool tune that'll freeze your worst critic"
|
|           - Target: Single foe
|           - Learns: 19 Stars
|
'- LimeLight  - "Play some heavy metal that will shake your foes"
|
|           - Target: All foes
|           - Learns: ---
```

To pick up this rad last tech, take Nikki to meet his counterpart onboard the Magical Dreamers boat in Home World. It'll be docked by the S.S. Zelbess, and to get to the destination, climb the mast to the cable transfer rig. Ride it to the ship and kick out some jams with Nikki! \m/

```
-----
| VIPER /
'-----'
```

```
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]
```

The great Lord of El Nido and loved by most, he runs the Acacia Dragoons and has a large manor near Termina. He may seem slightly devious, but he's really a family man who loves his daughter Riddel very much.

```
AGE      : 57
GENDER:  Male
INNATE:  Yellow
CAREER:  Lord of El Nido
ORIGIN:  El Nido [Another World]
HEIGHT:  6'7" (!)
WEIGHT:  216 lbs.
BUILD   :  Solid
PREFER:  Right-handed
WEAPON:  Sword + Viper's Venom (unique sword)
EQUIPS:  Silver Sword, Mythril Mail
INVITE:  Joins automatically after events at Porre-controlled Viper Manor [AW]
```

```
TECHS-- G-Force   - "Utilize gravity's pull to swing sword harder"
|
|           - Target: Single foe
|           - Learns: Already knows when invited
|
|- AirForce  - "Make huge blades of thin air and hurl them at foes"
|
|           - Target: All foes
|           - Learns: Already knows when invited
|
'- FlagBearer - "Raise the national flag to raise fighting spirit"
|
|           - Target: Self
|           - Learns: ---
|           - Effect: Heals self + raises all powers!
```

To find 'FlagBearer,' visit the secret room in Home World Termina's bar. It's normally locked, but if Viper is in the party, the woman allows everyone to come behind the counter. Observe the red tapestry along the wall to find the tech and a Dragoon's Glory. NOTE: There is a glitch related to this tech! If you return to this room and inspect the bare wall, you can get ANOTHER tech and Dragoon's Glory. This can be repeated as many times as you want, making Viper one of the best characters in the game because of it. Just remember he can only carry three FlagBearers tops, they ARE permanent, and filling all slots with them means he can't use any summon traps. They'll disappear on a NG+ however, if you need a do-over.

-----  
| RIDDEL /  
-----

```
[ 35 ][ 43 ]
[ 26 ][ 31 ][ 34 ][ 41 ][ 46 ][ 50 ]
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ][ 51 ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]
```

The darling daughter of Lord Viper, she was also engaged to the late Acacia Deva, Dario. She grew up with Karsh, Glenn, and Dario, and her mood's been a bit more somber since her fiance died. However, she's loved by all who know her regardless of what's happened.

AGE : 24  
GENDER: Female  
INNATE: White  
CAREER: Lady of Viper Manor  
ORIGIN: El Nido [Another World]  
HEIGHT: 5'7"  
WEIGHT: 104 lbs.  
BUILD : Slender  
PREFER: Right-handed  
WEAPON: Rod  
EQUIPS: Mythril Rod, Mythril Mail  
INVITE: After events at Porre-controlled Viper Manor [AW], talk to her at Hermit's Hideaway and she'll join.

TECHS-- SnakeEyes - "Use the power of White Cobra to heal your party"  
| - Target: All allies  
| - Learns: Already knows when invited  
| - Effect: Heals allies + removes status effects  
|  
|- SnakeSkin - "Use the power of White Cobra for protection"  
| - Target: Single ally  
| - Learns: Already knows when invited  
| - Effect: Raises M.DEF on target  
|  
'- SnakeFangs - "White Cobra's power will recharge some elements"  
- Target: Self  
- Learns: ---  
- Effect: Doesn't always renew elements, although it may recharge 'SnakeFangs' for another use which'll give another shot at doing so. <thumbsup>

'SnakeFangs' is obtained by completing the Mastermune sidequest, which in

turn, is started by finishing Karsh's Isle of the Damned sidequest. Defeat the boss at Forbidden Isle and afterwards, Riddel will receive her technique.

-----  
| KARSH /  
-----

[ 14 ][ 18 ][ 21 ][ 28 ]  
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]  
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

Fairly brash and eager, Karsh operates under Viper's command. He proves to be a thorn in Serge's side a bit, but after a turn of events, Karsh and his Diva peers all join. He's got a crush on Riddel...maybe...

AGE : 27

GENDER: Male

INNATE: Green

CAREER: One of the 4 Devas

ORIGIN: El Nido [Another World]

HEIGHT: 5'11"

WEIGHT: 159 lbs.

BUILD : Solid

PREFER: Right-handed

WEAPON: Axe

EQUIPS: Silver Axe, Mythril Mail

INVITE: 1) Pick Karsh to accompany you to Porre-controlled Viper Manor [AW]

2) Joins automatically at S.S. Invincible if he wasn't chosen at #1

TECHS-- DragonRider - "Jump on your dragon to make a charge attack"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- AxialAxe - "Send aura into axe and throw it in a circle"  
| - Target: All foes  
| - Learns: Already learned when invited  
|  
'- Axiomatic - "Spin axe around to build up power for final blow"  
- Target: Single foe  
- Learns: ---

Karsh's last tech 'Axiomatic' is received after completing a sidequest at Isle of the Damned [Another World], and can be started as soon as he's in the party. And he has to be in the party to proceed to the boss! This quest has to be done before starting the one that allows Riddel to get her last tech, also.

-----  
| ZOAH /  
-----

[ 14 ][ 18 ][ 21 ][ 28 ]  
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]  
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

Incredibly strong but has trouble controlling his voice modulation, it seems,

Zoah's earned his place as one of Viper's Divas. He's very reliable in battle but just doesn't seem to have any inspirations/aspirations worth noting. =/

AGE : 28  
GENDER: Male  
INNATE: Yellow  
CAREER: One of the 4 Divas  
ORIGIN: El Nido [Another World]  
HEIGHT: 6'3"  
WEIGHT: 203 lbs.  
BUILD : Mammoth  
PREFER: Right-handed  
WEAPON: Gloves  
EQUIPS: Mythril Glove, Mythril Mail  
INVITE: 1) Pick Zoah to accompany you to Porre-controlled Viper Manor [AW]  
2) Joins automatically at S.S. Invincible if he wasn't picked for #1

TECHS-- DragonRider - "Jump from your steed to do an elbow-crush dive"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- Gyronimo - "Fly like a helicopter to make a spinning dive"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
'- Toss&Spike - "Throw foe high in air then beat him back down"  
- Target: Single foe  
- Learns: ---

'Toss&Spike' is found in Zoah's room in Another World Viper Manor. Only he's able to open it, meaning it cannot be obtained until he first joins during the raid on Porre-controlled Viper Manor. Make him the party leader and it'll open up. It's a shame all his techs are single-target...

-----  
| MARCY /  
-----

[ 35 ]  
[ 26 ][ 31 ]  
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ]  
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]  
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

Quite close to the vapid teenage girl archetype, she's sort of a brat and not very...personable to most people. She accumulates an ever-lasting hate for Serge after he wallops her in battle, but eventually sees his good side and joins up with the rest of her Diva crew.

AGE : 9  
GENDER: Female  
INNATE: Blue  
CAREER: 'Diva' of the 4 Devas  
ORIGIN: Zenan Mainland [Another World]  
HEIGHT: 4'9"  
WEIGHT: 84 lbs.  
BUILD : Smallish  
PREFER: Left-handed

WEAPON: Gloves

EQUIPS: Mythril Glove, Mythril Mail

INVITE: Joins automatically after events at Porre-controlled Viper Manor in Another World.

TECHS-- Cat'sCradle - "Pierce the enemy with your secret strings"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- StringPhone - "Send a cold signal down your secret string line"  
| - Target: All foes  
| - Learns: Already learned when invited  
| - Inflct: Flu  
|  
'- WebSurfer - "Weave secret strings to cut out a wave of rocks"  
- Target: All foes  
- Learns: 40 Stars

-----  
| KORCHA /  
-----

[ 22 ]  
[ 19 ][ 20 ]  
[ 12 ][ 14 ][ 16 ][ 23 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]  
[ 17 ][ 27 ][ 32 ]

A worker from Guldove who runs a ferrying business in Termina, Korcha's quick to stand up for what (he thinks) is right, and has an uber-crush on Kid! He's a pretty nice guy, although his accent's annoying.

AGE : 16

GENDER: Male

INNATE: Blue

CAREER: Fisherman & Ferryman

ORIGIN: Guldove [Another World]

HEIGHT: 5'6"

WEIGHT: 123 lbs.

BUILD : Thin

PREFER: Right-handed

WEAPON: Lure

EQUIPS: Bronze Lure, Bronze Mail

INVITE: After events at Viper Manor [Another World], everyone ends up back in Guldove. When asked if he's going to help Kid, give an affirmative reply and after he takes everyone back to Termina, he can join up at time. [NOTE: After Kid has been saved and Korcha ferries everyone to Termina \_another\_ time, the option to decline his company is given. If you choose not to keep him along, you can re-invite him at Guldove in the residential tower.]

TECHS-- HeadButt - "Swim in the air and dive head-first at opponent"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- Hook&Sinker - "Snag a foe on fishing line and reel him in"  
| - Target: Single foe

```

|           - Learns: 15 Stars
|
'- BigCatch - "A special lure to catch the one that got away"
            - Target: Single
            - Learns: ---

```

To find 'BigCatch,' go to Another World Termina's bridge where the element trader and a covered cage is. With Korcha in the party, talk to the cage to hear some inspiring words about the mermaid inside escaping. Re-enter, talk to the mermaid tank again to find out "there's no one inside...". Down by the shrines, talk to the escapee merwoman and get the tech. [NOTE: You can't get this until finishing Sea of Eden events.] Looks like he finally caught something bigger than smallfry!

```

-----
| LUCCIA /
'-----

```

```

[ 35 ]
[ 26 ][ 31 ]
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

```

The brainy broad who created NeoFio, Luccia often gets ignored story-wise but has a connection to a certain lead character. She's an easy-to-get black type character, but doesn't really excel at any field. Still, her Mix&Match tech is one of the few ways to deliberately inflict status abnormalities.

```

AGE      : 28
GENDER:  Female
INNATE:   Black
CAREER:  Scientific Genius
ORIGIN:  Zenan Mainland [Another World]
HEIGHT:  5'9"
WEIGHT:  97 lbs.
BUILD   :  Thin
PREFER:  Right-handed
WEAPON:  Shot
EQUIPS:  Bronze Shot, Bronze Mail
INVITE:  After escaping Viper Manor [Another World] and seeing the mandatory
          scenes in Guldove, return to the manor's rooftop terrace. She'll go
          back to the lab downstairs; follow her and she'll join down there.

```

```

TECHS-- Pin-UpGirl - "Practice the pinning of a specimin on your foe"
|           - Target: Single foe
|           - Learns: Already learned when invited
|
|- Mix&Match - "Chemical compound causes multiple status effects"
|           - Target: Single foe
|           - Learns: 19 Stars
|           - Effect: May inflict a status effect but NO damage
|
'- TestAmeba - "Let foe be a test-host for new parasitic ameba"
            - Target: Single foe
            - Learns: ---

```

To find Luccia's last tech, finish the events at Fort Dragonia [Home World]



and get her back into the party. Enter the Viper Manor [Another World] sewer system by jumping through the kitchen's floor grate. By the chest where a Magic Seal was, inspect the blue blob with her in the party to learn the Lv. 7 Tech.

-----  
| POSHUL /  
-----

[ 19 ][ 20 ]  
[ 12 ][ 14 ][ 16 ][ 23 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ]  
[ 17 ]

Arni Village's twin-tailed dog of lovable proportions, Poshul tags along with Serge in two different scenarios. No matter which world she's from, this dog is a fluffy, cuddly pooch with a cute accent. When she says "thpontaneouthry combuthted," it's love at first sight. This author's favorite character, if you wanted to know. <3 <3 <3 <3 Great STR/HP but isn't meant for using a lot of elements (poor MGC).

AGE : Unknown  
GENDER: Female  
INNATE: Yellow  
CAREER: The 'Wonder Dog' ???  
ORIGIN: Arni Village [Home/Another World]  
HEIGHT: 3'8"  
WEIGHT: 26 lbs.  
BUILD : Roly-poly  
PREFER: Dominant paw unknown  
WEAPON: Gloves  
EQUIPS: Bone Glove, Ivory Mail  
INVITE: 1) In the Home World, give Poshul the Heckran Bone found at the cafe  
2) At Another World Cape Howl, do not invite Kid; Poshul'll accompany Leena in joining. She only joins with Leena if you did not get her using the Heckran Bone method earlier.

TECHS-- K9-Ball - "Curl up into a ball and bounce at foe"  
| - Target: Single foe  
| - Learns: 3 Stars  
|  
|- DoggyDunnit - "Kick up the dirty stuff from pooch's sand box"  
| - Target: All foes  
| - Learns: 15 Stars  
|  
|- Unleashed - "Unlock dog-collar to unleash pooch power!"  
| - Target: Single foe  
| - Learns: ---

To find 'Unleashed,' bring Poshul to Home World Arni Village and talk to Leena -- she'll bestow this pooch's last tech.

-----  
| RAZZLY /  
-----

[ 22 ][ 31 ]

```

[ 19 ][ 20 ][ 24 ]
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]
[ 17 ][ 27 ][ 32 ]

```

This cute faerie is caught in quite a predicament when Serge rescues her from a carnivorous Pentapus. Seems she caught a breeze to the mainland from one of the isles nearby, and needs some help getting home...enter the protagonist!

AGE : Unknown

GENDER: Female

INNATE: Green

CAREER: A Forest Fairy

ORIGIN: Water Dragon Isle [Home World]

HEIGHT: 3'7"

WEIGHT: 11 lbs.

BUILD : Tiny

PREFER: Dominant arm unknown

WEAPON: Rod + Floral Rod (unique weapon)

EQUIPS: Brass Rod, Bronze Mail

INVITE: When the party first reaches Guldove, Korcha will ask Serge if he will help save Kid. Choose the affirmative and, a short while later, the destination will be the Home World Hydra Marshes. Get the Beeba Flute, blow it in a large circular-shaped dead end, kill a Wingapede to crack the floor. Step on the floor to fall into a pit where a Pentapus has Razzly hostage. Rescue her, defeat Madam Pentapus, and the rest is history! You must do this before taking on the Hydra, or she'll end up as the monster's breakfast...

```

TECHS-- Raz-Star - "Catch a falling star"
|           - Target: Single foe
|           - Learns: Already learned when invited
|
|- Raz-Heart - "A gift from the heart"
|           - Target: Single ally
|           - Learns: 15 Stars
|           - Effect: Restores HP + raises M.DEF
|
'- RazFlower - "Protect friends with flower power"
|           - Target: All allies
|           - Learns: ---
|           - Effect: Raises MGC

```

To get 'RazFlower,' you'll have to do some specific steps (there's a reason this is called annoying to get). First off, when Korcha asks Serge if he's going to save Kid, answer the affirmative. Eventually, one'll have to search for Hydra Humour in the Home World Hydra Marshes. Rescue Razzly from her captor but DO NOT include her in the boss battle with the Hydra (or this will screw up the next part). Later on, after events aboard the S.S. Invincible, return to Water Dragon Isle and see that it's overrun by dwarvenkind. Razzly SHOULD be in the current party lineup for these events. Waste enough time so that at the very bottom of the falls, the fairy Rosetta ends up perishing. If all this is done, return to Home World Water Dragon Isle after finishing up the Chronopolis events. The place will be revitalized via Rosetta's wish, and if Razzly's with, she'll obtain the [FLORAL ROD] as well as the final tech. (Only Razzly can equip the Floral Rod, by the way. If you don't get this tech, you can't do the triple tech that needs it!!!)

-----  
| ZAPPA /  
-----

[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ]  
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

'Obstinate' is right! A former Acacia Dragoon who fought with both Radius and Garai, he's now the main equipment supplier for Viper's crew. Not much more to say besides he is NECESSARY to create spectral (rainbow) equipment.

AGE : 52  
GENDER: Male  
INNATE: Red  
CAREER: Obstinate Blacksmith  
ORIGIN: Zenan Mainland [Home World]  
HEIGHT: 5'8"  
WEIGHT: 181 lbs.  
BUILD : Solid  
PREFER: Right-handed  
WEAPON: Hammer, Axe  
EQUIPS: Great Hammer, Iron Mail  
INVITE: Simply talk to him in Home World Termina's smithy to get the option

TECHS-- HammerBlow - "Beat the earth to rattle your foe"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- HammerThrow - "Spin like a top to knock foes flying"  
| - Target: All foes  
| - Learns: Already learned when invited  
|  
'- BallsOfIron - "Like playing golf with an adrenaline rush..."  
- Target: Single foe  
- Learns: 40 Stars

-----  
| ORCHA /  
-----

[ 22 ][ 31 ]  
[ 19 ][ 20 ][ 24 ][ 30 ]  
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ]  
[ 17 ]

One "hell" of a cook at Viper Manor, he eventually gets fed quadffid seeds by the Porre military and turned into Hell's Cook, a vicious interrogatin' machine. Serge rescues him so he joins to make reparations.

AGE : 44  
GENDER: Male  
INNATE: Red  
CAREER: Fiery Cook

ORIGIN: Guldove [Another World]  
HEIGHT: 5'7"  
WEIGHT: 203 lbs.  
BUILD : Chubby  
PREFER: Right-handed  
WEAPON: Utensils  
EQUIPS: Frypan Ag47, Mythril Mail  
INVITE: Joins automatically at Porre-controlled Viper Manor in Another World,  
after a few events...

TECHS-- SpiceOfLife - "Scatter secret spice to make party healthy"  
| - Target: All allies  
| - Learns: Already learned when invited  
| - Effect: Restores HP only  
|  
|- MysteryMenu - "Turns your foe into the main course!"  
| - Target: Single foe  
| - Learns: Already learned when invited  
| - Effect: Damage + Orcha's HP for one-fourth the damage  
|  
'- DinnerGuest - "Invites the cook to show his other face"  
- Target: Single foe  
- Learns: ---

To get 'DinnerGuest,' bring Orcha to meet his brother in Home World Arni Village's cafe. After some funny events (that chopping animation is funny!) the tech's received as a...recipe swap.

-----  
| RADIUS /  
'-----'

```
[ 22 ][ 31 ][ 39 ]  
[ 19 ][ 20 ][ 24 ][ 30 ]  
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ][ 46 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]  
[ 17 ][ 27 ]
```

Radius is a former compadre of Garai, and retired from the Acacia Dragoons after years of tenure. He's quite friendly and his demeanor belies a soldier who's seen much in his lifetime. This chief also hides a painful secret that he's been living with for many years...

AGE : 62  
GENDER: Male  
INNATE: Green  
CAREER: Arni Village Chief  
ORIGIN: Zenan Mainland [Home World]  
HEIGHT: 5'8"  
WEIGHT: 119 lbs.  
BUILD : Thin  
PREFER: Right-handed  
WEAPON: Staff  
EQUIPS: Silver Staff, Iron Mail  
INVITE: After clearing the Dimensional Vortex section, see the Home World Arni Village events and he'll join automatically at the end

```

TECHS-- LongShot      - "Hit foe from afar with 'Chi' aura"
|
|                   - Target: Single foe
|                   - Learns: Already learned when invited
|
|- QuickDraw        - "Swing your staff faster than the eye can see"
|
|                   - Target: Single foe
|                   - Learns: Already learned when invited
|
'- VitalEnergy     - "Send wave of 'Chi' aura flying at foe"
|
|                   - Target: Single foe
|                   - Learns: 35 Stars

```

```

-----
| FARGO /
'-----

```

```

[ 19 ][ 20 ]
[ 12 ][ 14 ][ 16 ][ 23 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ]
[ 17 ]

```

Fargo is the commander of a bunch of brigands aboard the S.S. Invincible in 'Another World,' and a world-class scammer running the S.S. Zelbess luxury cruise ship in the Home World. He's not too fond of Lynx, and ends up joining Serge later on as a way to repay him for saving his own life, while also sure to make sure Viper's ready for the duel. He's a decent blue-innate character, who not only can use CureAll elements but is integral for stealing the Plate armor off the Dragons. Oh, and you need him for the 'Save Marbule!' sidequest also -- he's that awesome. Hoo-hah!

```

AGE      : 40
GENDER:  Male
INNATE:  Blue
CAREER:  Pirate Captain
ORIGIN:  Unknown [Another World]
HEIGHT:  6'0"
WEIGHT:  163 lbs.
BUILD   :  Macho
PREFER:  Right-handed
WEAPON:  Sword
EQUIPS:  Silver Sword, Mythril Mail
INVITE:  Joins automatically after mandatory events at Porre-controlled
         Viper Manor (Another World) and subsequent events at Hermit's
         Hideaway in same dimension.

```

```

TECHS-- Pillage      - "Plunder an opponent's treasure"
|
|                   - Target: Single foe
|                   - Learns: Already learned when invited
|                   - Effect: May steal one held item from target
|
|- CannonBalls     - "Call for support fire from S.S. Invincible"
|
|                   - Target: All foes
|                   - Learns: Already learned when invited
|
'- Invincible      - "The forbidden deathblow unleashed from within"
|
|                   - Target: Single foe
|                   - Learns: ---

```

To get 'Invincible,' after Fargo joins, put him in the party and take a visit to the S.S. Zelbess (Another World). Talk to the 'other' Fargo aboard the luxury ship and after some events, the tech will be received. NOTE: If you did not visit Nikki after defeating the janitor Sage before entering the Dead Sea, you cannot get this. Fargo's tech is part of the 'Save Marbule!' sidequest and there's a whole bunch of things that can be missed if it's not done.

-----  
| MACHA /  
-----

[ 22 ][ 31 ]  
[ 19 ][ 20 ][ 24 ]  
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]  
[ 17 ][ 27 ][ 32 ]

Macha is Korcha's mother from Guldove, and helps the party out when her "brat" son refuses (if you didn't choose to help Kid). She's a nice lady but isn't afraid to stop someone from jive-talkin' if she hears it. Her techs, not too much of a surprise, involve menial 'womanly' duties.

AGE : 38  
GENDER: Female  
INNATE: Red  
CAREER: Gutsy Mother of 2  
ORIGIN: Guldove [Another World]  
HEIGHT: 5'6"  
WEIGHT: 150 lbs.  
BUILD : Stout  
PREFER: Right-handed  
WEAPON: Utensils  
EQUIPS: Besom Cu29, Bronze Mail  
INVITE: At the clinic in Guldove [Another World], tell Korcha you don't know what to do for Kid (x2) until he storms off. Talk to him again in the residential tower and ask to borrow his boat. Macha will enter and borrow it from him, and later ferry everyone to Termina. After seeing Glenn there and inviting him, she'll ask if you want her to come with.

TECHS-- BottomsUp - "A hip-drop that makes foe the 'butt' of jokes"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- Folding - "Handle foe as if you're folding your laundry"  
| - Target: Single foe  
| - Learns: 15 Stars  
|  
'- DirtyDishes - "One angry mama lets anything fly!"  
- Target: Single foe  
- Learns: 35 Stars

-----  
| GLENN /  
-----

```

[ 14 ][ 18 ][ 21 ][ 28 ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

```

Glenn is the younger brother of Dario, a late member of Viper's 4 Devas. He is very righteous and is willing to defy orders to pursue the truth, as his friend Riddel asked him to keep the unclouded truth in sight. Not only is he the first character to join that can use a double-tech with Serge, but he's the only ally in the game who can equip the holy sword Einlanzer. Definitely a great character to get in the party (and, no, he's not Frog!)

```

AGE      : 20
GENDER:  Male
INNATE:  Green
CAREER:  Noble Knight
ORIGIN:  Termina [Another World]
HEIGHT:  5'9"
WEIGHT:  141 lbs.
BUILD   : Average
PREFER:  Right-handed
WEAPON:  Sword + Einlanzer
EQUIPS:  Bronze Sword, Bronze Mail
INVITE:  At the clinic in Guldove [Another World], tell Korcha you don't know
         what to do about Kid's hydra poison until he walks off. Later, after
         Macha rows everyone to port in Termina, witness a scene involving
         Glenn by the entrance. Go back and talk with Macha and Glenn will
         approach, asking if he can accompany everyone to Fort Dragonia. It's
         impossible to refuse his joining at this point; Macha makes him come
         with even if Serge doesn't want it!

```

```

TECHS-- Dash&Gash - "Build up momentum for a stronger slash attack"
|         - Target: Single foe
|         - Learns: Already learned when invited
|
|- SonicSword - "Technique taught to him by his late big brother"
|         - "Deathblow taught to him by his late big brother"
|         - Target: Single foe
|         - Learns: 19 Stars
|
'- Dive&Drive - "Pierce foe from above and finish with a kick"
         - Target: Single foe
         - Learns: 40 Stars

```

Glenn's techs are fairly standard, although 'SonicSword' changes its descrip when he learns to dual-wield the Einlanzers. The damage seems to increase a bit because he'll shoot a second green stream of energy. Groovy!

```

-----
| LEENA /
'-----

```

```

[ 22 ][ 31 ]
[ 19 ][ 20 ][ 24 ]
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]

```

[ 17 ][ 27 ][ 32 ]

Sweet country gal, huh? She's obviously got a crush on Serge, but doesn't get a chance to act due to some...unforseen events. She's a little bossy but is a nice girlie at heart. Also follows trends, it seems...

AGE : 16  
GENDER: Female  
INNATE: Blue  
CAREER: Sweet Country Gal  
ORIGIN: Arni Village [Another World]  
HEIGHT: 5'5"  
WEIGHT: 93 lbs.  
BUILD : Ordinary  
PREFER: Right-handed  
WEAPON: Cooking utensils  
EQUIPS: Spatula Ca20, Ivory Mail  
INVITE: After events at Another World Cape Howl, decline Kid's offer to team up. The next morning, Leena will join. Poshul will join here as well, if she wasn't invited before.

TECHS-- MaidenHand - "A real slap in the face to body and soul"  
| - Target: Single foe  
| - Learns: 3 Stars  
|  
|- MaidenHeart - "Virgin's prayer to re-charge Elements' power"  
| - Target: Self  
| - Learns: 15 Stars  
| - Effect: Non-consumable elements may be usable again  
|  
'- MaidenFaith - "Virgin's prayer for the power of self-revival"  
- Target: Self  
- Learns: ---  
- Effect: Raises ATK, HIT% = 99% for awhile, and should Leena be KO'd, she'll 'Revive' automatically.

Our darling's LV7 tech can be obtained later, but only if Serge said all the right things to her earlier in the game. (Two out of three 'right' responses are needed at minimum. Thanks to Capefeather and Zach Lapo for reverifying the responses.) When meeting with her at Opassa Beach after Lizard Rock events, agree that "you'll remember the day" and, later on, that "we'll never forget this day!". After reaching Another World Arni, say to Leena "I'm Serge!!!". Continue the game until the team recruited by Serge is usable once again, and return to the Home World Arni hut where Poshul lives. Talk with the old woman and receive the technique.

-----  
| MIKI /  
'-----'

[ 22 ]  
[ 19 ][ 20 ]  
[ 12 ][ 14 ][ 16 ][ 23 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ][ 28 ]  
[ 17 ][ 27 ][ 32 ]

Hey Miki, you're so fine you blow my mind, hey Miki! She's in the Magical



Dreamers troupe along with Nikki, and is sorta contemplative/moody a lot of the time. She's got a thing for said friend, who happens to be even more girly than her. They've got a double tech together. :D

AGE : 19  
GENDER: Female  
INNATE: Red  
CAREER: Dancer Extraordinaire  
ORIGIN: S.S. Zelbess [Home World]  
HEIGHT: 5'7"  
WEIGHT: 95 lbs.  
BUILD : Slender  
PREFER: Right-handed  
WEAPON: Gloves  
EQUIPS: Granite Glove, Stone Mail  
INVITE: After defeating the Sage of Marbule aboard the Zelbess, talk to Nikki on his ship and agree to help clear Marbule of its dream-ghosts. When you've gotten past the Tower of Geddon events, take Fargo to meet his counterpart aboard the Zelbess to start the second part of the 'Save Marbule' sidequest. Defeat all dream-enemies (Lagoonates) to finish up the prerequisites. Talk to Miki in the Zelbess' dining room and she'll be happy to join.

TECHS-- HeadBopper - "A dance that's bound to make heads turn!"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- SexyWink - "A lusty look that'll make any foe go ga-ga"  
| - Target: Single foe  
| - Learns: Already learned when invited  
| - Effect: Damage + Confused status  
|  
'- DanceOnAir - "Dance in the sky while attacking with air-waves"  
- Target: All foes  
- Learns: 35 Stars

-----  
| HARLE /  
'-----'

[ 35 ][ 43 ]  
[ 26 ][ 31 ][ 34 ][ 41 ][ 46 ][ 50 ]  
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ][ 51 ]  
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]  
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

Harle's a French-speakin', funny-clothes-wearin', tool of destruction wrapped up in a cute little package. She tags along with Lynx most of the time, and after events at Ft. Dragonia, accompanies 'Serge' as well. She doesn't talk about herself and seems to have no relatives/friends in the region... Hmm...

AGE : 18  
GENDER: Female  
INNATE: Black  
CAREER: Enigmatic Jester  
ORIGIN: Unknown  
HEIGHT: Unknown  
WEIGHT: Unknown

BUILD : Unknown  
PREFER: Right-handed  
WEAPON: Shot  
EQUIPS: Silver Shot, Mythril Mail  
INVITE: Joins automatically during events at Dimensional Vortex

TECHS-- MoonBeams - "Use lunar energy to create blades of light"  
| - Target: All foes  
| - Learns: Already learned when invited  
|  
|- MoonShine - "Use lunar energy to protect your party"  
| - Target: All allies  
| - Learns: Already learned when invited  
| - Effect: Raises M.DEF  
|  
'- Lunairetic - "Create a lunar eclipse that causes destruction"  
- Target: All foes  
- Learns: 25 Stars

A note about Harle. During the course of the game, she willingly leaves the party for the rest of the game. This can cause some strife if you want to use her on a NG+, because she won't be carried over. However, all's not lost! To transfer her over (using the ChronoCross method at Temporal Vortex), you MUST beat the final boss while she's still in the party. This can only be done on a NG+, meaning she can't be transferred over until the THIRD playthrough. It sucks for Harle fans, but that's how it goes.

-----  
| JANICE /  
-----

[ 35 ]  
[ 26 ][ 31 ]  
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ]  
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]  
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

This fiesty bunny-girl works at the Grand Slam aboard the S.S. Zelbess and is a fierce competitor. Serge has to beat her three times in a row to get her in his party, but she's alright. Did I mention she uses a carrot to attack enemies? o\_O

AGE : 22  
GENDER: Female  
INNATE: Red  
CAREER: Bunny-Girl Trainer  
ORIGIN: S.S. Zelbess [Home World]  
HEIGHT: 5'7"  
WEIGHT: 104 lbs.  
BUILD : Plumpish  
PREFER: Right-handed  
WEAPON: Carrot (LOL)  
EQUIPS: Carrot, Iron Mail  
INVITE: Defeat her three times in the Grand Slam event aboard the Zelbess

TECHS-- BeatIt - "Beat enemy with your trusty bunny-drum"  
| - Target: Single foe  
| - Learns: Already learned when invited

```

|
|- 24Carrots - "Bounce carrots off drum as true 'BeaterCarotene'"
|
|           - Target: Single foe
|
|           - Learns: Already learned when invited
|
|
'- What'sUpDoc - "Concentrate all energy on drummin foe sky-high"
|
|           - Target: Single foe
|
|           - Learns: ---

```

To get her final tech, bring Janice to the Bend of Time and talk to the blob-thing standing by the lamppost.

```

-----
| DRAGGY /
'-----

```

```

[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

```

They ain't-a kiddin' -- Draggy's sure a cute baby dragon. And he's also a cute baby fire-breather that can wreak destruction. Adorable, folks! Kinda heavy, though...

```

AGE      : 0
GENDER:  Male
INNATE:  Red
CAREER:  Cute Baby Dragon
ORIGIN:  Fossil Valley [Another World]
HEIGHT:  2'2"
WEIGHT:  265 lbs.
BUILD   :  Tiny
PREFER:  Front-left-clawed
WEAPON:  Gloves
EQUIPS:  Iron Glove, Iron Mail
INVITE:  At Another Fossil Valley, raid a Dodo's nest for a 'Big Egg' key
         item. Later on, after getting a boat in Home World Termina, sail to
         Ft. Dragonia and get the elevator functioning again. Below, set the
         egg in the middle incubator to hatch this li'l harrier.

```

```

TECHS-- CoughDrop - "Cough up a little breath of fire"
|
|           - Target: Single foe
|
|           - Learns: Already learned when invited
|
|           - Inflct: Burns
|
|
|- CoughMix - "Cough up fireball, then beat wings to magnify it"
|
|           - Target: All foes
|
|           - Learns: Already learned when invited
|
|           - Inflct: Burns
|
|
'- BigBreath - "Breath attack with help of Mother Dragon's ghost"
|
|           - Target: All foes
|
|           - Learns: ---
|
|           - Inflct: Burns

```

To find 'BigBreath,' take Draggy to Another World Fossil Valley and climb the ladder to where the large dragon skeleton is. A scene between mother and son will take place, and the tech's bestowed on the tike.

-----  
| STARKY /  
-----

[ 14 ][ 18 ][ 21 ][ 28 ]  
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]  
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

Errant spaceman who's crashed into the El Nido Triangle, Starky's had to pull some crazy stunts to collect the pieces of the wreckage, which've turned into Star Fragments. When he tries to pull a fast one on Serge's crew, they wallop him good; they later join up to get him home once again. Gamewise, he's the first white-innate that can be claimed after the Dimensional Vortex, making him a great source of MagNegate-ing!

AGE : Unknown

GENDER: Male

INNATE: White

CAREER: A Stray 'Gray'

ORIGIN: Another Planet

HEIGHT: 2'11"

WEIGHT: 11 lbs.

BUILD : Alien

PREFER: Ambidextrous

WEAPON: Gun

EQUIPS: Shockwave Gun, Iron Mail

INVITE: After getting Norris' boat in the Home World, ride to the El Nido Triangle and get a Star Fragment down below. After, visit Sky Dragon Isle and try to open a chest at the very top; MegaStarky will attack you. Defeat him and a bruised Starky'll join up w/ the protagonist.

TECHS-- StarLight - "Call on Starman Guardian to do special attack MK1"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- StarBurst - "Call on Starman Guardian to do special attack MK2"  
| - Target: All foes  
| - Learns: Already learned when invited  
|  
'- StarStruck - "Call on Starman Guardian to do special attack MK3"  
- Target: Single foe  
- Learns: ---

To get his last tech, complete the Sea of Eden events and get either the Mastermune/Chrono Cross. Use one of these items at Another Hermit's Hideaway to navigate Kid's past and kick her out of the comatose funk she's been in. Head to the El Nido Triangle in the same dimension and bring Starky along. Defeat RoyalJelly to gain access to the spaceman's UFO, which in turn makes everyone automatically head to Chronopolis. At this point, return to the UFO and search it for the tech.

-----  
| SPRIGG /  
-----

[ 11 ][ 18 ]  
[ 15 ][ 29 ]

Sprigg is an old woman who had been trapped in the Dimensional Vortex. When Lynx comes along, she helps him escape while she tags along. She's the only character in the game with one tech, but it's quite useful... One thing that is cool is when she changes Dopplegangs, all status effects are removed! Her element grid is god-awful, though... (first column = Lv5)

AGE : 224  
GENDER: Female  
INNATE: Green  
CAREER: Lovable Old Lady  
ORIGIN: Dimensional Vortex  
HEIGHT: 4'4"  
WEIGHT: 86 lbs.  
BUILD : Dwarfish  
PREFER: Left-handed  
WEAPON: Staff  
EQUIPS: Silver Staff, Iron Mail  
INVITE: When Lynx first reaches the Dimensional Vortex, Sprigg will be hiding in her house. Use a branch nearby to knock a piece of food onto the ground and enter her house while she forages. Spend the night to get her in the party on the morn.

TECHS--- Dopplegang - "Transform yourself into a previously met foe"  
- Target: Self  
- Learns: Already learned when invited  
- Effect: Sprigg can become any of the default monsters in her repertoire, as well as any she's killed personally. Any monster defeated by a character who has a Forget-me-not Pot equipped will also be fair game.

A word on Dopplegang, Sprigg's Lv. 5 tech. Once she transforms into one of the monsters in her list, she can use Dopplegang to return to her normal, crappy form or another enemy. This tech can be used as many times as she wants, unlike every other one. What a special granny, huh? Another cool thing is that if your transformation runs out of good skills, use Dopplegang to turn back into it and all elements will be renewed!

-----  
| MOJO /  
-----

|        |        |        |        |        |        |        |        |
|--------|--------|--------|--------|--------|--------|--------|--------|
| [ 14 ] | [ 18 ] | [ 21 ] | [ 28 ] |        |        |        |        |
| [ 04 ] | [ 05 ] | [ 06 ] | [ 13 ] | [ 15 ] | [ 27 ] | [ 32 ] | [ 49 ] |
| [ 00 ] | [ 00 ] | [ 00 ] | [ 07 ] | [ 11 ] | [ 16 ] | [ 25 ] | [ 37 ] |
| [ 01 ] | [ 02 ] | [ 03 ] | [ 10 ] | [ 19 ] | [ 22 ] | [ 40 ] | [ 45 ] |
| [ 09 ] | [ 20 ] | [ 24 ] | [ 29 ] | [ 33 ] | [ 38 ] | [ 42 ] | [ 47 ] |

Mojo is a disciple of love and peace, even though he's made out of thatched straw and some candles. He's a little weird, but also easily obtained and a black-innate character. Just don't bump into him or you may find yourself skewered by his gigantic nail...

AGE : Unknown  
GENDER: Male  
INNATE: Black  
CAREER: Cursed Voodoo Doll  
ORIGIN: Far East  
HEIGHT: 6'3"  
WEIGHT: 20 lbs.

BUILD : Waistless  
PREFER: Dominant arm unknown  
WEAPON: Gloves  
EQUIPS: Bone Glove, Ivory Mail  
INVITE: At Home World Arni Village, talk to the fisherman in a house basement to get a Shark Tooth key item. After Another World Cape Howl events, talk to the fisherman in the same house's basement and show him the Shark Tooth. As you try to leave, Mojo'll join up.

TECHS-- VoodooDance - "Perform a mystic dance that curses your foe"  
| - Target: Single foe  
| - Learns: 3 Stars  
| - Inflct: Cursed  
|  
|- CartWheel - "Turn yourself into a living Catherine wheel"  
| - Target: All foes  
| - Learns: 19 Stars  
|  
'- HoodooGuroo - "Lift up foe with nail, then drop while spinning"  
- Target: Single foe  
- Learns: ---

To get HoodooGuroo, take Mojo to meet the fisherman in Home World Arni (this is mandatory) to learn the fisherman's been hearing voices about praying to "Lasery, Aurey, and Lickey." For the unaware, those are the names of the fisherman's idols in the Another World Arni house. Pray to the cat statues in that order with Mojo in the party to get the tech.

If you get a message your "prayers were not heard," make sure Mojo leads the party when you inspect the idols. When you get this tech, his name changes to 'Mojoy'! This can be done after finishing events in Chronopolis on the second disc.

-----  
| TURNIP /  
-----

[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ]  
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

Turnip is...a vegetable bred with a swordsman bred with a duck. Whatever he is, he's got a funny look to him. A soldier in Viper Manor dreams he's this guy, while Turnip dreams he's the soldier -- kinda odd...

AGE : 3  
GENDER: Male  
INNATE: Green  
CAREER: A Total Vegetable  
ORIGIN: Hermit's Hideaway [Home World]  
HEIGHT: 4'4"  
WEIGHT: 62 lbs.  
BUILD : Round  
PREFER: Right-rhizomed  
WEAPON: Sword  
EQUIPS: Steel Sword, Iron Mail  
INVITE: Use the Ice Breath/Ice Gun at Another World Hermit's Hideaway to cool the burnt, black patch of ground. This allows vegetation to grow again. Take Poshul to the other dimension's version of this

place and make her dig up the plant growing there -- it's Turnip!

```
TECHS-- VegeChopper - "Leap in air and put all force behind massive cut"
|           - Target: Single foe
|           - Learns: Already learned when invited
|
|- VegeMight - "Burrow into ground to do uppercut from below"
|           - Target: Single foe
|           - Learns: Already learned when invited
|
'- VegOut    - "A secret power he doesn't talk about..."
|           - Target: Single foe
|           - Learns: ---
```

To get 'VegOut,' bring Turnip and NeoFio to the Another World Viper Manor rooftop terrace. Inspect the pond where NeoFio usually is and Turnip will want to jump in. When he does, he changes color (LOL?) and somehow learns a third tech. Must be Luccia's special fertilizer...

```
-----
| NEOFIO /
'-----'
```

```
[ 22 ][ 31 ]
[ 19 ][ 20 ][ 24 ]
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]
[ 17 ][ 27 ][ 32 ]
```

NeoFio is Luccia's creation. It seemed to just be a dumb plant until Serge gave it a Life Sparkle -- that's when it transformed into a hideous...cute little girl-plant...? Well, it's still got slimy tentacles, so I don't know how fun hanging out with her'd be...

```
AGE      : 5
GENDER:  Female
INNATE:   Green
CAREER:  A 'Flower Child'
ORIGIN:  Viper Manor [Another World]
HEIGHT:  4'00"
WEIGHT:  44 lbs.
BUILD   :  Undefinable
PREFER:  Omnidextrous
WEAPON:  Gloves
EQUIPS:  Bronze Glove, Bronze Mail
INVITE:  In Another World Hydra Marshes, go to where the Hydra would normally
         be found and get the 'Life Sparkle' key item. Bring it to Viper Manor
         in that same dimension and use it on Luccia's plant, up on the roof's
         terrace. She'll join at that time.
```

```
TECHS-- PopPopPop - "Shoot forth a barrage of flower seeds"
|           - Target: All foes
|           - Learns: Already learned when invited
|
|- SlurpSlurp - "Send out tendrils to soak up foe's HP"
|           - Target: Single foe
|           - Learns: 15 Stars
```

```

|           - Effect: Damage enemy +heal self by same amt.
|
'- BamBamBam - "Gather roots into one limb to slam foe down"
              - Target: Single foe
              - Learns: ---

```

To get her last tech, bring NeoFio to Home World Sky Dragon Isle. Have her chase the red blob trying to eat a butterfly and talk to it. Re-enter the screen to find the butterfly's been eaten. Talk to the blob and push it until it relents and the bug goes free. The thankful butterfly bestows the tech at this time.

```

-----
| GRECO /
'-----

```

```

[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

```

Greco is a spiritual person who's licensed to perform exorcisms. He hangs by the Termina shrines and recently lost his son... I guess there's not much need for psychic ex-wrestlers. o\_0

```

AGE      : 33
GENDER:  Male
INNATE:   Red
CAREER:  Psychic Ex-Wrestler
ORIGIN:  Zenan Mainland [Another World]
HEIGHT:  6'7"
WEIGHT:  271 lbs.
BUILD   : Heavy Weight
PREFER:  Right-handed
WEAPON:  Gloves
EQUIPS:  Bronze Glove, Bronze Mail
INVITE:  After the first events in Guldove, Greco can join afterwards. Just
         visit him down by the shrines and talk to him in his house.

```

```

TECHS-- Clothesline - "Charge with outstretched arm to knock foe flying"
|           - Target: Single foe
|           - Learns: Already learned when invited
|
|- Flip-flop  - "Do a gymnastic lead up to a spinning drop kick"
|           - Target: Single foe
|           - Learns: 19 Stars
|
'- GraveDigger - "Do a body slam from the top of a magic tombstone"
              - Target: Single foe
              - Learns: ---

```

Greco's got one of the simpler methods for attaining his last tech. Simply talk go to Home World Termina and talk to the person living in the house by there. There'll be some scenes about his son and the tech'll be bestowed onto him! Can you smell...what the Greco's cookin'? :p

```

-----
| SKELLY /
'-----

```



```

[ 22 ]
[ 19 ][ 20 ]
[ 12 ][ 14 ][ 16 ][ 23 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ][ 28 ]
[ 17 ][ 27 ][ 32 ]

```

A fun-lovin' clown who just happens to lack an epidermis, Skelly woke up once without most of his body parts. Well, to spit in the face of the sadist who did such a thing, Skelly asked Serge to help assemble his body parts so that he could once again move around like a normal person.

```

AGE      : 32
GENDER:  Male
INNATE:  Black
CAREER:  Skeleton Clown
ORIGIN:  Zenan Mainland [Another World]
HEIGHT:  6'2"
WEIGHT:  51 lbs.
BUILD   :  Boney
PREFER:  Left-handed
WEAPON:  Gloves
EQUIPS:  Iron Glove, Iron Mail
INVITE:  Collect _ALL_ 6 of Skelly's body parts (all in Another World) at:

```

- Heavy Skull - Fossil Valley - Climb the ladder and talk to get it
- Angry Scapula - Shadow Forest - Inside notebook in Aroma Pouch cave
- Pelvic Bone - Guldove - Element trader will give it to Serge's team
- Good Backbone - Hydra Marshes - Found in a cave in eastern portion
- Sturdy Ribs - Water Dragon Isle - Talk to guy nearest the savepoint
- Mixed Bones - Isle of the Damned - 1st screen, in the NW cavern

Once reassembled, Skelly leaves to visit his grandmother in Termina (Another World) Go there and talk to him and he'll end up joining.

```

TECHS-- JugglerVein - "Use special juggling balls to pound foes"
|
|           - Target: All foes
|           - Learns: Already learned when invited
|
|- BalloonLoan - "Boost your strength by blowing a magic balloon"
|
|           - Target: Self
|           - Learns: 15 Stars
|           - Effect: Restores HP + Raises ATK
|
'- OnARoll    - "Hop on a huge beach ball and run over foe with it"
|
|           - Target: Single foe
|           - Learns: ---

```

To get his last tech 'OnARoll,' talk to the bartender in Home World Termina. She'll cook him a special dish and he'll learn the tech after reminiscing a bit. [NOTE: You can only do this after regaining Serge's form at Home World Fort Dragonia. However, Skelly can be obtained as either Lynx or Serge.]

```

-----
| FUNGUY /
'-----'

```

```

[ 19 ][ 20 ]

```

[ 12 ][ 14 ][ 16 ][ 23 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ]  
[ 17 ]

Funguy likes 'shrooms...mostly because he's half mushroom! A man, who happens to be the element girl Lisa's father, ate a rare myconoid and turned into one by accident. He blames the accident on Serge and comes along hoping the Frozn Flame can help him. What a doofus!

AGE : Unknown

GENDER: Male

INNATE: Yellow

CAREER: Mushroom Man

ORIGIN: Termina [Home World]

HEIGHT: 6'0"

WEIGHT: 66 lbs.

BUILD : Light

PREFER: Right-handed

WEAPON: Axe, Hammer

EQUIPS: Iron Axe, Iron Mail

INVITE: After Serge becomes Lynx, go through Shadow Forest to the part where there's a kid looking into a hole by a Wraith. Defeat said enemy and inspect the hole to receive a rare 'Mushroom.' At the creek cave two screens back, trade it to the camper in exchange for a chest; he'll change into Funguy!

TECHS-- LumberJack - "Make like a woodcutter and chop foe to pieces"

| - Target: Single foe

| - Learns: Already learned when invited

|

| - SporeCloud - "Shoot a cloud of spores from your mushroom cap"

| - Target: Single foe

| - Learns: Already learned when invited

| - Inflct: Dizzy

|

' - Myconoids - "Release an army of mini-mushrooms onto your foe"

- Target: Single foe

- Learns: ---

To get 'Myconoids,' take Funguy to the cave where he transformed (Home World) and inspect the mushroom there. When prompted, choose 'Eat it' to learn the mushroom is Funguy's...son. He gets the Lv. 7 tech at this time...

Recruiting Funguy can be a bit vexing for some people, and this is dependent on whether or not you took the Shadow Forest path in Another World. If the rock was used to stuff up a hole in the watery area, the hole in Home World will be open; if you didn't take the Nikki route, the hole will be closed. So to recruit Funguy, you'll either have to (1) defeat the wraith near some kid and let the dad outta the hole (2) scare a gerridae sitting in the water nearby into another hole, which in turn scares the father out into the open.

-----  
| IRENES /  
-----

[ 35 ]

[ 26 ][ 31 ]

```
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]
```

Irenes is a advocate for peace between demi-humans and regular humans, like her sister Zelbess was. She constantly pleads with Fargo to let her people go back, but to no avail. Will she be successful? It's up to the player to decide...

```
AGE      : 16
GENDER:  Female
INNATE:   Blue
CAREER:  Late Zelbess's Sister
ORIGIN:  The Ocean [Home World]
HEIGHT:  5'10"
WEIGHT:  115 lbs.
BUILD   : Mermaid
PREFER:  Right-handed
WEAPON:  Pick
EQUIPS:  Mythril Pick, Mythril Mail
INVITE:  After defeating the Sage of Marbule aboard the S.S. Zelbess, Nikki
         asks you to visit him on his ship. If you choose to do this, as well
         as agree to help him clear Marbule of baddies, Irenes can be invited.
         SHE IS MISSABLE if you do not talk to Nikki at this time!!
```

```
TECHS-- WaterBreath - "Exhale a powerful blast of salt water"
|           - Target: Single foe
|           - Learns: Already learned when invited
|
|- MerMelody - "Play a tune on your harp to heal a party member"
|           - Target: Single ally
|           - Learns: Already learned when invited
|           - Effect: Heals HP + removes status effects
|
'- SirenSong - "Play a tune on your harp to beat foes with waves"
|           - Target: All foes
|           - Learns: ---
```

To get 'SirenSong,' you'll have to finish the 'Save Marbule!' quest that is done by (1) defeating the Sage of Marbule aboard the S.S. Zelbess (2) talking with Nikki after defeating said boss, and agreeing to help him clear Marbule of enemies. Invite Irenes at this time. (3) Clearing events at the Tower of Geddon (4) Bring Fargo to meet himself aboard the Zelbess to start the second part of the quest, which is clearing Marbule of enemies and awakening the Black Dragon in the other dimension (5) After the Sea of Eden events, Marbule (Home World) will be re-populated. Talk to the witch doctor in the first home twice with Irenes in the party to get her Lv. 7 Tech.

```
-----
| MEL /
'-----
```

```
[ 14 ][ 18 ][ 21 ][ 28 ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]
```

Not much to Mel, besides she's Korcha's incredibly bratty sister who has a thing for drawing.

AGE : 10  
GENDER: Female  
INNATE: Yellow  
CAREER: Doodling Brat  
ORIGIN: Guldove [Another World]  
HEIGHT: 4'3"  
WEIGHT: 84 lbs.  
BUILD : Thin  
PREFER: Right-handed  
WEAPON: Boomerang  
EQUIPS: Steelerang, Iron Mail  
INVITE: After the first set of Viper Manor events, when Serge is asked by Korcha if he'll save Kid, choose the affirmative. Later on, after the Hydra Humour is delivered, Mel will steal Kid's elements. When asked what to do, press Kid to follow Mel and get her stuff back. Once she is caught like the little brat she is, return to Guldove after Korcha takes everyone to Termina and talk to Mel with Kid in the party. She will join up here.

TECHS-- Snatch - "Steal your opponent's possessions"  
| - Target: Single foe  
| - Learns: Already learned when invited  
| - Effect: Attempt to steal an enemy's held item  
|  
|- Doodle - "Use your opponent as a piece of drawing paper"  
| - Target: Single foe  
| - Learns: 19 Stars  
|  
'- Tantrum - "Stamp on the ground so hard it causes quakes"  
- Target: All foes  
- Learns: 40 Stars

-----  
| LEAH /  
-----

[ 22 ][ 31 ]  
[ 19 ][ 20 ][ 24 ]  
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]  
[ 17 ][ 27 ][ 32 ]

Leah's a cute cave-girl who joins up with Serge's party when they find her at Gaea's Navel, en route to the Green Dragon. After she helps them take down a Tyrano and ultimately the boss of the island, she joins up. She really takes after Ayla...

AGE : 6  
GENDER: Female  
INNATE: Yellow  
CAREER: Cave Girl  
ORIGIN: Gaea's Navel [Home World]  
HEIGHT: 3'5"  
WEIGHT: 71 lbs.

BUILD : Infantile  
PREFER: Ambidextrous  
WEAPON: Axe  
EQUIPS: Silver Axe, Mythril Mail  
INVITE: During the quest for the Green Dragon at Gaea's Navel [Home World], she joins up temporarily as long as Serge is on the island. After the Dragon's been defeated, she joins permanently.

TECHS-- RockThrow - "Hurl huge boulders at opponent"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- TailSpin - "Swirl tail around to create a tornado attack"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
'- TripleKick - "Leap up and kick from 3 different directions"  
- Target: Single foe  
- Learns: 35 Stars

-----  
| VAN /  
-----

[ 22 ][ 31 ]  
[ 19 ][ 20 ][ 24 ]  
[ 12 ][ 14 ][ 16 ][ 23 ][ 36 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ][ 34 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ][ 28 ][ 33 ][ 40 ][ 43 ][ 44 ]  
[ 17 ][ 27 ][ 32 ]

The gloomy son of a painter father -- one dimension rich, the other poor -- he joins up with Serge's crew to make money for rent. He uses a boomerang and some child-like attacks.

AGE : 14  
GENDER: Male  
INNATE: Green  
CAREER: Penny-wise Artist  
ORIGIN: Termina [Home World]  
HEIGHT: 4'11"  
WEIGHT: 88 lbs.  
BUILD : Smallish  
PREFER: Left-handed  
WEAPON: Boomerang  
EQUIPS: Silverang, Mythril Mail  
INVITE: Talk to him at his house in Termina [Home World] and hire him for a bit of tour-guiding. After some events with his father and landlord, he'll join permanently.

TECHS-- JumpThrow - "A technique learned from a correspondence course"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- WetPaint - "Throw artist's paintpots all over the place"  
| - Target: All foes/allies  
| - Learns: Already learned when invited  
| - Effect: Randomly changes field effect to single color,

```
| based off of ally innates (?). No damage dealt!  
|  
'- PiggyBoink - "Set your precious piggy bank onto your foe"  
  - Target: Single foe  
  - Learns: 35 Stars
```

A note about PiggyBoink. Put Van in your party and enter his bedroom over at Termina [Home World]. You'll be given the option to deposit money. Doing so will make 'PiggyBoink' do more damage, but also increases the chance of it shattering and restoring its original power.

```
-----  
| SNEFF /  
'-----
```

```
[ 19 ][ 20 ]  
[ 12 ][ 14 ][ 16 ][ 23 ]  
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ]  
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]  
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]  
[ 04 ][ 06 ][ 25 ]  
[ 17 ]
```

A crazy old magician whose huge debt to the Zelbess casino forced him to work there and pay it off, Fargo's grip is eventually loosened by Serge's meddling and Sneff's lucky streak. He's got a funny lisp, too.

```
AGE : 53  
GENDER: Male  
INNATE: Yellow  
CAREER: Aged Illusionist  
ORIGIN: Unknown  
HEIGHT: 5'6"  
WEIGHT: 139 lbs.  
BUILD : Ordinary  
PREFER: Right-handed  
WEAPON: Decks of cards  
EQUIPS: Private Deck, Mythril Mail  
INVITE: After Serge defeats Fargo at the Zelbess' roulette game, return there to find Sneff winning his freedom. Backstage in the theater area, ask him to join up.
```

```
TECHS-- BigDeal - "Swiftly and forcefully throw your pack of cards"  
| - Target: Single foe  
| - Learns: Already learned when invited  
|  
|- HPShuffle - "Reorder the digits that make up your HP value"  
| - Target: Self  
| - Learns: Already learned when invited  
| - Effect: His current HP becomes the randomly reordered  
| value of his max HP, for better or worse.....  
|  
'- SwordTrick - "A new magic trick like never seen before!"  
  - Target: Single foe  
  - Learns: 35 Stars
```

```
-----  
| STEENA /  
'-----
```

```

[ 35 ]
[ 26 ][ 31 ]
[ 14 ][ 18 ][ 21 ][ 28 ][ 39 ][ 44 ][ 48 ]
[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

```

Steena is a wise woman who knows about the ancient race of Draconians. In one world she operates under the Oracle Direa; in the other, she's Guldove's oracle. She's mandatory, since she gives the Dragon Tear to the party later on...

```

AGE      : 24
GENDER:  Female
INNATE:  White
CAREER:  Shrine Maiden
ORIGIN:  Guldove [Home World]
HEIGHT:  5'9"
WEIGHT:  110 lbs.
BUILD   : Tall & Slender
PREFER:  Right-handed
WEAPON:  Sword
EQUIPS:  Silver Sword, Mythril Mail
INVITE:  Show to Oracle Direa [Guldove, Another World] the Tear of Hate that
         was received from Karsh and get a Dragon Emblem. This allows passage
         into the other dimension's shaman tower, after showing the emblem to
         the door guard. After all six dragons have been defeated, return and
         talk to Steena to get her in the party, as well as the Dragon Tear.

```

```

TECHS-- DireaShadow - "Summon the eidolon of the last Shrine Maiden"
|         - Target: Single foe
|         - Learns: Already learned when invited
|
|- HydraShadow - "Summon the eidolon of a Hydra"
|         - Target: All foes
|         - Learns: ---
|
'- GaraiShadow - "Summon the eidolon of Garai"
|         - Target: Single foe
|         - Learns: ---

```

To get 'HydraShadow,' defeat the De-Hydrate enemy in the Another World Hydra Marshes, with or without Steena in the party. For 'GaraiShadow,' her Lv. 7 tech, bring Steena to see Garai's Grave at (Home World) Isle of the Damned.

```

-----
| DOC /
'-----

```

```

[ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ]
[ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]
[ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

```

How bad is your village in when a surfer dude is your village's doctor? Well, pretty good ones it seems, as Doc's handy in most fields of medicine. He's constantly regretting mistakes of his past, but Orlha tries to keep him in good shape by reminding him that he can only do what he's able to, not to give up, etc.

AGE : 27  
 GENDER: Male  
 INNATE: White  
 CAREER: Village Physician  
 ORIGIN: Zenan Mainland [Another World]  
 HEIGHT: 5'9"  
 WEIGHT: 146 lbs.  
 BUILD : Ordinary  
 PREFER: Left-handed  
 WEAPON: Shot  
 EQUIPS:  
 INVITE: After events at Viper Manor [Another World], at Guldove, when Korcha asks if you'll save Kid, tell him you don't know what to do. Later on, after events at the S.S. Invincible, return to Guldove to find that Kid has been miraculously cured. If you do not return at this time (pre-Ft. Dragonia), you will miss Doc permanently! You can't even get him after the events at Ft. Dragonia in the Home World...!

TECHS-- HighFive - "Throw your weapons high in the air"  
 | - Target: Single foe  
 | - Learns: Already learned when invited  
 |  
 |- Gnarly - "A chiropractic attack that crushes foe's bones"  
 | - Target: Single foe  
 | - Learns: Already learned when invited  
 |  
 '- HangTen - "Pray for ocean rains to heal your friends"  
 - Target: All allies  
 - Learns: ---  
 - Effect: Restores HP (Large)

To find HangTen, get the Medical Book key item in the Tower of Geddon. Show it to Doc (make sure he's out of your party) in Another World Guldove and he will learn it...dude.

-----  
 | GROBYC /  
 '-----'

[ 14 ][ 18 ][ 21 ][ 28 ]  
 [ 04 ][ 05 ][ 06 ][ 13 ][ 15 ][ 27 ][ 32 ][ 49 ]  
 [ 00 ][ 00 ][ 00 ][ 07 ][ 11 ][ 16 ][ 25 ][ 37 ]  
 [ 01 ][ 02 ][ 03 ][ 10 ][ 19 ][ 22 ][ 40 ][ 45 ]  
 [ 09 ][ 20 ][ 24 ][ 29 ][ 33 ][ 38 ][ 42 ][ 47 ]

A cyborg with an evil streak, but really, it only follows orders of those who are stronger than it. Since Serge whoops it like a red-headed stepchild, this robo-killer approaches him and joins up.

AGE : 26  
 GENDER: Male  
 INNATE: Black  
 CAREER: Cyborg Assassin  
 ORIGIN: Unknown  
 HEIGHT: 6'8"  
 WEIGHT: 401 lbs.  
 BUILD : Bionic  
 PREFER: Right-handed  
 WEAPON: Gloves



EQUIPS: Mythril Glove, Mythril Mail

INVITE: Joins automatically after passing through Porre-controlled Viper Manor [Another World].

```
TECHS-- RocketFist - "Shoot off left arm to punch a foe in the face"
|
|           - Target: Single foe
|           - Learns: Already learned when invited
|
|- HairCutter - "Power up cyborg hair to generate a laser saber"
|
|           - Target: All foes
|           - Learns: Already learned when invited
|
|- StrongArm - "A secret weapon banned by the Porre army"
|
|           - Target: Single foe
|           - Learns: ---
```

To find 'StrongArm,' bring Grobyc to Chronopolis [Another World] and make for the second floor. There's a room with many safes on the wall and a large box like a coffin. Inspect the coffin to find an ancient superweapon from Porre, the Lv. 7 tech!

```
-----
| PIERRE /
'-----'
```

```
[ 36 ][ 38 ][ 41 ][ 45 ][ 46 ]
[ 27 ][ 29 ][ 30 ][ 32 ][ 33 ][ 34 ][ 35 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ][ 37 ]
[ 01 ][ 02 ][ 03 ][ 08 ][ 15 ][ 21 ][ 24 ][ 44 ]
[ 28 ][ 31 ][ 33 ][ 40 ][ 42 ][ 43 ][ 47 ]
```

Self-proclaimed swordsman extraordinaire, Pierre is mostly a narcissistic klutz who imagines himself a rose and everyone else "thorns." He aims for a spot on Viper's Devas, but ends up being called a street performer. Laff! He has the benefit of having the "Hero" equipment set, though. He also starts with the game's worst, and only Bone Sword. o\_0

AGE : 23

GENDER: Male

INNATE: Blue

CAREER: Self-proclaimed Hero

ORIGIN: Termina [Another World]

HEIGHT: 5'11"

WEIGHT: 130 lbs.

BUILD : Weakling

PREFER: Right-handed

WEAPON: Sword

EQUIPS: Bone Sword, Ivory Mail, Hero's Medal

INVITE: Talk to him in Termina [Another World] inside the armory's sideroom. He'll say that he's lost his precious medal. Just outside, talk to the kid running around in circles to reclaim it. Show it to Pierre, and he's yours! You cannot get Guile/Nikki if you get Pierre, by the way.

```
TECHS-- Medalsome - "Pray upon the legendary Hero's Medal for help"
|
|           - Target: Self
|           - Learns: Already learned when available
|           - Effect: Restores HP
|
|- FoiledAgain - "Gracefully score a double touché on foe"
```

```

|           - Target: Single foe
|           - Learns: 15 Stars
|
|- SlapOfCyrus - "A deathblow 'borrowed' from the tough guy Cyrus'
|           - Target: Single foe
|           - Learns: ---

```

To learn 'SlapofCyrus', make sure to get the Prop Sword from the Tower of Geddon (it's missable). Later, after you do the events at Fort Dragonia [Home World] and get the Serge-recruited characters back, talk to Pierre at Termina [Another World]. The prop sword becomes the 'Hero's Blade' and he'll learn the tech. In-battle, it will ALWAYS miss...that is, unless all three pieces of the Hero's equipment are collected and equipped. They are:

- Hero's Sword
- Hero's Shield
- Hero's Medal

Consult the walkthrough on how to obtain 'em.

```

-----
| ORLHA /
'-----

```

```

[ 19 ][ 20 ]
[ 12 ][ 14 ][ 16 ][ 23 ]
[ 07 ][ 08 ][ 09 ][ 13 ][ 21 ]
[ 00 ][ 00 ][ 00 ][ 05 ][ 11 ][ 18 ][ 26 ]
[ 01 ][ 02 ][ 03 ][ 10 ][ 15 ][ 29 ][ 35 ][ 41 ]
[ 04 ][ 06 ][ 25 ]
[ 17 ]

```

Orlha's one half of a set of twins, and tends bar in Guldove. She's got a strong sense of what's right and can probably confirm Kid's believe that if someone is kicked hard enough, they'll kiss the moons. She mentions her sis Tia a bit...

```

AGE      : 23
GENDER:  Female
INNATE:   Blue
CAREER:  Gladiatrix Barkeep
ORIGIN:  Guldove [Another World]
HEIGHT:  5'5"
WEIGHT:  119 lbs.
BUILD   : Muscular
PREFER:  Left-handed
WEAPON:  Gloves
EQUIPS:  Granite Glove, Stone Mail
INVITE:  After escaping the Dimensional Vortex, visit Guldove before returning
         to Serge's normal form. Fight and defeat Orlha here to receive her
         'SapphireBrooch'; after the mandatory events at Fort Dragonia [Home
         World], show her the brooch and she'll join.

```

```

TECHS-- Multipunch - "A chain attack inherited by a single child"
|           - Target: Single
|           - Learns: Already learned when invited
|
|- PunchDrunk - "'Drunken Master' attack taught by her parents"
|           - Target: Single
|           - Learns: Already learned when invited

```

```

|
|- SisterHoods - "An inherited technique performed by 2 sisters"
   - Target: Single
   - Learns: ---

```

To obtain 'SisterHoods,' after Orlha joins the party, have her meet with Doc in Home World Guldove. A few scenes regarding Tia later, she'll obtain the Lv. 7 tech with her sister's blessing.

```

-----
| PIP /
'-----

```

#### ANGEL/DEVIL FORMS

```

[ 23 ][ 24 ][ 27 ]
[ 16 ][ 18 ][ 20 ][ 29 ]
[ 11 ][ 13 ][ 14 ][ 17 ][ 19 ]
[ 00 ][ 00 ][ 00 ][ 10 ][ 12 ][ 21 ]
[ 06 ][ 07 ][ 08 ][ 09 ][ 15 ][ 25 ]

```

#### ARCHANGEL FORM

```

[ 23 ][ 24 ][ 27 ][ 32 ][ 36 ][ 45 ]
[ 16 ][ 18 ][ 20 ][ 26 ][ 31 ][ 35 ][ 44 ][ 46 ]
[ 11 ][ 13 ][ 14 ][ 17 ][ 19 ][ 29 ][ 33 ][ 41 ]
[ 00 ][ 00 ][ 00 ][ 10 ][ 12 ][ 21 ][ 28 ][ 38 ]
[ 06 ][ 07 ][ 08 ][ 09 ][ 15 ][ 25 ][ 37 ][ 43 ]
[ 01 ][ 02 ][ 03 ][ 04 ][ 05 ][ 39 ]

```

#### ARCHDEVIL FORM

```

[ 30 ][ 33 ]
[ 23 ][ 24 ][ 27 ][ 41 ]
[ 16 ][ 18 ][ 20 ][ 29 ][ 35 ]
[ 11 ][ 13 ][ 14 ][ 17 ][ 19 ][ 29 ]
[ 00 ][ 00 ][ 00 ][ 10 ][ 12 ][ 21 ][ 31 ][ 39 ]
[ 06 ][ 07 ][ 08 ][ 09 ][ 15 ][ 25 ][ 37 ][ 43 ]
[ 01 ][ 02 ][ 03 ][ 34 ][ 38 ]
[ 05 ][ 28 ]

```

#### HOLY BEAST FORM

```

[ 36 ]
[ 23 ][ 24 ][ 27 ]
[ 16 ][ 18 ][ 20 ][ 26 ][ 38 ][ 45 ]
[ 11 ][ 13 ][ 14 ][ 17 ][ 19 ][ 32 ][ 43 ]
[ 00 ][ 00 ][ 00 ][ 10 ][ 12 ][ 21 ][ 37 ][ 40 ]
[ 06 ][ 07 ][ 08 ][ 09 ][ 15 ][ 25 ][ 34 ][ 46 ]
[ 01 ][ 02 ][ 28 ][ 29 ][ 31 ][ 33 ]

```

Pip's a remarkable character in that he will evolve based on how he battles, and what elements are used on him. I highly recommend reading up on his FAQ ([http://db.gamefaqs.com/console/psx/file/chrono\\_cross\\_tumalu.txt](http://db.gamefaqs.com/console/psx/file/chrono_cross_tumalu.txt)) to learn about evolving him. He can be quite formidable, but always grows CUTER!

```

AGE      : Unknown
GENDER:  Male
INNATE:  White
CAREER:  Guinea Pig Experiment

```

ORIGIN: Viper Manor Lab [Another World]  
 HEIGHT: Unknown  
 WEIGHT: Unknown  
 BUILD : Unknown  
 PREFER: Dominant paw unknown  
 WEAPON: Gloves  
 EQUIPS: Bronze Glove, Bronze Mail  
 INVITE: When the party reaches the S.S. Invincible, he'll be there hiding from the ghosts. Pester him until he moves towards the stairway and he'll join up with Serge's crew. [NOTE: He will be here whether or not you free him from his cage in Viper Manor.]

TECHS-- Pounce       - "Hurl body at foe with all one's might"  
       |               - Target: Single foe  
       |               - Learns: Already learned when invited  
       |  
       |- Soothe       - "Gently calm party to restore stamina & HP"  
       |               - Target: All allies  
       |               - Learns: 15 Stars  
       |               - Effect: Restores HP and Stamina (status effects stay)  
       |  
       |- Pounce +4   - "Hurl body at foe with all one's might."  
       |               - Target: Single foe  
       |               - Innate: White  
       |               - Learns: See note below.  
       |  
       |- HeavenCalls - "Just give your opponent a gentle poke"  
       |               - Target: Single foe  
       |               - Innate: Green/Blue/White  
       |               - Learns: 37 Stars  
       |  
       |- CanonCannon - "Find a nice, holy hole to snuggle up in..."  
       |               - Target: Single foe  
       |               - Innate: Yellow/Red/Black/Green/Blue/White  
       |               - Learns: 34 Stars  
       |  
       '- Hell'sFury   - "Do the 'wild thing' and go into a hellish rage"  
               - Target: Single foe  
               - Innate: Yellow/Red/Black  
               - Learns: 37 Stars

Pip only gets one of the attacks from 'HeavenCalls' on down, depending on the form he evolves into. Also, the current Lv. 7 tech becomes 'Pounce+4' on a New Game Plus, where you'll have to evolve Pip again.

---



---

## WEAPONS

[WPNS]

---



---

Weapons are, naturally, the tools for stabbin' and attacking the enemy. One's ATK stat helps deal damage here, and upgrading is also part of the process of doing that. Note that ALL equipment that includes a Rainbow Shell will also include a Shiny Soot/Ember/Dew/Sand/Salt/Leaf as well; it's represented as 'Shiny Items' to help keep the tables in order.

WEAPON NAME = Name of the weapon (dur!)

USED BY       = Characters who can equip these weapons

ATK           = Attack increases per upgrade

HIT% = Accuracy upgrades, if any

COMPONENTS = Raw materials needed to create one (when applicable)

Listed weapons that don't show their components CANNOT be disassembled, as they are either storyline items or just plain special. :p

```
-----
| Swallows          | USED BY: Serge, Lynx
|-----+-----+-----+-----|
| WEAPON NAME      | ATK | HIT% | COMPONENTS
|-----+-----+-----+-----|
| Sea Swallow      | --- | --- | -----|
| Copper Swallow   | + 2 | + 1 | Copper, Humour
| Steel Swallow    | + 5 | + 2 | Iron, Humour, Feather
| Silver Swallow   | + 8 | + 2 | Mythril, Eyeball, Humour, Feather
| Stone Swallow    | +12 | + 3 | Denadorite, Humour, 2 Feather, 2 Scale
| Mastermune       | +15 | + 4 | -----|
| Spectra Swallow  | +17 | + 4 | Rainbow Shell, Feather, Scale, Shiny Items
|-----+-----+-----+-----|
```

The Mastermune can also recover HP slightly, not that it makes much of a difference. Be aware that the Mastermune is, in fact, the Sea Swallow with a twist and will not carry over onto a NG+. Get a Spectra Swallow to ensure you start with the best stuff available!

```
-----
| Swords            | USED BY: Glenn, Viper, Fargo, Turnip, Steena, Pierre
|-----+-----+-----+-----|
| WEAPON NAME      | ATK | HIT% | COMPONENTS
|-----+-----+-----+-----|
| Bone Sword       | --- | --- | -----|
| Bronze Sword     | + 2 | + 1 | Copper, Humour, Leather
| Hero's Blade     | + 3 | + 4 | -----|
| Steel Sword      | + 5 | + 2 | Iron, Humour, Leather
| Silver Sword     | + 8 | + 2 | Mythril, Humour, Leather
| Stone Sword      | +12 | + 3 | Denadorite, Screw, 2 Humour, 2 Leather
| Einlanzer        | +13 | + 4 | -----|
| Viper's Venom    | +15 | + 0 | -----|
| Slasher          | +15 | + 4 | -----|
| Spectral Sword   | +17 | + 4 | Rainbow Shell, Leather, Screw, Humour,
|-----+-----+-----+-----|
| Einlanzer        | +18 | + 4 | -----|
|-----+-----+-----+-----|
```

The Hero's Blade can only be obtained if you have Pierre. Show him the Prop Sword found at the Tower of Geddon and he'll be able to use it. Viper's Venom is Viper's special sword, found in the basement of his manor [Another World]. As for the two Einlanzers, Glenn is the only one who can equip it. The first is obtained during the storyline at Isle of the Damned (Another), and the 2nd can be obtained after defeating Dario (take Glenn to see Einlanzer in Termina Another World). He can double-wield both at once, but only one is 'equipped'; this means that the second Einlanzer stat above is an upgrade of sorts. And last but not least, the Slasher is the common drop from the enemy 'Slash,' accessible at the Bend of Time in a NG+ (only!). Anyone can equip a Slasher, but those other special weapons are only available for said people! Remember this.

```
-----
| Daggers           | USED BY: Kid
|-----+-----+-----+-----|
```

| WEAPON NAME       | ATK | HIT% | COMPONENTS                                |
|-------------------|-----|------|-------------------------------------------|
| Ivory Dagger      | --- | ---  | Bone, Fang                                |
| Bronze Dagger     | + 2 | + 1  | Copper, Humour, Fang                      |
| Iron Dagger       | + 5 | + 2  | Iron, Humour, Fang                        |
| Mythril Dagger    | + 8 | + 2  | Mythril, Humour, Fang                     |
| Denadorite Dagger | +12 | + 3  | Denadorite, Feather, 2 Humour, 2 Fang     |
| Prism Dagger      | +17 | + 4  | Rainbow Shell, Fang, Feather, Shiny Items |

-----  
 | Gloves | USED BY: Poshul, Draggy, Mojo, Zoah, Marcy, Miki, Orlha,  
 | Grobyc, Pip, Greco, Skelly, NeoFio

| WEAPON NAME    | ATK | HIT% | COMPONENTS                                           |
|----------------|-----|------|------------------------------------------------------|
| Bone Glove     | --- | ---  | Bone, Leather                                        |
| Bronze Glove   | + 2 | + 1  | Copper, Humour, Leather                              |
| Iron Glove     | + 5 | + 2  | Iron, Humour, Leather                                |
| Mythril Glove  | + 8 | + 2  | Mythril, Humour, Leather, Fang                       |
| Granite Glove  | +12 | + 3  | Denadorite, Humour, 2 Leather, 2 Fang                |
| Spectral Glove | +17 | + 4  | Rainbow Shell, Humour, Leather, Fang,<br>Shiny Items |

Besides the Betta Carotene, the Spectral Glove is the only rainbow weapon to appear as a regular treasure. It's found in Terra Tower, though, meaning it only comes into play in the late-late game and is missable. Still, better to reap it when you find it than to make on yourself.

-----

| Axes / Hammers | USED BY: Leah, Funguy, Karsh, Zappa

| WEAPON NAME   | ATK | HIT% | COMPONENTS                                                       |
|---------------|-----|------|------------------------------------------------------------------|
| Bone Axe      | --- | ---  | Bone, Copper, Fang                                               |
| Bronze Axe    | + 2 | + 1  | Copper, Fang, Humour                                             |
| Iron Axe      | + 5 | + 2  | Copper, Iron, Humour, Fang                                       |
| Silver Axe    | + 8 | + 2  | Copper, Mythril, Screw, Humour, Fang                             |
| Great Hammer  | + 9 | + 5  | Copper, Iron, Mythril, Fang, Screw, Eyeball                      |
| Stone Axe     | +12 | + 3  | Copper, Denadorite, Humour, 2 Fang, 2 Screw                      |
| Master Hammer | +15 | + 5  | Bone, Copper, Iron, Mythril, Denadorite,<br>Fang, Screw, Eyeball |
| Rainbow Axe   | +17 | + 4  | Rainbow Shell, Copper, Fang, Humour, Shiny<br>Items              |

Oddly enough, there's no way to buy any Bronze Axes. The only way to get one is by stealing it off of the Dead Head boss during S.S. Invincible events. Also, Zappa and Funguy can equip hammers AND axes; Leah and Karsh can only equip axes. [NOTE: Hammers cannot be created. See the walkthrough for getting the Master Hammer.]

-----

| Staffs | USED BY: Sprigg, Radius

| WEAPON NAME  | ATK | HIT% | COMPONENTS               |
|--------------|-----|------|--------------------------|
| Silver Staff | --- | ---  | Mythril, Humour, Eyeball |
| Stone Staff  | + 4 | + 1  | Denadorite, Eyeball      |

```
| Spectral Staff | + 9 | + 2 | Rainbow Shell, Eyeball, Shiny Items |
|-----|-----|-----|-----|
```

Copper/Iron staffs do not exist because there are no staff-wielders early in the game; however, this does not mean the Silver Staff and its kin are any less powerful than other items of similar metals. But who'd want to waste a Rainbow Shell on these two guys, anyway? :p

```
.-----
| Shot / Decks | USED BY: Sneff, Harle, Luccia, Doc
|-----|-----|-----|-----|
| WEAPON NAME | ATK | HIT% | COMPONENTS
|-----|-----|-----|-----|
| Bronze Shot | --- | --- | Copper, Humour, Feather
| Steel Shot | + 3 | + 1 | Iron, Humour, Feather
| Silver Shot | + 6 | + 1 | Mythril, Scale, Humour, Feather
| Stone Shot | +10 | + 2 | Denadorite, Humour, 2 Feather, 2 Scale
| Private Deck | +10 | + 2 | Mythril, 3 Fur, 3 Eyeball
| Pack of Lies | +15 | + 3 | Denadorite, 6 Fur, 6 Eyeball
| Prism Pellets | +15 | + 3 | Rainbow Shell, Humour, Feather, Scale,
|-----|-----|-----| Shiny Items
|-----|-----|-----|-----|
```

There is no 'rainbow' pack of cards to get, and there's no way to create any decks either. The Private Deck is initially equipped on Sneff, while the Pack of Lies is found in Terra Tower (making it missable, of course). Unlike the axes/hammers thing, everyone who can equip shot can also equip cards. It's a nice, easy feelin' this way.

```
.-----
| Utensils / Pans | USED BY: Macha, Orcha, Leena
|-----|-----|-----|-----|
| WEAPON NAME | ATK | HIT% | COMPONENTS
|-----|-----|-----|-----|
| Spatula Ca20 | --- | --- | Bone, Carapace
| Besom Cu29 | + 2 | + 1 | Copper, Humour, Carapace
| Ladle Fe26 | + 5 | + 2 | Iron, Humour, Carapace
| Frypan Ag47 | + 8 | + 2 | Mythril, Humour, Fur, Carapace
| Saucepan Si02 | +12 | + 3 | Denadorite, Fur, 2 Humour, 2 Carapace
| Crystalpan C6 | +17 | + 4 | Rainbow Shell, Humour, Fur, Carapace,
|-----|-----|-----| Shiny Items
|-----|-----|-----|-----|
```

In the walkthrough, if I mention them, they're called 'utensils' rather than pots and pans and such...even if a besom isn't cooking-friendly.

```
.-----
| Guns | USED BY: Starky, Norris
|-----|-----|-----|-----|
| WEAPON NAME | ATK | HIT% | COMPONENTS
|-----|-----|-----|-----|
| Ferrous Gun | --- | --- | Copper, Iron, Humour, Screw
| Argent Gun | + 3 | --- | Copper, Mythril, Eyeball, Humour, Screw
| Denadorite Gun | + 7 | + 1 | Copper, Denadorite, 2 Scale, 2 Screw
| Shockwave Gun | + 8 | + 2 | -----
| Plasma Gun | +11 | + 2 | -----
| Spectral Gun | +12 | + 2 | Rainbow Shell, Copper, Scale, Screw, Shiny
|-----|-----|-----| Items
|-----|-----|-----|-----|
```

There are three guns that cannot be made. The Ferrous Gun comes equipped on Norris initially; the Shockwave Gun comes equipped on Starky initially. Find the Plasma Gun by taking Starky to Home World Arni Village and inspecting the large sawfish. If you're wondering why there are no copper and bone guns... it's probably because they had a high fatality rate for the user.

```

-----
| Lures                | USED BY: Korcha
-----+-----+-----+-----
| WEAPON NAME         | ATK | HIT% | COMPONENTS
-----+-----+-----+-----
| Iron Lure           | --- | --- | Iron, Bone, Scale, Seed
| Mythril Lure        | + 3 | --- | Mythril, Bone, Scale, Seed
| Stone Lure          | + 7 | + 1 | Denadorite, Bone, 2 Scale, 2 Seed
| Prism Lure          | +12 | + 2 | Rainbow Shell, Bone, Scale, Seed, Shiny
'-----'-----'-----| Items
'-----'-----'-----|

```

Lures aren't just for fishing gags anymore! Luckily, they're only found on one of the worst characters in the game and you can avoid him completely.

```

-----
| Boomerangs          | USED BY: Van, Mel
-----+-----+-----+-----
| WEAPON NAME         | ATK | HIT% | COMPONENTS
-----+-----+-----+-----
| Steelerang         | --- | --- | Iron, Feather, Scale
| Silverang          | + 3 | --- | Mythril, Fur, Feather, Scale
| Rockerang          | + 7 | + 1 | Denadorite, Fur, 2 Feather, 2 Scale
| Prismarang         | +12 | + 2 | Rainbow Shell, Fur, Feather, Scale, Shiny
'-----'-----'-----| Items
'-----'-----'-----|

```

Boomerangs' fierce attacks can hit all enemies (sometimes), so if you're a fan of these two characters, they'll pay off. They're the only other weapons besides rods which have this property.

```

-----
| Rods                 | USED BY: Razzly, Riddel, Guile
-----+-----+-----+-----
| WEAPON NAME         | ATK | HIT% | COMPONENTS
-----+-----+-----+-----
| Porcelain Rod      | --- | --- | Bone, Eyeball
| Brass Rod          | + 2 | - 1 | Copper, Humour, Eyeball
| Iron Rod           | + 5 | --- | Iron, Humour, Eyeball
| Mythril Rod        | + 8 | --- | Mythril, Screw, Humour, Eyeball
| Denadorite Rod     | +12 | + 1 | Denadorite, Screw, Feather, Humour, Eyeball
| Floral Rod         | +16 | --- | -----
| Rainbow Rod        | +17 | + 2 | Rainbow Shell, Screw, Eyeball, Shiny Items
'-----'-----'-----|
'-----'-----'-----|

```

These weapons are odd for a number of reasons. One, the Brass Rod actually decreases HIT%; secondly, its fierce attack has an attack-all property that can damage all enemies. Even if it misses on the target, it may still damage the others! The Floral Rod can only be equipped by Razzly and is received if you complete the very specific steps to get her Lv. 7 Tech RazFlower. This'll be received automatically at that time.

```

-----
| Picks               | USED BY: Nikki, Irenes

```



| WEAPON NAME    | ATK | HIT% | COMPONENTS                                 |
|----------------|-----|------|--------------------------------------------|
| Porcelain Pick | --- | ---  | Bone, Fur                                  |
| Brass Pick     | + 2 | + 1  | Copper, Feather, Fur                       |
| Iron Pick      | + 5 | + 2  | Iron, Feather, Fur                         |
| Mythril Pick   | + 8 | + 2  | Mythril, Feather, Eyeball, Fur             |
| Pebble Pick    | +12 | + 3  | Denadorite, Eyeball, 2 Feather, 2 Fur      |
| Prism Pick     | +17 | + 4  | Rainbow Shell, Fur, 2 Feather, Shiny Items |

Picks are actually used for playing instruments, which are the two allies' main weapons. NOW YOU KNOW-know-know-know-know.

| WEAPON NAME    | ATK | HIT% | COMPONENTS                         |
|----------------|-----|------|------------------------------------|
| Carrot         | --- | ---  |                                    |
| Betta Carotene | + 6 | ---  | Rainbow Shell, 4 Seed, Shiny Items |

We can all understand how stupid cooking utensil items are, but vegetables? Yeah, that's far out there, man. One notable thing is that the Betta Carotene is the only rainbow-shell weapon (besides Spectral Glove) that can just be found lying around. It's in Terra Tower and is missable -- one because the place becomes inaccessible later on, and two because you have to be paying attention to find it. Consult the appropriate section to find it, 'cause if you don't want to use Janice, you can at least disassemble it for a Rainbow Shell and a complete set of Shiny components.

## ARMOR

[ARMR]

Armor...well, is something you equip to boost your defense. Although one can have three accessories, a character can equip only one piece in the armor slot, making it very important. All stat gains are based off what you'd get if the initial equipment was an Ivory Vest.

| ARMOR NAME     | DEF | MDEF | HIT% | EVD% | OTHER EFFECTS                 |
|----------------|-----|------|------|------|-------------------------------|
| Ghetz's Shirt  | - 3 | + 4  | ---  | +50% | Dummied out of the game!      |
| Ivory Vest     | --- | ---  | ---  |      |                               |
| Ivory Mail     | + 1 | + 1  | ---  | - 3% |                               |
| Wisp Cape      | + 2 | + 3  | ---  | +12% |                               |
| Feathery Dress | + 2 | + 4  | ---  | - 3% | For female use only!          |
| Bronze Vest    | + 2 | + 2  | ---  |      |                               |
| Bronze Mail    | + 3 | + 3  | ---  | - 3% |                               |
| Scaley Dress   | + 4 | + 6  | ---  | - 3% | For female use only!          |
| Carapace Dress | + 4 | + 8  | ---  | - 3% | For female use only!          |
| Iron Vest      | + 5 | + 4  | ---  |      |                               |
| Iron Mail      | + 6 | + 5  | ---  | - 3% |                               |
| Energizer Suit | + 5 | + 4  | ---  | - 3% | HP restores walking on field  |
| Iron Mail      | + 6 | + 5  | ---  | - 3% |                               |
| Black Plate    | + 7 | + 4  | ---  | - 3% | Absorbs black-innate elements |
| Blue Plate     | + 7 | + 4  | ---  | - 3% | Absorbs blue-innate elements  |

|               |     |     |     |      |                               |
|---------------|-----|-----|-----|------|-------------------------------|
| Red Plate     | + 7 | + 4 | --- | - 3% | Absorbs red-innate elements   |
| White Plate   | + 7 | + 4 | --- | - 3% | Absorbs white-innate elements |
| Cloud Cape    | + 7 | + 6 | --- |      | Children's size only!         |
| Screwy Dress  | + 8 | +10 | --- | - 3% | For female use only!          |
| Mythril Mail  | + 9 | + 8 | --- | - 3% | -----                         |
| Stardust Cape | + 9 | + 8 | --- | +21% | Children's size only!         |
| Diva Dress    | +10 | +12 | --- | - 3% | For female use only!          |
| Stone Mail    | +12 | +12 | --- | - 3% | -----                         |
| Prism Vest    | +14 | +12 | --- |      | -----                         |
| Prism Mail    | +16 | +16 | --- | - 3% | -----                         |
|               |     |     |     |      |                               |

Locations of the unique items:

- Ghetz's Shirt ---> Need to Gameshark it in, sadly
- Feathery Dress --> In Another World Guldove's residential tower, on the exterior walkway around the middle portion, loop north until Serge is off-screen and enter a hidden room from there. A chest has this item inside.
- Screwy Dress ----> In the Tower of Geddon, in the screen right before you fight Miguel.
- Carapace Dress --> It's in a chest at Home World Viper Manor's underground cistern/sewer area.
- Energizer Suit --> In Home World Hermit's Hideaway. Up in Radius' treehouse you can find it in the rafters...if you wanna call 'em that.
- Stardust Cape ---> During the Kid flashback scene at Lucca's Orphanage, it can be found within a chest at the kitchen area.
- Diva Dress -----> During the Kid flashback scene at Lucca's Orphanage, it can be found sitting by its lonesome up on the leftmost part of the balcony.
- Scaley Dress ----> At Water Dragon Isle [Home World], you can find it in a cave behind a waterfall (screen right before you find Water Dragon).
- Wisp Cape -----> Given to Razzly at Water Dragon Isle, if you fought the Hydra with her in the party, allowing her to see there was some baby Hydras on the way. This is an optional event, though, so make sure you stop by to get this. Or, steal it from the FireDragon boss at Mt. Pyre (first visit, small form).

---



---

ACCESSORIES

[ACCS]

---



---

Each character can equip up to three accessories. Not surprisingly, they have varying and far-ranging effects. Only one helmet/cap type accessory can be equipped per person.

---

| NAME              | STATS RAISED and/or EFFECT                                                                                       |
|-------------------|------------------------------------------------------------------------------------------------------------------|
| Angel Charm       | Prevents 'AntiWhite'                                                                                             |
| Antitoxinal Cap   | DEF +1, M.DEF +1, Prevents poison status                                                                         |
| Antiviral Cap     | DEF +1, M.DEF +1, Prevents flu status                                                                            |
| Black Brooch      | Prevents AntiBlack, Blind, and Curse (not instantdeath)                                                          |
| Blue Brooch       | Prevents AntiBlue, Flu, Frozen                                                                                   |
| Bronze Helmet     | DEF +2, M.DEF +1                                                                                                 |
| Daemon Charm      | Prevents 'AntiBlack'                                                                                             |
| Dancing Shoes     | EVD% +6                                                                                                          |
| Defender          | DEF +1, M.DEF +1, EVD% +6                                                                                        |
| Defender Plus     | DEF +3, M.DEF +2, EVD% +12                                                                                       |
| Dragoon Gauntlet  | ATK +3                                                                                                           |
| Dragoon's Glory   | ATK +3, MGC +2, HIT% +3                                                                                          |
| Dragoon's Honor   | ATK +1, MGC +1, HIT% +4                                                                                          |
| Dreamer's Sarong  | At battle start, element grid is already boosted to max                                                          |
| Dreamer's Sash    | At battle start, element grid is already started to Lv2                                                          |
| Dreamer's Scarf   | At battle start, element grid is already boosted to Lv1                                                          |
| Earring of Hope   | Gives a boost to your HP at the start of the battle                                                              |
| Earring of Light  | Gives a boost to your HP at the start of the battle                                                              |
| Earth Charm       | Prevents 'AntiYellow'                                                                                            |
| Elbow Pad         | DEF +3                                                                                                           |
| Flame Charm       | Prevents 'AntiRed'                                                                                               |
| Flea Vest         | M.DEF +13 (!)                                                                                                    |
| Forest Charm      | Prevents 'AntiGreen'                                                                                             |
| Forget-me-not Pot | (Some) enemies defeated by an ally with this equipped<br>can be 'remembered' for Sprigg's Dopplegang Lv. 5 Tech. |
| Gold Earring      | Gives a boost to your HP at the start of the battle                                                              |
| Gold Pendant      | M.DEF +2                                                                                                         |
| Golden Tiara      | M.DEF +1                                                                                                         |
| Green Brooch      | Prevents AntiGreen, Poison, Afraid                                                                               |
| Hero's Medal      | EVD% +24                                                                                                         |

|                   |                                                                                                                 |
|-------------------|-----------------------------------------------------------------------------------------------------------------|
| Hero's Shield     | DEF +1, M.DEF +1                                                                                                |
| Iron Helmet       | DEF +3, M.DEF +1                                                                                                |
| Ivory Helmet      | DEF +1, M.DEF +1                                                                                                |
| Knee Pad          | DEF +1                                                                                                          |
| Kung-fu Shoes     | EVD% +12                                                                                                        |
| Magic Ring        | MGC +1                                                                                                          |
| Magic Seal        | MGC +4                                                                                                          |
| MementoPendant    | M.DEF +4                                                                                                        |
| Moonglasses       | Decreases all element/attack damage the user takes                                                              |
| Mythril Helmet    | DEF +4, M.DEF +2                                                                                                |
| Ozzie Pants       | DEF +13; user starts battle with Dizzy, Blind, Afraid                                                           |
| Pendragon Sigil A | Any element imbues user's weapon with same element (ex: Volcano -> TurnRed effect; BlackHole -> TurnBlack efct) |
| Pendragon Sigil B | Low- and mid-level enemy elements imbue user's weapon with same element (ex: Upheaval -> TurnYellow effect)     |
| Pendragon Sigil C | Low-level enemy elements imbue user's weapon with the same element (ex: AquaBall -> gives TurnBlue effect)      |
| Plaster Cap       | DEF +1, M.DEF +1, Prevents sprain status                                                                        |
| Poultice Cap      | DEF +1, M.DEF +1, Prevents burns status                                                                         |
| Power Glove       | ATK +1 ("The Power Glove...it's so...bad" -> LOL?)                                                              |
| Power Seal        | ATK +5                                                                                                          |
| Prism Helmet      | DEF +6, M.DEF +3                                                                                                |
| Profiteer Purse   | Increases cash earned for victorious battles (by ~23%?)                                                         |
| Red Brooch        | Prevents AntiRed, Burns, Confused                                                                               |
| Resistance Belt   | Decreases the time (temporary) status effects last                                                              |
| Resistance Ring   | Decreases the time (temporary) status effects last                                                              |
| Sea Charm         | Prevents 'AntiBlue'                                                                                             |
| Sight Scope       | HIT% +3                                                                                                         |
| Silver Earring    | Gives a boost to your HP at the start of the battle                                                             |
| Silver Loupe      | HIT% +2                                                                                                         |
| Silver Pendant    | M.DEF +1                                                                                                        |

|                |                                                    |
|----------------|----------------------------------------------------|
| Sky Djinn Ring | MGC +2                                             |
| -----          | -----                                              |
| Stamina Belt   | STAMINA +2                                         |
| -----          | -----                                              |
| Stamina Ring   | STAMINA +1                                         |
| -----          | -----                                              |
| Star Fragment  | Prevents Burns, Flu, Sprain, and Poison statuses   |
| -----          | -----                                              |
| Stone Helmet   | DEF +5, M.DEF +2                                   |
| -----          | -----                                              |
| Sunglasses     | Increases all element & attack damage done by user |
| -----          | -----                                              |
| Third Eye      | HIT% +4                                            |
| -----          | -----                                              |
| Trashy Tiara   | M.DEF +1                                           |
| -----          | -----                                              |
| Waist Pad      | DEF +5                                             |
| -----          | -----                                              |
| White Brooch   | Prevents AntiWhite, Fatigued, Asleep               |
| -----          | -----                                              |
| Winged Shoes   | EVD% +18                                           |
| -----          | -----                                              |
| Yellow Brooch  | Prevents AntiYellow, Sprained, Dizzy               |
| -----          | -----                                              |

---



---

ELEMENTS

[LMNT]

---



---

Elements are the 'attacks' that are used in this game, and can be medicinal, offensive, defensive, stat-buffing, or curative. They can only be used once per battle (unless they're consumables) but most have something to bring to the table. If you want to see which ones can be bought, check the shop list.

- (S) = Single target --> A single foe/ally can be selected as the target
- (A) = All of a group -> Affects all allies or all enemies (easy to discern)
- (F) = Field effect ----> Changes field damage in some manner
- (M) = Modify Field ----> Changes field effect itself
- (C) = Consumable -----> Single-serve, ally-only elements (also field-usable)
- (T) = Trap -----> Used to trap elements (affects all foes; consumable)

Asterisked elements can only be used by those of the same innate color.

| ELEMENT NAME | INNATE | ALLOCATE | TYP | EFFECT                    | INFLECT? |
|--------------|--------|----------|-----|---------------------------|----------|
| Tablet       | Red    | LV 1 ± 0 | C   | Restores small HP         | -----    |
| TurnRed      | Red    | LV 1 ± 7 | S   | 2ndary innate = Red       | -----    |
| Fireball     | Red    | LV 1 ± 7 | S   | Damage                    | -----    |
| Ointment     | Red    | LV 2 ± 0 | C   | Removes red status effcts | -----    |
| MagmaBomb    | Red    | LV 2 ± 6 | A   | Damage                    | -----    |
| FirePillar   | Red    | LV 3 ± 5 | S   | Damage                    | Burns    |
| AntiBlue*    | Red    | LV 3 ± 5 | S   | Prevents Blue elmnt usage | -----    |
| Weaken       | Red    | LV 4 ± 4 | S   | Lowers ATK                | -----    |
| MagmaBurst   | Red    | LV 4 ± 4 | S   | Damage                    | Confused |
| Strengthen   | Red    | LV 4 ± 4 | S   | Raises ATK                | -----    |
| Inferno      | Red    | LV 5 ± 0 | T   | Can trap cast Inferno     | -----    |
| Inferno      | Red    | LV 5 ± 3 | A   | Damage                    | Burns    |

|              |        |          |   |                           |        |
|--------------|--------|----------|---|---------------------------|--------|
| RedField     | Red    | LV 5 ± 3 | M | Field effect = all red    | -----  |
| Volcano      | Red    | LV 6 ± 0 | T | Can trap cast Volcano     | -----  |
| Volcano*     | Red    | LV 6 ± 2 | A | Damage                    | Burns  |
| Ninety-Nine* | Red    | LV 6 ± 2 | S | HIT% = 99% temporarily    | -----  |
| Recharge     | Red    | LV 6 ± 0 | C | Allows 1 element's re-use | -----  |
| RedWolf      | Red    | LV 7 ± 0 | T | Can trap cast RedWolf     | -----  |
| RedWolf*     | Red    | LV 7 ± 2 | A | Damage                    | Burns  |
| Salamander*  | Red    | LV 8 ± 0 | A | Damage                    | Burns  |
| -----        |        |          |   |                           |        |
| AquaBeam     | Blue   | LV 1 ± 7 | S | Damage                    | -----  |
| Cure         | Blue   | LV 1 ± 7 | S | Restores small HP         | -----  |
| TurnBlue     | Blue   | LV 1 ± 7 | S | 2ndary innate = Blue      | -----  |
| Medicine     | Blue   | LV 2 ± 0 | S | Removes blue status efcts | -----  |
| IceLance     | Blue   | LV 2 ± 6 | S | Damage                    | -----  |
| AquaBall     | Blue   | LV 3 ± 5 | S | Damage                    | Flu    |
| CurePlus     | Blue   | LV 3 ± 5 | S | Restores medium HP        | -----  |
| AntiRed*     | Blue   | LV 3 ± 5 | S | Prevents Red elemnt usage | -----  |
| Nimble       | Blue   | LV 4 ± 4 | S | Raises EVD%               | -----  |
| Numble       | Blue   | LV 4 ± 4 | S | Lowers EVD%               | -----  |
| IceBlast     | Blue   | LV 4 ± 4 | S | Damage                    | Frozen |
| Deluge       | Blue   | LV 5 ± 0 | T | Can trap cast Deluge      | -----  |
| Deluge       | Blue   | LV 5 ± 3 | A | Damage                    | Flu    |
| BlueField    | Blue   | LV 5 ± 3 | M | Field effect = all blue   | -----  |
| CureAll*     | Blue   | LV 5 ± 3 | A | Restores large HP         | -----  |
| Iceberg      | Blue   | LV 6 ± 0 | T | Can trap cast Iceberg     | -----  |
| Iceberg*     | Blue   | LV 6 ± 2 | A | Damage                    | Frozen |
| Vigora*      | Blue   | LV 6 ± 2 | S | Stamina decreases slower  | -----  |
| FrogPrince   | Blue   | LV 7 ± 0 | T | Can trap cast FrogPrince  | -----  |
| FrogPrince*  | Blue   | LV 7 ± 2 | A | Damage                    | -----  |
| BlueWhale*   | Blue   | LV 8 ± 0 | A | Damage                    | -----  |
| -----        |        |          |   |                           |        |
| TurnGreen    | Green  | LV 1 ± 7 | S | 2ndary innate = Green     | -----  |
| Bushwhacker  | Green  | LV 1 ± 7 | S | Damage                    | -----  |
| Antidote     | Green  | LV 2 ± 0 | S | Cures Green status effcts | -----  |
| Heal         | Green  | LV 2 ± 6 | S | Restores small HP         | -----  |
| AeroSaucer   | Green  | LV 2 ± 6 | S | Damage                    | -----  |
| Bushbasher   | Green  | LV 3 ± 5 | S | Damage                    | Poison |
| AntiYellow*  | Green  | LV 3 ± 5 | S | Prevents Ylw elemnt usage | -----  |
| BatEye       | Green  | LV 4 ± 4 | S | Lowers HIT%               | -----  |
| EagleEye     | Green  | LV 4 ± 4 | S | Raises HIT%               | -----  |
| HealAll      | Green  | LV 4 ± 4 | A | Restores medium HP        | -----  |
| AeroBlaster  | Green  | LV 4 ± 4 | S | Damage                    | Afraid |
| Carnivore    | Green  | LV 5 ± 0 | T | Can trap cast Carnivore   | -----  |
| Carnivore    | Green  | LV 5 ± 3 | A | Damage                    | Poison |
| GreenField   | Green  | LV 5 ± 3 | M | Field effect = all green  | -----  |
| HealPlus*    | Green  | LV 6 ± 2 | S | Restores large HP         | -----  |
| Tornado      | Green  | LV 6 ± 0 | T | Can trap cast Tornado     | -----  |
| Tornado*     | Green  | LV 6 ± 2 | A | Damage                    | -----  |
| InfoScope*   | Green  | LV 6 ± 2 | S | Reveals enemy HP amount   | -----  |
| Sonja        | Green  | LV 7 ± 0 | T | Can trap cast Sonja       | -----  |
| Sonja*       | Green  | LV 7 ± 2 | A | Damage                    | Poison |
| Genie*       | Green  | LV 8 ± 0 | A | Damage                    | -----  |
| -----        |        |          |   |                           |        |
| Uplift       | Yellow | LV 1 ± 7 | S | Damage                    | -----  |
| Brace        | Yellow | LV 2 ± 0 | C | Cures Yllw status effects | -----  |
| ElectroJolt  | Yellow | LV 2 ± 6 | S | Damage                    | -----  |
| Capsule      | Yellow | LV 3 ± 0 | C | Restores medium HP        | -----  |
| Upheaval     | Yellow | LV 3 ± 5 | S | Damage                    | Sprain |
| AntiGreen*   | Yellow | LV 3 ± 5 | S | Prevents Green elmt usage | -----  |
| LoRes        | Yellow | LV 4 ± 4 | S | Lowers DEF                | -----  |

|              |        |          |   |                                                                    |          |
|--------------|--------|----------|---|--------------------------------------------------------------------|----------|
| HiRes        | Yellow | LV 4 ± 4 | S | Raises DEF                                                         | -----    |
| ElectroBolt  | Yellow | LV 4 ± 4 | S | Damage                                                             | Dizzy    |
| Earthquake   | Yellow | LV 5 ± 0 | T | Can trap cast Earthquake                                           | -----    |
| Earthquake   | Yellow | LV 5 ± 3 | A | Damage                                                             | Sprain   |
| YellowField  | Yellow | LV 5 ± 3 | M | Field effect = all yellow                                          | -----    |
| PhysNegate*  | Yellow | LV 6 ± 2 | S | Phys atks are ineffectual                                          | -----    |
| ThundaStorm  | Yellow | LV 6 ± 0 | T | Can trap cast ThundaStorm                                          | -----    |
| ThundaStorm* | Yellow | LV 6 ± 2 | A | Damage                                                             | -----    |
| Golem        | Yellow | LV 7 ± 0 | T | Can trap cast Golem                                                | -----    |
| Golem*       | Yellow | LV 7 ± 2 | A | Damage                                                             | -----    |
| ThundaSnake* | Yellow | LV 8 ± 0 | A | Damage                                                             | -----    |
| -----        |        |          |   |                                                                    |          |
| TurnBlack    | Black  | LV 1 ± 7 | S | 2ndary innate = Black                                              | -----    |
| GravityBlow  | Black  | LV 1 ± 7 | S | Damage                                                             | -----    |
| HellSoul     | Black  | LV 2 ± 0 | S | May inflict instant KO                                             | -----    |
| BlackOut     | Black  | LV 2 ± 0 | C | Cures black status effcts                                          | -----    |
| Gravitonne   | Black  | LV 3 ± 5 | A | Damage                                                             | -----    |
| AntiWhite*   | Black  | LV 3 ± 5 | S | Prevents Whte elmnt usage                                          | -----    |
| HellBound    | Black  | LV 4 ± 0 | S | May inflict instant KO                                             | Cursed   |
| Genius       | Black  | LV 4 ± 4 | S | Raises MGC                                                         | -----    |
| Imbecile     | Black  | LV 4 ± 4 | S | Lowers MGC                                                         | -----    |
| FreeFall     | Black  | LV 5 ± 0 | T | Can trap cast FreeFall                                             | -----    |
| FreeFall     | Black  | LV 5 ± 3 | S | Damage                                                             | -----    |
| Revenge      | Black  | LV 5 ± 3 | S | Shifts statuses to a foe                                           | -----    |
| Nostrum      | Black  | LV 6 ± 0 | C | Restores large HP                                                  | -----    |
| BlackHole    | Black  | LV 6 ± 0 | T | Can trap cast BlackHole                                            | -----    |
| BlackHole*   | Black  | LV 6 ± 2 | A | Damage + Instant KO maybe                                          | -----    |
| Diminish     | Black  | LV 6 ± 2 | F | Elmntal damage = halved                                            | -----    |
| SealAll*     | Black  | LV 6 ± 2 | F | Prevents element usage                                             | -----    |
| MotherShip   | Black  | LV 7 ± 0 | T | Can trap cast MotherShip                                           | -----    |
| MotherShip*  | Black  | LV 7 ± 1 | A | Damage                                                             | -----    |
| GrimReaper*  | Black  | LV 8 ± 0 | A | Damage + Instant KO maybe                                          | -----    |
| -----        |        |          |   |                                                                    |          |
| Revive       | White  | LV 1 ± 7 | S | Recovers ally from 'KO'                                            | -----    |
| TurnWhite    | White  | LV 1 ± 7 | S | 2ndary innate = White                                              | -----    |
| PhotonRay    | White  | LV 1 ± 7 | S | Damage                                                             | -----    |
| WhiteOut     | White  | LV 2 ± 0 | C | Removes white statuses                                             | -----    |
| Meteorite    | White  | LV 2 ± 6 | S | Damage                                                             | -----    |
| PhotonBeam   | White  | LV 3 ± 5 | S | Damage                                                             | Fatigued |
| RecoverAll   | White  | LV 3 ± 5 | A | Restores medium HP                                                 | -----    |
| AntiBlack*   | White  | LV 3 ± 5 | S | Prevents Blck elmnt usage                                          | -----    |
| Panacea      | White  | LV 4 ± 0 | C | Removes status effects                                             | -----    |
| Purify       | White  | LV 4 ± 4 | S | Removes status effects                                             | -----    |
| MeteorShower | White  | LV 4 ± 4 | A | Damage                                                             | Fatigued |
| WeakMinded   | White  | LV 4 ± 4 | S | Lowers M.DEF                                                       | -----    |
| StrongMinded | White  | LV 4 ± 4 | S | Raises M.DEF                                                       | -----    |
| HolyLight    | White  | LV 5 ± 0 | T | Can trap cast HolyLight                                            | -----    |
| HolyLight    | White  | LV 5 ± 3 | A | Damage + OHKO's Undeads                                            | Fatigued |
| FullRevival* | White  | LV 5 ± 3 | S | Full revives ally from KO                                          | -----    |
| Magnify      | White  | LV 6 ± 2 | F | All elemental damage x1.5                                          | -----    |
| UltraNova    | White  | LV 6 ± 0 | T | Can trap cast UltraNova                                            | -----    |
| UltraNova*   | White  | LV 6 ± 2 | A | Damage                                                             | -----    |
| MagNegate*   | White  | LV 6 ± 2 | S | Elmnt dmg = ineffectual                                            | -----    |
| HolyHealing* | White  | LV 6 ± 2 | A | Rstore HP, Rmove statuses                                          | -----    |
| Unicorn      | White  | LV 7 ± 0 | T | Can trap cast Unicorn                                              | -----    |
| Unicorn*     | White  | LV 7 ± 1 | A | Raises DEF & M.DEF                                                 | -----    |
| Saints*      | White  | LV 8 ± 0 | A | Heals party, removes all<br>status effects, damages<br>all enemies | -----    |

And the 'ChronoCross' element is Lv 8 ± 7, usable on all allies/foes, and can restore used elements in battle. It seems to be of six innate types, which is why it's so special (and regarded as a seventh type altogether).

---

---

ENDINGS

[ENDG]

---

---

Like Chrono Trigger before it, defeating the final boss can be accomplished in different time periods. On a normal playthrough, only #1 and 2 can be done; on a New Game Plus, all the rest have the potential to be unlocked. Obviously, things concerning the endings will be SPOILERS-rific, so I'll not reveal anythin' but the crucial details. If you DO want the nitty-gritty on what goes down, consult:

[http://db.gamefaqs.com/console/psx/file/chrono\\_cross\\_ending\\_a.txt](http://db.gamefaqs.com/console/psx/file/chrono_cross_ending_a.txt)

Well, here's the minor rundown.

- #01 - Defeat the TimeDevourer at Opassa Beach by simply attacking it blindly and not using the ChronoCross method.
- #02 - Defeat the TimeDevourer at Opassa Beach by NOT attacking it blindly but by using the ChronoCross method.
- #03 - Defeat the TimeDevourer at Opassa Beach [Home World] before you do any of Leena's scale-hunting. He has to be alone, so don't bring Poshul with or anything.
- #04 - Destroy the TimeDevourer before picking a guide for Viper Manor.
- #05 - Trash the TimeDevourer after post-Viper Manor events in Guldove, when you find out Kid's been poisoned with hydra venom. Choose the option to save Kid but defeat the TD before doing so.
- #06 - Finish the TimeDevourer after Kid recovers from her poison (this can be done on either path, although if you chose not to save her, you may have to visit Guldove again to get her in the party) but before you storm Ft. Dragonia. [NOTE: There's a variance in this ending if Korcha was able to propose to Kid at Termina -- she had to have been in the party after she recovered from the poison, and Korcha rowed everyone back to town.]
- #07 - Finish the TimeDevourer after Kid recovers from her poison, but before you enter Ft. Dragonia. Nikki and Razzly must both have been invited (you need to pick Nikki as a guide in the Termina events, and choose to save Kid to get Razzly) and Kid must have been invited back into the party -- she can be missed, y'know!
- #08 - Defeat the TimeDevourer after escaping the Temporal Vortex but before you go to Viper Manor to rescue Riddel.
- #09 - Defeat the TimeDevourer RIGHT after rescuing Riddel.
- #10 - Defeat the TimeDevourer after Harle leaves the party, which is once you have visited the 'Pearly Gates'.
- #11 - Defeat the TD after (1) events at Home Fort Dragonia that allow Serge to



repossess his original body (2) defeating Dario & getting a Mastermune; but, do this before finishing the Chronopolis events in the Sea of Eden. This is a funny ending. :p

#12 - Defeat the TD after Terra Tower has risen (post-Chronopolis) but before the tower sinks back into the ocean (defeating the TD at the top).

DOUBLE/TRIPLE TECHS

[DBLT]

Double/Triple techniques call back the days of Chrono Trigger when one could essentially 'combine' forces into a new, special attack. Chrono Cross gets it basically the same, only they can be used once per battle and use up 2~3 of the character's special techs as well.

To set up a tech, get the requisite people with their techs available for use. Set up their grid so each has their tech available -AND- they have the Stamina (1.0+) available to use them.

| CHARACTER #1         | CHARACTER #2        | ATTACK      | INNATE |
|----------------------|---------------------|-------------|--------|
| Serge (Dash&Slash)   | Glenn (Dash&Gash)   | X-Strike    | Red    |
| Nikki (Limelight)    | Miki (DanceOnAir)   | Flamenco    | Red    |
| Kid (Pilfer)         | Mel (Snatch)        | DoubleTake  | Red    |
| Guile (WandaSwords)  | Sneff (SwordTrick)  | SwordStorm  | Black  |
| Grobyc (StrongArm)   | Norris (TopShot)    | PitchBlack  | Black  |
| Zoah (Toss&Spike)    | Karsh (DragonRider) | DragonSpike | Green  |
| NeoFio (BamBamBam)   | Turnip (VegOut)     | TossedSalad | Green  |
| Radius (VitalEnergy) | Viper (AirForce)    | VitalEnergy | White  |
| Draggy (BigBreath)   | Leah (TripleKick)   | DraggyRider | Yellow |

- All do damage except for Flamenco which augments all stats

| CHARACTERS & REQUIRED TECHS                                | TRIPLE TECH |
|------------------------------------------------------------|-------------|
| Serge (FlyingArrow), Sprigg (---), Kid (RedPin)            | Z-Slash     |
| Serge (Luminaire), Razzly (RazFlower), Leena (MaidenFaith) | DeltaAttack |

- DeltaAttack is white-innate
- Z-Slash is blue-innate and has a weird stipulation for Sprigg. She has to have Doppelgang's the enemy 'Slash' (available only on NG+), transformed into him, and have a Lv4 element grid -- the latter is necessary because the tech DashSlash is used to finish off this triple tech.

STAR LIST

[STRL]

Stars, or level-up stars as I call them, are obtained after defeating certain storyline bosses. By defeating them, all allies gain some extra stats and the window of opportunity to get more by defeating regular/minor enemies for a while. When the next star is gained, the bonuses that could have been gotten before are lost, so make sure you get as many of those piddly li'l bonuses as

they really stack up. Over time, you can miss out on 100s of HP and 10s of STR, MGC, etc. bonuses!

This list is just designed to show you the bosses that drop these 'stars.' For boss strategies, consult the walkthrough, 'cause I ain't copy-and-pasting them just to inflate this guide. Numbers that look like "13/14" or something means which # star you get varies depending on (1) the routes you have or have not taken in the game (2) the order in which you choose to fight bosses, if there is a choice.

Bosses left out of the following chart DO NOT give level-up stars, ever. Thx!

| BOSS (ES)                               | REGION FOUGHT                      |
|-----------------------------------------|------------------------------------|
| 01) Mama Komodo                         | Lizard Rock [Home World]           |
| 02) Karsh, Solt, Peppor                 | Cape Howl [Another World]          |
| 03) Solt, Peppor                        | Fossil Valley [Another World]      |
| -----                                   |                                    |
| GUILE'S PATH                            |                                    |
| 04) Acacia PVT ×2                       | Viper Manor Bluffs [Another World] |
| 05) KingMoaman, BlueMoaman, RedMoaman   | Viper Manor Bluffs [Another World] |
| -----                                   |                                    |
| NIKKI'S PATH                            |                                    |
| 04) Cassowary ×3                        | Shadow Forest [Another World]      |
| 05) Solt, Peppor, Zoah                  | Shadow Forest [Another World]      |
| -----                                   |                                    |
| PIERRE'S PATH                           |                                    |
| 04) Acacia SGT ×2                       | Viper Manor [Another World]        |
| 05) Solt, Peppor, Ketchop               | Viper Manor [Another World]        |
| -----                                   |                                    |
| 06) Neo-N-Bulb ×2                       | Viper Manor [Another World]        |
| 07) Marcy                               | Viper Manor [Another World]        |
| 08) Lynx                                | Viper Manor [Another World]        |
| -----                                   |                                    |
| 'Save Kid' Route                        |                                    |
| 09) Dwarf, DaffyDwarf ×2, DaggyDwarf ×2 | Hydra Marshes [Home World]         |
| 10) Hydra                               | Hydra Marshes [Home World]         |
| -----                                   |                                    |
| 'Leave Kid' Route                       |                                    |
| 09) Polly                               | S.S. Invincible [Another World]    |
| 10) Fargo                               | S.S. Invincible [Another World]    |
| -----                                   |                                    |
| 11) Dead Head                           | S.S. Invincible [Another World]    |
| -----                                   |                                    |
| ~~ Optional ~~                          |                                    |
| 12) Dwarf, DaggyDwarf ×2, DaffyDwarf ×3 | Water Dragon Isle [Home World]     |
| 13) Dwarf ×2, Hi-Ho Tank                | Water Dragon Isle [Home World]     |
| -----                                   |                                    |
| 12) Solt, Peppor                        | Mount Pyre [Another World]         |
| -----                                   |                                    |
| 13/14) RedDragon                        | Mount Pyre [Another World]         |
| 14/15) Karsh, Zoah, Marcy               | Mount Pyre [Another World]         |
| -----                                   |                                    |
| 15) Dragoon                             | Fort Dragonia [Another World]      |
| -----                                   |                                    |
| 16/17) Taurusoid                        | Fort Dragonia [Another World]      |
| 16/17) GiantGloop                       | Fort Dragonia [Another World]      |
| 18) SunOfAGun                           | Fort Dragonia [Another World]      |
| 19) Bunyip                              | Fort Dragonia [Another World]      |
| 20) Gen. Viper                          | Fort Dragonia [Another World]      |

|                                  |                                  |  |
|----------------------------------|----------------------------------|--|
| 21) Lynx                         | Fort Dragonia [Another World]    |  |
| 22) Radius                       | Arni Village [Home World]        |  |
| 23) Sage                         | S.S. Zelbess [Home World]        |  |
| 24) Garai                        | Isle of the Damned [Home World]  |  |
| 25) Highwayman                   | Highway Ruins [Home World]       |  |
| 26) Miguel                       | Tower of Geddon [Home World]     |  |
| 27) Roachester                   | Viper Manor [Another World]      |  |
| 28) Hell's Cook                  | Viper Manor [Another World]      |  |
| 29) Grobyc                       | Viper Manor [Another World]      |  |
| -----                            |                                  |  |
| 30) BlackDragon                  | Marbule [Another World]          |  |
| -----                            |                                  |  |
| 31/32/33/34/35/36) RedDragon     | Mount Pyre [Another World]       |  |
| 31/32/33/34/35/36) WaterDragon   | Water Dragon Isle [Home World]   |  |
| 31/32/33/34/35/36) EarthDragon   | Earth Dragon Isle [Home World]   |  |
| 34) Tyrano                       | Gaea's Navel [Home World]        |  |
| 35) GreenDragon                  | Gaea's Navel [Home World]        |  |
| 36) Sky Dragon                   | Sky Dragon Isle [Another World]  |  |
| 37) Dark Serge                   | Fort Dragonia [Home World]       |  |
| 38) Vita Tres/Vita Duo/Vita Unus | Sea of Eden [Home World]         |  |
| 39) PolisPolice                  | Chronopolis [Home World]         |  |
| 40) Fate                         | Chronopolis [Home World]         |  |
| 41) RoyalJelly                   | El Nido Triangle [Another World] |  |
| 42) Terrator                     | Terra Tower [Another World]      |  |
| 43) Pyrotor                      | Terra Tower [Another World]      |  |
| 44) Anemotor                     | Terra Tower [Another World]      |  |
| 45/46) Luxator                   | Terra Tower [Another World]      |  |
| 45/46) Gravitor                  | Terra Tower [Another World]      |  |
| 47) Aquator                      | Terra Tower [Another World]      |  |
| 48) TimeDevourer                 | Terra Tower [Another World]      |  |

NOTE: Polly and Fargo are normal enemies on the 'Save Kid' route, and if one flees from them, they are skipped completely because they do not give level-up stars. On the 'Leave Kid' route, they DO give level-up stars and cannot be avoided.

NOTE: Solt and Peppor only give a level-up star at Mt. Pyre if you completely skip the Water Dragon Isle 'Ice Breath' sidequest.

NOTE: A Dragoon appears at Fort Dragonia's entrance with the #15 star only if you completely skip the Water Dragon Isle 'Ice Breath' sidequest. It'll also drop the FrogPrince summon. This will not appear on a New Game Plus, however, so if you want the maximum stars, make sure you do the Ice Breath sidequest!

NOTE: The BlackDragon can only be fought as part of the 'Save Marbule!' quest that's started after defeating the Sage onboard the Zelbess (consult walkthrough for details). If you do not initiate this, it cannot be fought in your current playthrough! Instead, to get the Black Relic, talk to its sleeping form in Another World Marbule and you'll receive the thing automatically. Keep all this in mind should you find yourself ending the game with 47 stars.

- 01) Arni Village [HW]            Element shops require one to just have currency to
- 02) Arni Village [AW]            fork over, while the forges require one to have
- 03) Termina            [AW]            raw materials (components) as well as the dough
- 04) Guldove            [AW]            needed to create the weapon. Components are gone
- 05) Marbule            [AW]            once used, but most equipment can be taken apart
- 06) Termina            [HW]            if you need some rare materials.
- 07) Guldove            [HW]
- 08) Marbule            [HW]
- 09) Rainbow Shop [--]

01) Arni Village [HW]

[BACKLINK: D-01][SH01]

| ITEM NAME       | ITEM TYPE | FEE  | COMPONENTS NEEDED                    |
|-----------------|-----------|------|--------------------------------------|
| Ivory Dagger    | Weapon    | 40   | Bone, Fang                           |
| Bone Glove      | Weapon    | 40   | Bone, Leather                        |
| Ivory Vest      | Armor     | 40   | Bone, Fur                            |
| Ivory Mail      | Armor     | 60   | Bone, Scale, Humour                  |
| Ivory Helmet    | Accessory | 40   | Bone, Screw                          |
| Ivory Helmet    | Accessory | 40   | Bone, Screw                          |
| *Steel Swallow  | Weapon    | 420  | Iron, Feather, Humour                |
| *Silver Swallow | Weapon    | 1600 | Mythril, Humour, Eyeball, Feather    |
| *Iron Dagger    | Weapon    | 420  | Iron, Humour, Fang                   |
| *Mythril Dagger | Weapon    | 1200 | Mythril, Humour, Fang                |
| *Iron Glove     | Weapon    | 420  | Iron, Humour, Leather                |
| *Mythril Glove  | Weapon    | 1600 | Mythril, Humour, Leather, Fang       |
| *Ladle Fe26     | Weapon    | 420  | Iron, Humour, Carapace               |
| *Frypan Ag47    | Weapon    | 1600 | Mythril, Humour, Fur, Carapace       |
| *Steel Sword    | Weapon    | 420  | Iron, Humour, Leather                |
| *Silver Sword   | Weapon    | 1200 | Mythril, Humour, Leather             |
| *Iron Pick      | Weapon    | 420  | Iron, Feather, Fur                   |
| *Mythril Pick   | Weapon    | 1600 | Mythril, Eyeball, Feather, Fur       |
| *Iron Axe       | Weapon    | 560  | Copper, Iron, Humour, Fang           |
| *Silver Axe     | Weapon    | 2000 | Copper, Mythril, Humour, Screw, Fang |
| *Iron Rod       | Weapon    | 420  | Iron, Eyeball, Humour                |
| *Mythril Rod    | Weapon    | 1600 | Mythril, Eyeball, Humour, Screw      |
| *Silver Staff   | Weapon    | 1200 | Mythril, Eyeball, Humour             |
| *Steel Shot     | Weapon    | 420  | Iron, Humour, Feather                |
| *Silver Shot    | Weapon    | 1600 | Mythril, Humour, Feather, Scale      |
| *Iron Lure      | Weapon    | 560  | Bone, Iron, Scale, Seed              |
| *Mythril Lure   | Weapon    | 1600 | Bone, Mythril, Scale, Seed           |
| *Steelerang     | Weapon    | 420  | Iron, Feather, Scale                 |
| *Silverang      | Weapon    | 1600 | Mythril, Feather, Scale, Fur         |
| *Iron Vest      | Armor     | 420  | Iron, Fang, Fur                      |
| *Iron Mail      | Armor     | 560  | Copper, Iron, Humour, Leather        |
| *Mythril Vest   | Armor     | 1200 | Mythril, Fur, Fang                   |
| *Mythril Mail   | Armor     | 2000 | Mythril/Iron/Humour/Leather/Carapace |
| *Iron Helmet    | Accessory | 420  | Iron, Fang, Screw                    |
| *Mythril Helmet | Accessory | 1600 | Mythril, Leather, Fang, Screw        |

\*- Appears after events at Temporal Vortex (Ivory equips are gone)

| ELEMENT NAME | ITEM TYPE  | INNATE | PLACEMENT | EFFECT?     | FEE |
|--------------|------------|--------|-----------|-------------|-----|
| Tablet       | Consumable | Red    | LVL 1 ± 0 | Restores HP | 10  |
| Cure         | Battle Use | Blue   | LVL 1 ± 7 | -----       | 100 |

|          |            |       |           |                 |    |
|----------|------------|-------|-----------|-----------------|----|
| Fireball | Battle Use | Red   | LVL 1 ± 7 | -----           | 50 |
| AquaBeam | Battle Use | Blue  | LVL 1 ± 7 | -----           | 50 |
| Medicine | Consumable | Blue  | LVL 2 ± 0 | Cure Flu/Frozen | 15 |
| Antidote | Consumable | Green | LVL 2 ± 0 | Cure Psn/Afraid | 15 |

02) Arni Village [AW]

[BACKLINK: D-04] [SH02]

| ITEM NAME | ITEM TYPE | FEE | COMPONENTS NEEDED |
|-----------|-----------|-----|-------------------|
|-----------|-----------|-----|-------------------|

--- ALL SHOPS HAVE CLOSED DOWN AFTER RETURNING FROM DIMENSIONAL VORTEX! ---

|              |           |    |                     |
|--------------|-----------|----|---------------------|
| Ivory Dagger | Weapon    | 40 | Bone, Fang          |
| Spatula Ca20 | Weapon    | 40 | Bone, Carapace      |
| Ivory Vest   | Armor     | 40 | Bone, Fur           |
| Ivory Mail   | Armor     | 60 | Bone, Scale, Humour |
| Ivory Helmet | Accessory | 40 | Bone, Screw         |

| ELEMENT NAME | ITEM TYPE  | INNATE | PLACEMENT | EFFECT?         | FEE |
|--------------|------------|--------|-----------|-----------------|-----|
| Tablet       | Consumable | Red    | LVL 1 ± 0 | Restores HP     | 10  |
| Cure         | Battle Use | Blue   | LVL 1 ± 7 | -----           | 100 |
| Fireball     | Battle Use | Red    | LVL 1 ± 7 | -----           | 50  |
| AquaBeam     | Battle Use | Blue   | LVL 1 ± 7 | -----           | 50  |
| Medicine     | Consumable | Blue   | LVL 2 ± 0 | Cure Flu/Frozen | 15  |
| Antidote     | Consumable | Green  | LVL 2 ± 0 | Cure Psn/Afraid | 15  |

03) Termina [AW]

[BACKLINK: D-07, D-33] [SH03]

| ITEM NAME          | ITEM TYPE | FEE  | COMPONENTS NEEDED                      |
|--------------------|-----------|------|----------------------------------------|
| Copper Swallow     | Weapon    | 100  | Copper, Humour                         |
| Steel Swallow      | Weapon    | 420  | Iron, Feather, Humour                  |
| *Silver Swallow    | Weapon    | 1600 | Mythril, Eyeball, Humour, Feather      |
| *Stone Swallow     | Weapon    | 7980 | Denadorite, Humour, 2 Feather, 2 Scale |
| Bronze Dagger      | Weapon    | 150  | Copper, Humour, Fang                   |
| Iron Dagger        | Weapon    | 420  | Iron, Humour, Fang                     |
| *Mythril Dagger    | Weapon    | 1200 | Mythril, Humour, Fang                  |
| *Denadorite Dagger | Weapon    | 7980 | Denadorite, 2 Humour, Feather, 2 Fang  |
| *Silver Staff      | Weapon    | 1200 | Mythril, Eyeball, Humour               |
| *Stone Staff       | Weapon    | 2660 | Denadorite, Eyeball                    |
| Bronze Glove       | Weapon    | 150  | Copper, Humour, Leather                |
| Iron Glove         | Weapon    | 420  | Iron, Humour, Leather                  |
| *Mythril Glove     | Weapon    | 1600 | Mythril, Humour, Leather, Fang         |
| *Granite Glove     | Weapon    | 7980 | Denadorite, Hmour, 2 Leather, 2 Fang   |
| Besom Cu29         | Weapon    | 150  | Copper, Humour, Carapace               |
| Ladle Fe26         | Weapon    | 420  | Iron, Humour, Carapace                 |
| *Frypan Ag47       | Weapon    | 1600 | Mythril, Humour, Fur, Carapace         |
| *Saucepan Si02     | Weapon    | 7980 | Denadorite, Fur, 2 Humour, 2 Carapace  |
| Bronze Sword       | Weapon    | 150  | Copper, Humour, Leather                |
| Steel Sword        | Weapon    | 420  | Iron, Humour, Leather                  |
| *Silver Sword      | Weapon    | 1200 | Mythril, Leather, Humour               |
| *Stone Sword       | Weapon    | 7980 | Denadorite, 2 Humour, 2 Leather, Screw |
| *Argent Gun        | Weapon    | 2000 | Copper/Mythril/Eyeball/Humour/Screw    |

|                 |           |      |                                          |
|-----------------|-----------|------|------------------------------------------|
| *Denadorite Gun | Weapon    | 7980 | Copper, Denadorite, 2 Scale, 2 Screw     |
| Brass Pick      | Weapon    | 150  | Copper, Feather, Fur                     |
| Iron Pick       | Weapon    | 420  | Iron, Feather, Fur                       |
| *Mythril Pick   | Weapon    | 1600 | Mythril, Eyeball, Feather, Fur           |
| *Pebble Pick    | Weapon    | 7980 | Denadorite, Eyeball, 2 Feather, 2 Fur    |
| Brass Rod       | Weapon    | 150  | Copper, Eyeball, Humour                  |
| Iron Rod        | Weapon    | 420  | Iron, Eyeball, Humour                    |
| *Mythril Rod    | Weapon    | 1600 | Mythril, Eyeball, Humour, Screw          |
| *Denadorite Rod | Weapon    | 7980 | Denadorite/2Eyeball/Screw/Feather/Humour |
| Bronze Shot     | Weapon    | 150  | Copper, Humour, Feather                  |
| Steel Shot      | Weapon    | 420  | Iron, Humour, Feather                    |
| *Silver Shot    | Weapon    | 1600 | Mythril, Humour, Feather, Scale          |
| *Stone Shot     | Weapon    | 7980 | Denadorite, Humour, 2 Feather, 2 Scale   |
| Iron Axe        | Weapon    | 560  | Copper, Iron, Humour, Fang               |
| *Silver Axe     | Weapon    | 2000 | Copper/Mythril/Humour/Fang/Screw         |
| *Stone Axe      | Weapon    | 7980 | Copper/Denadorite/Humour/2 Fang/2Screw   |
| Iron Lure       | Weapon    | 560  | Bone, Iron, Scale, Seed                  |
| *Mythril Lure   | Weapon    | 1600 | Bone, Mythril, Scale, Seed               |
| *Stone Lure     | Weapon    | 7980 | Bone, Denadorite, 2 Scale, 2 Seed        |
| Steelerang      | Weapon    | 420  | Iron, Feather, Scale                     |
| *Silverang      | Weapon    | 1600 | Mythril, Feather, Scale, Fur             |
| *Rocketrang     | Weapon    | 7980 | Denadorite, 2 Feather, 2 Scale, Fur      |
| Bronze Vest     | Armor     | 100  | Copper, Fur                              |
| Iron Vest       | Armor     | 420  | Iron, Fang, Fur                          |
| Bronze Mail     | Armor     | 200  | Bone, Copper, Humour, Fur                |
| Iron Mail       | Armor     | 560  | Copper, Iron, Humour, Leather            |
| *Mythril Vest   | Armor     | 1200 | Mythril, Fang, Fur                       |
| *Mythril Mail   | Armor     | 2000 | Iron, Humour, Carapace, Mythril, Lethr   |
| *Stone Vest     | Armor     | 3990 | Denadorite, Fur, Fang                    |
| *Stone Mail     | Armor     | 9310 | Mythril, Humour, Denadorite, 2 Leather   |
| Ivory Helmet    | Accessory | 40   | Bone, Screw 2 Carapce                    |
| Bronze Helmet   | Accessory | 100  | Copper, Screw                            |
| Iron Helmet     | Accessory | 420  | Iron, Fang, Screw                        |
| *Mythril Helmet | Accessory | 1600 | Mythril, Leather, Screw, Fang            |
| *Stone Helmet   | Accessory | 6650 | Denadorite, Scale, Fang, Leather/Screw   |

\*- Appears after Tower of Geddon events (Copper/steel eqpmt no longer sold)

| ELEMENT NAME | ITEM TYPE  | INNATE | PLACEMENT | EFFECT?         | FEE |
|--------------|------------|--------|-----------|-----------------|-----|
| Tablet       | Consumable | Red    | LVL 1 ± 0 | Restores HP     | 10  |
| *Capsule     | Consumable | Yellow | LVL 3 ± 0 | Restores HP     | 25  |
| Medicine     | Consumable | Blue   | LVL 2 ± 0 | Cure B statuses | 15  |
| Ointment     | Consumable | Red    | LVL 2 ± 0 | Cure R statuses | 15  |
| Antidote     | Consumable | Green  | LVL 2 ± 0 | Cure G statuses | 15  |
| Brace        | Consumable | Yellow | LVL 2 ± 0 | Cure Y statuses | 15  |
| Cure         | Battle Use | Blue   | LVL 1 ± 7 | Restores HP     | 100 |
| *CurePlus    | Battle Use | Blue   | LVL 3 ± 5 | Restores HP     | 220 |
| Heal         | Battle Use | Green  | LVL 2 ± 6 | Restores HP     | 100 |
| *HealAll     | Battle Use | Green  | LVL 4 ± 4 | -----           | 300 |
| Fireball     | Battle Use | Red    | LVL 1 ± 7 | -----           | 50  |
| MagmaBomb    | Battle Use | Red    | LVL 2 ± 6 | -----           | 80  |
| *FirePillar  | Battle Use | Red    | LVL 3 ± 5 | -----           | 100 |
| AquaBeam     | Battle Use | Blue   | LVL 1 ± 7 | -----           | 50  |
| IceLance     | Battle Use | Blue   | LVL 2 ± 6 | -----           | 80  |
| *AquaBall    | Battle Use | Blue   | LVL 3 ± 5 | -----           | 100 |
| Bushwhacker  | Battle Use | Green  | LVL 1 ± 7 | -----           | 50  |
| AeroSaucer   | Battle Use | Green  | LVL 2 ± 6 | -----           | 80  |
| *Bushbasher  | Battle Use | Green  | LVL 3 ± 5 | -----           | 100 |

|             |            |        |           |       |     |
|-------------|------------|--------|-----------|-------|-----|
| Uplift      | Battle Use | Yellow | LVL 1 ± 7 | ----- | 50  |
| ElectroJolt | Battle Use | Yellow | LVL 2 ± 6 | ----- | 80  |
| *Upheaval   | Battle Use | Yellow | LVL 3 ± 5 | ----- | 100 |

\* - in stock after finishing S.S. Invincible events

| COMPONENT NAME | DESCRIPTION              | LV VALUE | ELEMENT TYPES... |
|----------------|--------------------------|----------|------------------|
| Eyeball        | Monsters' eyeballs       | 12       | Any              |
| Humour         | Monsters' body fluids    | 10       | Any              |
| Feather        | Monsters' feathers       | 22       | Any              |
| Scale          | Monsters' scales         | 20       | Any              |
| Fur            | Monsters' fur            | 16       | Any              |
| Leather        | Monsters' hides          | 18       | Any              |
| Fang           | Monsters' fangs          | 28       | Any              |
| Carapace       | Monsters' carapace shell | 32       | Any              |
| Screw          | Machine's nuts and bolts | 20       | Any              |
| Seed           | Plant seeds              | 14       | Any              |

04) Guldove [AW]

[BACKLINK: D-12] [SH04]

| ITEM NAME      | ITEM TYPE | FEE | COMPONENTS NEEDED         |
|----------------|-----------|-----|---------------------------|
| Copper Swallow | Weapon    | 100 | Copper, Humour            |
| Bronze Glove   | Weapon    | 150 | Copper, Humour, Leather   |
| Bronze Dagger  | Weapon    | 150 | Copper, Humour, Fang      |
| Besom Cu29     | Weapon    | 150 | Copper, Humour, Carapace  |
| Bronze Sword   | Weapon    | 150 | Copper, Humour, Leather   |
| Brass Pick     | Weapon    | 150 | Copper, Feather, Fur      |
| Brass Rod      | Weapon    | 150 | Copper, Eyeball, Humour   |
| Iron Lure      | Weapon    | 560 | Bone, Iron, Scale, Seed   |
| Steelerang     | Weapon    | 420 | Iron, Feather, Scale      |
| Bronze Vest    | Armor     | 100 | Copper, Fur               |
| Bronze Mail    | Armor     | 200 | Bone, Copper, Humour, Fur |
| Bronze Helmet  | Accessory | 100 | Copper, Screw             |

| ELEMENT NAME  | ITEM TYPE  | INNATE | PLACEMENT | EFFECT?         | FEE |
|---------------|------------|--------|-----------|-----------------|-----|
| Tablet        | Consumable | Red    | LVL 1 ± 0 | Restores HP     | 10  |
| *Capsule      | Consumable | Yellow | LVL 3 ± 0 | Restores HP     | 25  |
| Medicine      | Consumable | Blue   | LVL 2 ± 0 | Cure B statuses | 15  |
| Ointment      | Consumable | Red    | LVL 2 ± 0 | Cure R statuses | 15  |
| Antidote      | Consumable | Green  | LVL 2 ± 0 | Cure G statuses | 15  |
| Brace         | Consumable | Yellow | LVL 2 ± 0 | Cure Y statuses | 15  |
| *Cure         | Battle Use | Blue   | LVL 1 ± 7 | -----           | 100 |
| *CurePlus     | Battle Use | Blue   | LVL 3 ± 5 | -----           | 220 |
| *RecoverAll   | Battle Use | White  | LVL 3 ± 5 | -----           | 380 |
| Bushwhacker   | Battle Use | Green  | LVL 1 ± 7 | -----           | 50  |
| AeroSaucer    | Battle Use | Green  | LVL 2 ± 6 | -----           | 80  |
| Uplift        | Battle Use | Yellow | LVL 1 ± 7 | -----           | 50  |
| ElectroJolt   | Battle Use | Yellow | LVL 2 ± 6 | -----           | 80  |
| PhotonRay     | Battle Use | White  | LVL 1 ± 7 | -----           | 60  |
| *PhotonBeam   | Battle Use | White  | LVL 3 ± 5 | -----           | 120 |
| Meteorite     | Battle Use | White  | LVL 2 ± 6 | -----           | 100 |
| *MeteorShower | Battle Use | White  | LVL 4 ± 4 | -----           | 300 |

|             |            |        |           |       |     |
|-------------|------------|--------|-----------|-------|-----|
| *Strengthen | Battle Use | Red    | LVL 4 ± 4 | ----- | 430 |
| *Weaken     | Battle Use | Red    | LVL 4 ± 4 | ----- | 430 |
| *Nimble     | Battle Use | Blue   | LVL 4 ± 4 | ----- | 430 |
| *Numble     | Battle Use | Blue   | LVL 4 ± 4 | ----- | 430 |
| *HiRes      | Battle Use | Yellow | LVL 4 ± 4 | ----- | 430 |
| *LoRes      | Battle Use | Yellow | LVL 4 ± 4 | ----- | 430 |
| *EagleEye   | Battle Use | Green  | LVL 4 ± 4 | ----- | 430 |
| *BatEye     | Battle Use | Green  | LVL 4 ± 4 | ----- | 430 |
| GravityBlow | Battle Use | Black  | LVL 1 ± 7 | ----- | 60  |
| *Gravitonne | Battle Use | Black  | LVL 3 ± 5 | ----- | 120 |
| HellSoul    | Battle Use | Black  | LVL 2 ± 0 | ----- | 100 |

\* - Appears after S.S. Invincible [Another World] events

| COMPONENT NAME | DESCRIPTION              | LV VALUE | ELEMENT TYPES... |
|----------------|--------------------------|----------|------------------|
| Eyeball        | Monsters' eyeballs       | 12       | Any              |
| Humour         | Monsters' body fluids    | 10       | Any              |
| Feather        | Monsters' feathers       | 22       | Any              |
| Scale          | Monsters' scales         | 20       | Any              |
| Fur            | Monsters' fur            | 16       | Any              |
| Leather        | Monsters' hides          | 18       | Any              |
| Fang           | Monsters' fangs          | 28       | Any              |
| Carapace       | Monsters' carapace shell | 32       | Any              |
| Screw          | Machine's nuts and bolts | 20       | Any              |
| Seed           | Plant seeds              | 14       | Any              |

05) Marbule [AW]

[BACKLINK: D-16] [SH05]

| ELEMENT NAME | ITEM TYPE  | INNATE | PLACEMENT | EFFECT?         | FEE |
|--------------|------------|--------|-----------|-----------------|-----|
| Capsule      | Consumable | Yellow | LVL 3 ± 0 | Restores HP     | 25  |
| Medicine     | Consumable | Blue   | LVL 2 ± 0 | Cure B statuses | 15  |
| Ointment     | Consumable | Red    | LVL 2 ± 0 | Cure R statuses | 15  |
| Antidote     | Consumable | Green  | LVL 2 ± 0 | Cure G statuses | 15  |
| Brace        | Consumable | Yellow | LVL 2 ± 0 | Cure Y statuses | 15  |
| TurnBlue     | Battle Use | Blue   | LVL 1 ± 7 | -----           | 75  |
| TurnRed      | Battle Use | Red    | LVL 1 ± 7 | -----           | 75  |
| TurnGreen    | Battle Use | Green  | LVL 1 ± 7 | -----           | 75  |
| TurnYellow   | Battle Use | Yellow | LVL 1 ± 7 | -----           | 75  |
| TurnWhite    | Battle Use | White  | LVL 1 ± 7 | -----           | 75  |
| TurnBlack    | Battle Use | Black  | LVL 1 ± 7 | -----           | 75  |
| Strengthen   | Battle Use | Red    | LVL 4 ± 4 | -----           | 430 |
| Weaken       | Battle Use | Red    | LVL 4 ± 4 | -----           | 430 |
| Nimble       | Battle Use | Blue   | LVL 4 ± 4 | -----           | 430 |
| Numble       | Battle Use | Blue   | LVL 4 ± 4 | -----           | 430 |
| HiRes        | Battle Use | Yellow | LVL 4 ± 4 | -----           | 430 |
| LoRes        | Battle Use | Yellow | LVL 4 ± 4 | -----           | 430 |
| EagleEye     | Battle Use | Green  | LVL 4 ± 4 | -----           | 430 |
| BatEye       | Battle Use | Green  | LVL 4 ± 4 | -----           | 430 |
| Genius       | Battle Use | Black  | LVL 4 ± 4 | -----           | 430 |
| Imbecile     | Battle Use | Black  | LVL 4 ± 4 | -----           | 430 |
| StrongMinded | Battle Use | White  | LVL 4 ± 4 | -----           | 430 |
| WeakMinded   | Battle Use | White  | LVL 4 ± 4 | -----           | 430 |



| ELEMENT NAME | ITEM TYPE | INNATE | PLACEMENT | EFFECT? | FEE |
|--------------|-----------|--------|-----------|---------|-----|
|--------------|-----------|--------|-----------|---------|-----|

--- This shop appears after completing the S.S. Invincible events ---

|                 |             |        |           |                 |      |
|-----------------|-------------|--------|-----------|-----------------|------|
| Inferno [T]     | TrapElement | Red    | LVL 5 ± 0 | -----           | 300  |
| Volcano [T]     | TrapElement | Red    | LVL 6 ± 0 | -----           | 400  |
| RedWolf [T]     | TrapElement | Red    | LVL 7 ± 0 | -----           | 500  |
| Deluge [T]      | TrapElement | Blue   | LVL 5 ± 0 | -----           | 300  |
| Iceberg [T]     | TrapElement | Blue   | LVL 6 ± 0 | -----           | 400  |
| FrogPrince [T]  | TrapElement | Blue   | LVL 7 ± 0 | -----           | 500  |
| Earthquake [T]  | TrapElement | Yellow | LVL 5 ± 0 | -----           | 300  |
| ThundaStorm [T] | TrapElement | Yellow | LVL 6 ± 0 | -----           | 400  |
| Golem [T]       | TrapElement | Yellow | LVL 7 ± 0 | -----           | 500  |
| Carnivore [T]   | TrapElement | Green  | LVL 5 ± 0 | -----           | 300  |
| Tornado [T]     | TrapElement | Green  | LVL 6 ± 0 | -----           | 400  |
| Sonja [T]       | TrapElement | Green  | LVL 7 ± 0 | -----           | 500  |
| FreeFall [T]    | TrapElement | Black  | LVL 5 ± 0 | -----           | 300  |
| BlackHole [T]   | TrapElement | Black  | LVL 6 ± 0 | -----           | 400  |
| MotherShip [T]  | TrapElement | Black  | LVL 7 ± 0 | -----           | 500  |
| HolyLight [T]   | TrapElement | White  | LVL 5 ± 0 | -----           | 300  |
| UltraNova [T]   | TrapElement | White  | LVL 6 ± 0 | -----           | 400  |
| Unicorn [T]     | TrapElement | White  | LVL 7 ± 0 | -----           | 500  |
| Magnify         | Battle Use  | White  | LVL 6 ± 2 | Elmnt dmg x 1.5 | 1670 |
| Diminish        | Battle Use  | Black  | LVL 6 ± 2 | Elmnt dmg halvd | 1670 |

06) Termina [HW]

[BACKLINK: D-21] [SH06]

| ELEMENT NAME | ITEM TYPE | INNATE | PLACEMENT | EFFECT? | FEE |
|--------------|-----------|--------|-----------|---------|-----|
|--------------|-----------|--------|-----------|---------|-----|

|             |            |        |           |                 |     |
|-------------|------------|--------|-----------|-----------------|-----|
| Tablet      | Consumable | Red    | LVL 1 ± 0 | Restores HP     | 10  |
| Capsule     | Consumable | Yellow | LVL 3 ± 0 | Restores HP     | 25  |
| Medicine    | Consumable | Blue   | LVL 2 ± 0 | Cure B statuses | 15  |
| Ointment    | Consumable | Red    | LVL 2 ± 0 | Cure R statuses | 15  |
| Antidote    | Consumable | Green  | LVL 2 ± 0 | Cure G statuses | 15  |
| Brace       | Consumable | Yellow | LVL 2 ± 0 | Cure Y statuses | 15  |
| WhiteOut    | Consumable | White  | LVL 2 ± 0 | Cure W statuses | 40  |
| BlackOut    | Consumable | Black  | LVL 2 ± 0 | Cure B statuses | 15  |
| CurePlus    | Battle Use | Blue   | LVL 3 ± 5 | Restores HP     | 220 |
| HealAll     | Battle Use | Green  | LVL 4 ± 4 | -----           | 300 |
| Fireball    | Battle Use | Red    | LVL 1 ± 7 | -----           | 50  |
| MagmaBomb   | Battle Use | Red    | LVL 2 ± 6 | -----           | 80  |
| FirePillar  | Battle Use | Red    | LVL 3 ± 5 | -----           | 100 |
| MagmaBurst  | Battle Use | Red    | LVL 4 ± 4 | -----           | 240 |
| AquaBeam    | Battle Use | Blue   | LVL 1 ± 7 | -----           | 50  |
| IceLance    | Battle Use | Blue   | LVL 2 ± 6 | -----           | 80  |
| AquaBall    | Battle Use | Blue   | LVL 3 ± 5 | -----           | 100 |
| IceBlast    | Battle Use | Blue   | LVL 4 ± 4 | -----           | 240 |
| Bushwhacker | Battle Use | Green  | LVL 1 ± 7 | -----           | 50  |
| AeroSaucer  | Battle Use | Green  | LVL 2 ± 6 | -----           | 80  |
| Bushbasher  | Battle Use | Green  | LVL 3 ± 5 | -----           | 100 |
| AeroBlaster | Battle Use | Green  | LVL 4 ± 4 | -----           | 240 |
| Uplift      | Battle Use | Yellow | LVL 1 ± 7 | -----           | 50  |
| ElectroJolt | Battle Use | Yellow | LVL 2 ± 6 | -----           | 80  |
| Upheaval    | Battle Use | Yellow | LVL 3 ± 5 | -----           | 100 |
| ElectroBolt | Battle Use | Yellow | LVL 4 ± 4 | -----           | 240 |

| ITEM NAME      | ITEM TYPE | FEE  | COMPONENTS NEEDED                    |
|----------------|-----------|------|--------------------------------------|
| Steel Swallow  | Weapon    | 420  | Iron, Feather, Humour                |
| Silver Swallow | Weapon    | 1600 | Mythril, Humour, Eyeball, Feather    |
| Iron Dagger    | Weapon    | 420  | Iron, Humour, Fang                   |
| Mythril Dagger | Weapon    | 1200 | Mythril, Humour, Fang                |
| Iron Glove     | Weapon    | 420  | Iron, Humour, Leather                |
| Mythril Glove  | Weapon    | 1600 | Mythril, Humour, Leather, Fang       |
| Ladle Fe26     | Weapon    | 420  | Iron, Humour, Carapace               |
| Frypan Ag47    | Weapon    | 1600 | Mythril, Humour, Fur, Carapace       |
| Steel Sword    | Weapon    | 420  | Iron, Humour, Leather                |
| Silver Sword   | Weapon    | 1200 | Mythril, Humour, Leather             |
| Argent Gun     | Weapon    | 2000 | Copper/Mythril/Eyeball/Humour/Screw  |
| Iron Pick      | Weapon    | 420  | Iron, Feather, Fur                   |
| Mythril Pick   | Weapon    | 1600 | Mythril, Eyeball, Feather, Fur       |
| Iron Axe       | Weapon    | 560  | Copper, Iron, Humour, Fang           |
| Silver Axe     | Weapon    | 2000 | Copper, Mythril, Humour, Screw, Fang |
| Iron Rod       | Weapon    | 420  | Iron, Eyeball, Humour                |
| Mythril Rod    | Weapon    | 1600 | Mythril, Eyeball, Humour, Screw      |
| Silver Staff   | Weapon    | 1200 | Mythril, Eyeball, Humour             |
| Steel Shot     | Weapon    | 420  | Iron, Humour, Feather                |
| Silver Shot    | Weapon    | 1600 | Mythril, Humour, Feather, Scale      |
| Iron Lure      | Weapon    | 560  | Bone, Iron, Scale, Seed              |
| Mythril Lure   | Weapon    | 1600 | Bone, Mythril, Scale, Seed           |
| Steelerang     | Weapon    | 420  | Iron, Feather, Scale                 |
| Silverang      | Weapon    | 1600 | Mythril, Feather, Scale, Fur         |
| Iron Vest      | Armor     | 420  | Iron, Fang, Fur                      |
| Iron Mail      | Armor     | 560  | Copper, Iron, Humour, Leather        |
| Mythril Vest   | Armor     | 1200 | Mythril, Fur, Fang                   |
| Mythril Mail   | Armor     | 2000 | Mythril/Iron/Humour/Leather/Carapace |
| Iron Helmet    | Accessory | 420  | Iron, Fang, Screw                    |
| Mythril Helmet | Accessory | 1600 | Mythril, Leather, Fang, Screw        |

| COMPONENT NAME | DESCRIPTION              | LV VALUE | ELEMENT TYPES... |
|----------------|--------------------------|----------|------------------|
| Eyeball        | Monsters' eyeballs       | 12       | Any              |
| Humour         | Monsters' body fluids    | 10       | Any              |
| Feather        | Monsters' feathers       | 22       | Any              |
| Scale          | Monsters' scales         | 20       | Any              |
| Fur            | Monsters' fur            | 16       | Any              |
| Leather        | Monsters' hides          | 18       | Any              |
| Fang           | Monsters' fangs          | 28       | Any              |
| Carapace       | Monsters' carapace shell | 32       | Any              |
| Screw          | Machine's nuts and bolts | 20       | Any              |
| Seed           | Plant seeds              | 14       | Any              |

| ELEMENT NAME | ITEM TYPE  | INNATE | PLACEMENT | EFFECT?         | FEE |
|--------------|------------|--------|-----------|-----------------|-----|
| Tablet       | Consumable | Red    | LVL 1 ± 0 | Restores HP     | 10  |
| Capsule      | Consumable | Yellow | LVL 3 ± 0 | Restores HP     | 25  |
| Nostrum      | Consumable | Black  | LVL 6 ± 0 | Restores HP     | 60  |
| Panacea      | Consumable | White  | LVL 4 ± 0 | Cure W statuses | 500 |
| Purify       | Battle Use | White  | LVL 4 ± 4 | -----           | 210 |
| RecoverAll   | Battle Use | White  | LVL 3 ± 5 | -----           | 380 |

|              |            |        |           |                 |      |
|--------------|------------|--------|-----------|-----------------|------|
| Ninety-Nine  | Battle Use | Red    | LVL 6 ± 2 | -----           | 2880 |
| InfoScope    | Battle Use | Green  | LVL 6 ± 2 | -----           | 880  |
| PhysNegate   | Battle Use | Yellow | LVL 6 ± 2 | -----           | 2880 |
| MagNegate    | Battle Use | White  | LVL 6 ± 2 | -----           | 2880 |
| Genius       | Battle Use | Black  | LVL 4 ± 4 | -----           | 430  |
| Imbecile     | Battle Use | Black  | LVL 4 ± 4 | -----           | 430  |
| StrongMinded | Battle Use | White  | LVL 4 ± 4 | -----           | 430  |
| WeakMinded   | Battle Use | White  | LVL 4 ± 4 | -----           | 430  |
| Magnify      | Battle Use | White  | LVL 6 ± 2 | Elmnt dmg x 1.5 | 1670 |
| Diminish     | Battle Use | Black  | LVL 6 ± 2 | Elmnt dmg halvd | 1670 |
| SealAll      | Battle Use | Black  | LVL 6 ± 2 | Prvnts elmt use | 2880 |
| Revenge      | Battle Use | Black  | LVL 5 ± 3 | -----           | 600  |

08) Marbule [HW]

[BACKLINK: OP21] [SH08]

| ELEMENT NAME                                                            | ITEM TYPE   | INNATE | PLACEMENT | EFFECT?         | FEE  |
|-------------------------------------------------------------------------|-------------|--------|-----------|-----------------|------|
| --- This shop only appears if you did the 'Save Marbule' sidequest! --- |             |        |           |                 |      |
| Inferno [T]                                                             | TrapElement | Red    | LVL 5 ± 0 | -----           | 300  |
| Volcano [T]                                                             | TrapElement | Red    | LVL 6 ± 0 | -----           | 400  |
| RedWolf [T]                                                             | TrapElement | Red    | LVL 7 ± 0 | -----           | 500  |
| Deluge [T]                                                              | TrapElement | Blue   | LVL 5 ± 0 | -----           | 300  |
| Iceberg [T]                                                             | TrapElement | Blue   | LVL 6 ± 0 | -----           | 400  |
| FrogPrince [T]                                                          | TrapElement | Blue   | LVL 7 ± 0 | -----           | 500  |
| Earthquake [T]                                                          | TrapElement | Yellow | LVL 5 ± 0 | -----           | 300  |
| ThundaStorm [T]                                                         | TrapElement | Yellow | LVL 6 ± 0 | -----           | 400  |
| Golem [T]                                                               | TrapElement | Yellow | LVL 7 ± 0 | -----           | 500  |
| Carnivore [T]                                                           | TrapElement | Green  | LVL 5 ± 0 | -----           | 300  |
| Tornado [T]                                                             | TrapElement | Green  | LVL 6 ± 0 | -----           | 400  |
| Sonja [T]                                                               | TrapElement | Green  | LVL 7 ± 0 | -----           | 500  |
| FreeFall [T]                                                            | TrapElement | Black  | LVL 5 ± 0 | -----           | 300  |
| BlackHole [T]                                                           | TrapElement | Black  | LVL 6 ± 0 | -----           | 400  |
| MotherShip [T]                                                          | TrapElement | Black  | LVL 7 ± 0 | -----           | 500  |
| HolyLight [T]                                                           | TrapElement | White  | LVL 5 ± 0 | -----           | 300  |
| UltraNova [T]                                                           | TrapElement | White  | LVL 6 ± 0 | -----           | 400  |
| Unicorn [T]                                                             | TrapElement | White  | LVL 7 ± 0 | -----           | 500  |
| Magnify                                                                 | Battle Use  | White  | LVL 6 ± 2 | Elmnt dmg x 1.5 | 1670 |
| Diminish                                                                | Battle Use  | Black  | LVL 6 ± 2 | Elmnt dmg halvd | 1670 |

09) RAINBOW EQUIPMENT [Various]

[BACKLINK: OP21] [SH09]

| ITEM NAME       | ITEM TYPE | FEE   | COMPONENTS NEEDED                    |
|-----------------|-----------|-------|--------------------------------------|
| Spectra Swallow | Swallow   | 21600 | @Rainbow Shell, Feather, Scale       |
| Prism Dagger    | Dagger    | 21600 | @Rainbow Shell, Feather, Fang        |
| Spectral Staff  | Staff     | 19200 | @Rainbow Shell, Eyeball              |
| Rainbow Rod     | Rod       | 21600 | @Rainbow Shell, Eyeball, Screw       |
| Spectral Sword  | Sword     | 24000 | @Rainbow Shell/Leather/Screw/Humour  |
| Spectral Gun    | Gun       | 24000 | @Rainbow Shell, Copper, Scale, Screw |
| Prism Pick      | Pick      | 24000 | @Rainbow Shell, Feather, Fur         |
| Rainbow Axe     | Axe       | 24000 | @Rainbow Shell, Copper, Fang, Humour |
| Prism Lure      | Lure      | 24000 | @Rainbow Shell, Seed, Bone, Scale    |
| Prismarang      | Boomerang | 24000 | @Rainbow Shell, Feather, Scale, Fur  |

|                |         |       |                                     |
|----------------|---------|-------|-------------------------------------|
| Prism Pellets  | Shot    | 24000 | @Rainbow Shell/Humour/Scale/Feather |
| Crystalpan C6  | Utensil | 24000 | @Rainbow Shell/Carapace/Humour/Fur  |
| Spectral Glove | Glove   | 24000 | @Rainbow Shell/Humour/Leather/Fang  |

After the rainbow equipment has been created (see the 'Save Marbule!' quest if you don't know how to get it), you can use the Smith Spirit key item to make it anywhere on the world map/save points.

=====  
All Rainbow equipment needs one of the following: Shiny Dew, Shiny Ember, Shiny Leaf, Shiny Sand, Shiny Salt, Shiny Soot. (THESE ARE NOT LISTED ABOVE BUT YOU STILL NEED THEM ARGH OKAY GUYS!?!?!?) These items are acquired by defeating an enemy with an elemental summon, at which time the items are received as battle spoils; OR, by disassembling certain equipment which have them as components (like Antitoxinal Caps, Poultice Caps, etc). A few notes about such things:

- 1) Enemies have to be killed by the summon to leave a drop
  - 2) Shiny material replaces the regular drops the enemy has
  - 3) Thus, if the enemy has no drops, no shiny stuffs can drop either.
  - 4) Each elemental summon produces a different type of the shiny material
- =====

---



---

FRAME LIST

[FRML]

---



---

What's a frame, you ask? Why, it's the border around the text box! Unlike the other games you may find, this game has them as 'items' you can earn or get through various fashions. To select window frames, simply go into the main menu's Customize tab and select them from there. Note these have absolutely no bearing on the game WHATSOEVER, but they're still fun to collect if you wanna change-up how the text boxes look.

- Arnian Wood - Available at the start of the game
- Simple Line - Available at the start of the game
- Iron Plate - Available at the start of the game
  
- Shellfish - In Home World Arni, search the salesgirl's cart to get
  
- Tea for Three - In Another World Termina, run up the stairs by where the statue polisher is. There is a person standing in the shade (player can't see him) and if you talk to him and say you understand him, he'll give this over.
  
- Porre's Furnace - After the events at Viper Manor [Another World], when you return to Termina after visiting Guldove, go back to Viper Manor. In the library tower, search behind a desk to find a trapdoor that leads to a secret room. Talk with the BeachBum to get this rusty frame.
  
- Skullduggery - In Another World Shadow Forest, use the Aroma Pouch to attract the red blob-thing located near the entrance, making it follow you. Bring it to the 3rd screen where the Quadffid is blocking the path and feed it to it. It shrinks and gives the frame before it runs away...
  
- Tropical Paradise - If you tell Korcha that you can't save Kid during the

mandatory Guldove events, Macha will end up helping our protagonist out, giving him this automatically.

- Guldovian Stitch - When Korcha asks Serge if he'll save Kid, say he will and proceed with the game's course. Later on, after she is revived, Mel will steal her elements. Choose to find her, even if Kid protests, and continue to Termina once again. When Korcha lends his boat over, talk to Mel and get this (as well as her in the party!)
- Infrared Vision - At Home World Fossil Valley, go 'upstairs' to where the large dragon skeleton is and search behind the skull to find the frame in a neat, li'l chest.
- Valencian Cloth - In Another World Marbule, form a party consisting only of demi-humans and talk to the guy in blue near the town entrance to get this. You can only get this item as Lynx when he has two other demihumans in the party, and only before awakening the Black Dragon during the 2nd part of the "Save Marbule" sidequest.
- Monster's Mouth - On the S.S. Zelbess, after Sneff turns everyone into a cat, go upstairs to the kitchen and use the cat door to get inside. Talk to the cat in there and it will give this as a gift, meow.
- Our Favorite Martian - After defeating Starky at Home World Sky Dragon Isle, re-enter the screen and talk to the man in green. He's in the mood to give you this generous gift.
- Snakes & Orbs - At Another World Gaea's Navel, find the Prehysterich (small humanoid monster) that is standing alone up in a tree. Defeat it and this will be received afterward.
- Quill and Papyrus - After completing the 'Save Marbule!' sidequest, return to the village after the Chronopolis events to find it settled again. Talk to Toma in the Black Dragon's Cave (x2) and he'll give it over

---

---

## KEY ITEMS

[KYTM]

---

---

Key items, or items that can't be disassembled or thrown away, have storyline significance or have specific functions. You can check your current ones by pressing the square button on the field or going under the 'Items' tab in the main menu. These are all the ones I've found, so if I forget any or mess up the descriptions, tell me and I'll fix 'em. Thx!

|               |                                                      |  |
|---------------|------------------------------------------------------|--|
| ANCIENT FRUIT | The fruit of an ancient plant that the Beeba tribe   |  |
|               | grows in order to tame Wingapedes. After being sent  |  |
|               | on the quest to defeat the six dragons, return to    |  |
|               | Hydra Marshes (either world) and go to where the     |  |
|               | Beeba tribe usually is. Either defeat some Beebas or |  |
|               | help rescue one; either way, Ancient Fruits will be  |  |
|               | given to you. Unlike other key items, these get used |  |
|               | up in the round trip to Gaea's Navel, so stop by the |  |

|               |                                                                                                                                                                                                                                                                                                                                           |
|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|               | Beeba to get more.                                                                                                                                                                                                                                                                                                                        |
| ANGRY SCAPULA | These shoulder blades obviously bore a lot of hatred. Perhaps the owner hated himself...while alive. This can be found in Another World Shadow Forest, inside the cave where the Aroma Pouch is found. Search the tablet on the ground to find it. This bone fragment is used to recruit Skelly later on.                                 |
| AROMA POUCH   | When worn, it has the power to make seeds and fruit cling to you upon examining plants. This is found in Another World Shadow Forest, inside a cave, and used if you are looking for Nikki. It has to be used if a person wants the 'Skullduggery' textbox frame.                                                                         |
| ASTRAL AMULET | A small, star-colored talisman. With this, Serge can use the dimensional vortex as Opassa Beach to travel between worlds. It will always be received, but it's used earlier if you choose to help Kid recover from the Hydra Poison.                                                                                                      |
| BEEBA FLUTE   | A mysterious flute handed down in the Beeba tribe. It allows you to tame the wildest of Wingapedes! If Serge has an Ancient Fruit key item as well, he can blow this flute in the screen east of the H. Marshes savepoint (1st) and ride an insect to Gaea's Navel. Obtain it by defeating the Beeba 'tribe' in Home World Hydra Marshes. |
| BELLFLOWER    | A blue blossom that only blooms in Fossil Valley. It can be obtained in the upper region of the valley by taking the ladder. This can be given to Glenn/Riddel at Another World Termina later on if you choose, but there seems to be no other effects. Hmm...                                                                            |
| BIG EGG       | A huge egg found in Fossil Valley. What kind of egg it is remains yet unknown! Find this in the Another World Fossil Valley by raiding a Dodo's nest. Later, when you get to Home World Fort Dragonia, you can use the incubators below the elevator to hatch the character Draggy.                                                       |
| BLACK RELIC   | A special treasure received from the Black Dragon God at Marbule. Defeat the Black Dragon (or if you did not assist in the 'Save Marbule' quest, you can simply pick it up without a fight) to get this item. When all six relics are obtained, one can enter the Sea of Eden.                                                            |
| BOOK OF POEMS | Untitled. Looks like a cheap, hand-made book with a simple decoration of grassy patterns. Later in the game, this can be obtained from the waitress in Arni [HW]. If you show it to her counterpart in the other dimension, you can obtain a @Rainbow Shell component                                                                     |
| CARD KEY      | A security pass built with futuristic technology that makes it impossible to duplicate. The 'chief' ghost at Chronopolis drops this. Use it to proceed to the B1 level of the elevator.                                                                                                                                                   |

|                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CHRONO CROSS   | The ultimate, long-lost Element of the seventh color attribute. After obtaining the Tear of Hate and the Tear of Love, as well as having completed the events at the Sea of Eden, go to Divine Dragon Falls [AW]. Put them on the two pedestals to create this item, to refill used elements in battle as well as receive the 'good ending' against the last boss.                                                                                                                                   |
| DRAGON EMBLEM  | A traditional crest passed down the generations at the Dragon Shrine. The design looks familiar... Show the Tear of Hate to Shaman Direa at Guldove [AW] to obtain. It's used to enter the other dimension's tower, which will later allow one to recruit Steena and get a fully-formed Dragon Tear.                                                                                                                                                                                                 |
| EINLANZER      | The legendary sword Garai once wielded. It is the only sword able to beat Masamune's evil power. This is received at Garai's gravestone on Isle of the Damned (Home World). Glenn can also equip it!                                                                                                                                                                                                                                                                                                 |
| EXPLOSIVE      | An explosive device used by excavation teams. Handle with care! At Earth Dragon Isle [Home World], jump into the quicksand and leap back out again via the sandboil. The foreman will be amazed at how you have aided their excavation and'll have a guy make a batch of explosives for you. Re-enter the island and go down the quicksand again; there'll be a guy who will give some to you. Use them to blast rockroaches into sandboils, which will help you get to the Earth Dragon boss fight. |
| DECOR SHIELD   | A beautiful shield made completely for ornamental purposes. Not of any use in real battle. This item's found in the room next to Luccia's, the room that is just full of traps...it seems. Pick it off the wall and stick it in the shieldless suit of armor to do battle with some Man-Of-Wars. This also disables the annoying Gloops-fall-from-ceiling trap, too, IIRC.                                                                                                                           |
| FIDDLER CRAB   | A sculpture of a fiddler crab with a claw that shines like a blue jewel. Said to be able to control the tides. Obtained after defeating the Sage aboard the S.S. Zelbess, and used to enter Death's Door at the coast off Marbule's island.                                                                                                                                                                                                                                                          |
| GARAI KEEPSAKE | Just an old mirror. Why it is said to be a memento of Garai will never be known. Radius gives this to the party after finding the Masamune at Death's Door which prevents the party from passing. Use it to get to Garai's grave on Isle of the Damned [Home World].                                                                                                                                                                                                                                 |
| GOOD BACKBONE  | A spine with good posture that must have come from a grandma's loving training in another life. Pick this item up at Hydra Marshes [Another World]. Past the area's second savepoint is a large pond area with a small cave. Search in there to find it, which helps you along the road to recruiting Skelly.                                                                                                                                                                                        |
| GREEN RELIC    | A special treasure received from the Green Dragon God at Gaea's Navel. Defeat the Green Dragon to snag                                                                                                                                                                                                                                                                                                                                                                                               |

|               |                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|               | <p>this item. When all six are collected, the way into the Sea of Eden can be taken by Serge.</p>                                                                                                                                                                                                                                                                                                                                                            |
| GREEN TINKLER | <p>Marsh plants react to the sound of this bell, bending to open the way without you having to touch them. When used by green, single-vine plants in the Hydra Marshes, Serge can go deeper into the swamp...</p>                                                                                                                                                                                                                                            |
| HANDLE        | <p>A detachable crank-handle that serves as good proof that the casino table is rigged. On the Zelbess, go have Sneff turn everyone into cats. Above the inn, take the magnetic handle. This will stop Fargo from cheating and win your boat back, plus allow access to the Grand Slam.</p>                                                                                                                                                                  |
| HEAVY SKULL   | <p>A human skull painted with clown's makeup. It says it searching for its body and lost memories. Picking this item up is as simple as going to Another World Fossil Valley and telling the guard you're the hired exorcists. Talk to the skull and take it into your fold when it asks. It's used to recruit Skelly later on.</p>                                                                                                                          |
| HECKRAN BONE  | <p>The leg bone of a wild heckran. Perfect for making stock to be used in soups and stews! At Home World Arni Village, check below the bed in the cafe to get this. Show it to Poshul and she'll join you.</p>                                                                                                                                                                                                                                               |
| HYDRA HUMOUR  | <p>Refined from the body fluids of a hydra, this liquid is the only known antidote for hydra poison. This is obtained only if you choose to help Kid recover from her poison, and defeat the Hydra.</p>                                                                                                                                                                                                                                                      |
| ICE BREATH    | <p>The cold breath of the Water Dragon has the power to freeze even piping-hot magma. This <u>can</u> be received at Water Dragon Isle [Another World] after doing the events on the S.S. Invincible but before arriving at Ft. Dragonia. If used in Mt. Pyre, it can freeze the lava and prevent field damage; if used at Hermit's Hideaway [Another World] to cool the burned patch of vegetation, Poshul can dig up Turnip in the opposite dimension.</p> |
| ICE GUN       | <p>A quick-freeze gun Lucca made so baby-sitters could fight fires. =Keep out of reach of children!= This is found in Lucca's Orphanage when Serge infiltrates w/ the Mastermune/ChronoCross. It can put out fires, and can double as the Ice Breath key item, if you do not have the means to get Turnip.</p>                                                                                                                                               |
| KOMODO SCALE  | <p>The colorful scale of a large lizard used to make the necklaces that are all the rage in Arni Village. In Home World Arni Village, talk to the fisherman by the sawfish and agree to whatever he says. He'll put this in Serge's pocket, who can in turn trade it to a kid standing nearby for an Uplift element.</p>                                                                                                                                     |
| LIFE SPARKLE  | <p>A botanical energy that will give life to NeoFio -- a man-made, half-human, half-plant lifeform. Pick it up at Hydra Marshes [Another] in the pond where the</p>                                                                                                                                                                                                                                                                                          |



|                |                                                                                                                                                                                                                                                                                                                                                                 |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                | Hydra would normally be. You'll have to defeat some grunts to get it. Later, go up to the Viper Manor [Another] rooftop terrace and use it on the plant in the pond to recruit NeoFio.                                                                                                                                                                          |
| MANOR KEY      | The key to the front door of Viper Manor borrowed from the old stableman. Bears Viper's insignia. This has to be obtained in the stables by completing a round of the feed-the-dragons minigame. Use it to go into the manor's front door.                                                                                                                      |
| MEDICAL BOOK   | "Cray's Anatomy"= Revealing the wonders of the human body. (Rated R.) Find this book past the Tower of Geddon's subway station. It can be used to teach Doc his Lv. 7 Tech.                                                                                                                                                                                     |
| MEMENTOPENDANT | A beautiful, intricately-made pendant that once belonged to Dario's mother. This is obtained via the Isle of the Damned sidequest regarding Karsh. It'll also be needed to get the Mastermune in <u>its</u> quest.                                                                                                                                              |
| MIXED BONES    | It is impossible to tell which bone is which. You'll just have to try putting them together in some sort of order. Visit Isle of the Damned [Another] and go raid the NW cave in the first screen to find these things. They're used to recruit Skelly later on, or as soon as you get 'em, since they're the last ones needed if you've been diligent.         |
| MUSHROOM       | An expensive delicacy found only in the Guardia region. It's sort of like truffles without the chocolate. At Shadow Forest [Home World], go up the river until you find a Wraith in front of a hole. Do battle and defeat it; a man will come out of a hole and give you the item. Give it to the man camping in the cave three screens back to recruit Funguy! |
| PARLOR KEY     | A key to the parlor of Viper Manor that was found in the manor prison. Probably hidden by a lazy guard. After completing the Viper Manor infiltration events and returning to the mainland, go to the jail block and search a bucket for this key. It allows one to enter the ground-floor parlor to get a Daemon Charm.                                        |
| PELVIC BONE    | Even from the pelvis, you can see this person had good posture. It is important to have good posture! When you first get to Guldove [Another World], talk with the element trader person near the dock; she'll want to unload this on you. This is part of Skelly's quest to get his body back.                                                                 |
| PRISON KEY     | A key that opens the dungeon-like prison beneath Viper Manor. Given to Lynx's team by Norris, who is eager to help them 'behind the scenes.'                                                                                                                                                                                                                    |
| PROP SWORD     | A sword stage-prop found in the ruins of a theater. In the Tower of Geddon, simply pluck it from a stage on the highest floor. It's will change to the Hero's Sword if you show it to Pierre, who will also learn his Lv. 7 Tech.                                                                                                                               |

|                |                                                                                                                                                                                                                                                                                                                                                              |
|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RED RELIC      | A special treasure received from the Red Dragon God at Mount Pyre. Defeat the Red Dragon to obtain this item. When all six relics've been collected, entry's given to the Sea of Eden.                                                                                                                                                                       |
| RELIEF CHARM   | No need to participate in battle when friends can fight for you! This allows someone to take Serge's place in fighting battles. Automatically obtained on a New Game Plus.                                                                                                                                                                                   |
| SAFETY GEAR    | Poison-resistant clothing that an exploration party had spare to lend to amateur adventurers. This will prevent poisonous field damage at the Hydra Marshes [Another World] when you walk around. Obtain it from an explorer past the western save point.                                                                                                    |
| SAPPHIREBROOCH | A brooch that has a blue stone, which appears to have been broken in two, set inside of it. As Lynx, go to Guldove [Another World] and fight Orpha. She will give you this brooch as proof he's really Serge on the inside. After events at Fort Dragonia [Home World], show it to her and get her to join. This is also used to get a Blue Brooch later on. |
| SHARK TOOTH    | An amulet Kiki's father made from a lion shark tooth ten years ago, when he decided to be a fisherman. It allows Serge to recruit Mojo in Another World Arni.                                                                                                                                                                                                |
| SMITH SPIRIT   | Wherever there's a customer, a blacksmith will be there! Just summon the master smith's spirit... This allows one to 'visit a forge' at save points and on the world map. It's obtained automatically if Zappa invited.                                                                                                                                      |
| STAR FRAGMENT  | It looks just like an ordinary starfish, but is said to have a secret power. This can be found in El Nido Triangle [Home World]. Equipping it will prevent all of the following: flu, sprain, burns, poison. It is also used as a way to invite Starky into the party.                                                                                       |
| STATION PASS   | At Tower of Geddon, enter the subway system on the 2nd level of the mall. Talk to one of the 'ghosts' until it goes up through the turnstiles. It leaves a pass behind on the ground. Use it to get a few other items up the screen, including the Medical Book that teaches Doc his Lv. 7 Tech.                                                             |
| TEAR OF HATE   | A shard of the shattered Dragon Tear. Karsh'll give it over when you talk to him in the Termina Bar [HW] secret room. Later, show this to Oracle Direa at the shaman tower in Guldove [HW] to obtain the Dragon Emblem. Even LATER, this can be used to obtain the ChronoCross element.                                                                      |
| TEAR OF LOVE   | A shard of the shattered Dragon Tear. This will be received automatically after events at Fort Dragonia [Home World]. Use it with the Tear of Hate later on at Divine Dragon Falls [AW] to get the ChronoCross element.                                                                                                                                      |

|              |                                                                                                                                                                                                                                 |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TELE-PORTER  | Lets you change party members on the world map or when standing in reach of Records of Fate. Kid will give this to the party when she joins.                                                                                    |
| TIME EGG     | A legendary item that is a complete enigma. It is believed to break the bonds of time. Obtain this at Terra Tower after defeating the..."TD". Use it when at Opassa Beach [Home World] to fight the very last boss in the game. |
| TIME SHIFTER | Controls the flow of time. R2 = Fast Forward, L2 = Slow Motion. Automatically received on a New Game Plus. You can use it to speed up battle animations, walking around the field; but no FMV cutscenes.                        |
| WHITE RELIC  | A special treasure received from the White Dragon God at Sky Dragon Isle. Defeat the Sky Dragon at the said isle [Another World] to obtain. When all six of the relics are completed, entry to the Sea of Eden's possible.      |
| YELLOW RELIC | A special treasure received from the Yellow Dragon God at Earth Dragon Isle. Defeat the Earth Dragon to obtain this item. When all six relics have been collected, Serge can enter the Sea of Eden.                             |

E-mail me if I've forgotten any!

---



---

THE BEND OF TIME

[TBOT]

---



---

End of Time with a twist? Hmm...

The Bend of Time first becomes available after getting the Porre boat in Home World Termina. It's a small unmarked island between the main human-populated El Nido island and Marbule. Once you enter with the x-button, it will show up as such (in both worlds).

As the jelly-blob octopus monster standing inside will say, this is an arena where monsters from across dimensions can gather to fight...meaning it's the place to be for collecting Sprigg's Dopplegangs, getting rare drops and such, as well as an easy outlet to using summons. Monsters show up inside the light pillars infinitely, and they all come from different regions of the game. At first there is only a few pillars of light to represent the areas Serge has traveled, but eventually, all eight will be represented. There's not much to say on the subject, besides enemies that are missed can still show up here.

To Special Battle /\  
 '-/\ / 4\  
 \ 3\  
 / 2\  
 / 1\  
 \8 /  
 \7 /'- Save  
 \6 \\_

Now, for the special battle info. There is a backdoor to this place that will always be locked on the 1st runthrough of the game. Try to enter it, and the octopus-thing will say it isn't time 'yet.' What's he refering to, then?

```

\5 /\ ' -Enter      The answer is that it only unlocks on
\/\                a 'New Game Plus,' and allows access
                    to three of the game's special foes

```

that can be Doppleganged, as well as one of the best accessories in the game, the "Dreamer's Sarong." When the time comes to open the door (which is anytime on a NG+), enter inside. The orange octopus-monster wants everyone to do three laps around the room. Start at the entrance and run around the railing as well as you can; do it right and a 'ding!' sound will play. After three, the octo-blob disappears and is replaced by the three goons from Chrono Trigger. Hey there, fellas!

|                                                                    |               |          |                       |
|--------------------------------------------------------------------|---------------|----------|-----------------------|
| BOSS: Flea                                                         | INNATE: Red   | HP: 1200 | Dreamer's Sash (100%) |
| BOSS: Ozzie                                                        | INNATE: Green | HP: 2000 | Ozzie Pants (100%)    |
| BOSS: Slash                                                        | INNATE: Blue  | HP: 1900 | Slasher, Third Eye    |
| ELEMENTS: Volcano, Tornado, Iceberg                                |               |          |                       |
| TO STEAL: Flea = Winged Shoes / Flea Vest                          |               |          |                       |
| Ozzie = Antidote / Tornado                                         |               |          |                       |
| Slash = Iceberg                                                    |               |          |                       |
| SPECIALS: OmegaRed (red-innate damage to one ally)                 |               |          |                       |
| WindSlash (blue-innate damage on one ally)                         |               |          |                       |
| DashSlash (blue-innate damage to one ally)                         |               |          |                       |
| OmegaBlue (blue-innate damage to one ally)                         |               |          |                       |
| OmegaBlack (black-innate damage on one ally)                       |               |          |                       |
| OmegaGreen (green-innate damage to one ally)                       |               |          |                       |
| OmegaWhite (white-innate damage to one ally)                       |               |          |                       |
| OmegaYellow (yellow-innate damage to one ally)                     |               |          |                       |
| TheStare (red-innate damage on all allies + Confused)              |               |          |                       |
| MaxDefense (green-innate; bosses're 'Asleep', can't be damaged)    |               |          |                       |
| PATTERNS: (Flea ) TheStare to Attack x2 to Volcano to Attack x2 to |               |          |                       |
| OmegaRed to OmegaYellow (x??)                                      |               |          |                       |
| [2] (Flea ) (TheStare) -> (Attack) -> (Volcano) -> (Attack) ->     |               |          |                       |
| (OmegaRed) -> OmegaYellow -> [To Pattern #1]                       |               |          |                       |
| (Ozzie) Attack to MaxDefense to Attack to OmegaGreen to Tornado    |               |          |                       |
| to Attack to OmegaBlack (x??)                                      |               |          |                       |
| [2] (Ozzie) [Pattern #1] -> MaxDefense -> Attack -> MaxDefense ->  |               |          |                       |
| Attack -> [To Patterh #1]                                          |               |          |                       |
| (Slash) Attack to WindSlash to Attack to DashSlash to OmegaBlue    |               |          |                       |
| to Iceberg to OmegaWhite to Attack (x??)                           |               |          |                       |
| [2] (Slash) (WindSlash) -> (DashSlash) -> (OmegaBlue) -> (Iceberg) |               |          |                       |
| -> OmegaWhite -> [To Pattern #1]                                   |               |          |                       |

First things first: use Fargo to steal the Flea Vest, since it's the only one in the game. After that, dig into the actual fighting. Flea should bite the big one first since he (yes, 'he') uses TheStare to confuse everyone. Powerful physical attacks slice him up pretty well, especially with everyone having bolstered ATK on a NG+. Ozzie's next up if you want, mostly because 'MaxDefense' prevents all damage and puts his allies to sleep as well. It's vexing, but only wears off after repeated (failed) attacking. He's also VERY slow, getting in one attack to his friends' three, so it's not much of a challenge to be honest. Slash's physical attacks and techs will suck...it doesn't get much simpler than that. Still, use Diminish if you're having a difficult time -- it's a lifesaver wherever you go! Most can be inflicted with status effects (Fatigued, etc.) but they'll absorb their own element, so don't be too reckless and heal 'em in the meantime. When each is in critical, they'll finish out the rest of their attack pattern with a bit of streamlining -- Slash quits using regular attacks, Flea bumps his Attack x2's down to singulars, and Ozzie uses an extra MaxDefense (although the effects do not overlap). Note that each time you flee battle, you will have

to run the three laps again. That would seem very annoying, but with the Time Shifter, it's not a problem. Make sure you don't defeat any with summons, or you'll miss the drops and get shiny items; and, make sure you've got a Forget-me-not Pot to get these guys Dopplegang'd, dude! It's also a good idea to restart if you don't get the Ozzie Pants and Slasher drops -- they're unique accessories.

After defeating the 'Mystic Knights,' the orange octopus-thing will want you to run some more laps. If you run the exact number of times it has in its head, it will give the [DREAMER'S SARONG] over. It'll give three hints as to the right amount (in a hot/cold way) and the fourth time will be the do-or-die moment. If you get it wrong, no biggie; just re-enter and try once again. The number it thinks of will be less than 20 each time and randomized, but when it says "Whoa! Almost!" it means you're very close, within 2~3 about.

The Dreamer's Sarong starts a character off with a full element grid when the battle begins, meaning any element is immediately usable. Very nice for the last battle's ChronoCross input method.

DOPPLEGANGS

[DPPL]

Dopplegangs are transformations that Sprigg can do with her Lv. 5 technique 'Dopplegang.' This allows her to transform into enemies that have (1) been set as default ones (2) been killed by her personally (3) been killed by any ally with a Forget-me-not Pot equipped. Dopplegangs will always take on the HP of Sprigg's current state and her Lv. 5 Tech will become a Lv. 1 tech on the monster's grid. Because this always happens, it's not noted on the grid structures below.

Note that some enemies cannot be 'memorized,' like bosses and some specialty enemies, and that not all their attacks translate 100%. For instance, normal BeachBums can use the 'Surf'sUp' tech to summon other similar allies into the battle; Doppleganged ones cannot.

Anyway, here are all of the enemies that can be transformed and where one can find them. A few notes about the following:

- Grid levels that have no elements in it are omitted
- The order of element listing per level is top -> bottom (if you care)
- [H] stands for Home World; [A] stands for Another World.
- Most of these monsters can be found at the Bend of Time, just so y'know.

|  | BeachBum                                     | -----                   |                 |
|--|----------------------------------------------|-------------------------|-----------------|
|  |                                              | INNATE: Blue            | LOCATE:         |
|  |                                              |                         |                 |
|  | LV1: TurnBlue, Cure, Cure                    |                         | Cape Howl [H]   |
|  | LV2: CurePlus, AquaBall, MakeWaves, CurePlus |                         | Cape Howl [A]   |
|  | LV3: AquaBall, MakeWaves                     |                         | Lizard Rock [H] |
|  | LV4: AquaBall +1, MakeWaves                  |                         |                 |
|  | LV5: MakeWaves                               |                         |                 |
|  |                                              |                         |                 |
|  |                                              | --- DEFAULT MONSTER --- |                 |
|  | • MakeWaves (blue-innate damage to all foes) |                         |                 |
|  |                                              |                         |                 |
|  | SandSquirt                                   | -----                   |                 |
|  |                                              | INNATE: Blue            | LOCATE:         |

LV1: AquaBeam, SquirtGun  
LV2: Cure +1, SquirtGun  
LV3: CurePlus, SquirtGun  
LV4: AquaBeam +3

- SquirtGun (blue-innate damage)

| Cape Howl [H]  
| Cape Howl [A]  
| Lizard Rock [A]  
| Lizard Rock [A]

- Can be summoned by the monster 'Portalgeist'...

--- DEFAULT MONSTER ---

| Komodo Pup |

INNATE: Blue

LOCATE:

LV1: Cure, SquirtGun  
LV2: TurnBlue +1, SquirtGun  
LV3: SquirtGun  
LV4: SquirtGun  
LV5: CureAll

| Lizard Rock [H]  
| Lizard Rock [A]

- Can be summoned by the monster 'Portalgeist'...

- SquirtGun (blue-innate damage)

| Tzetze Fly |

INNATE: Black

LOCATE:

LV1: Hellsoul -1, Hellsoul -1, Hellsoul -1  
LV2: Genius -2, Imbecile -2, HellBound -2  
LV3: Imbecile -1, Genius -1  
LV4: Hellbound  
LV5: Hellbound +1

| S.S. Invincible [A]  
| Hydra Marshes [A]

| Opah Fish |

INNATE: Red

LOCATE:

LV1: Weaken -3, Fireball, Fireball  
LV2: Weaken -2, Fireball +1, Fireball +1  
LV3: FirePillar, Fireball +2  
LV4: Magmaburst  
LV5: Magmaburst +1  
LV6: Magmaburst +2  
LV7: Redfield +2

| Lizard Rock [A]

| Wraith |

INNATE: Black

LOCATE:

LV1: DarkMist, DarkMist, DarkMist  
LV2: DarkMist, HellSoul, DarkMist  
LV3: AntiWhite, HellSoul  
LV4: HellSoul +2  
LV5: AntiWhite +2  
LV6: HellBound +2

| Shadow Forest [A]  
| S.S. Invincible [A]  
| Shadow Forest [H]

--- DEFAULT MONSTER ---

- DarkMist (black-innate; inflicts Darkness on all foes)

| Mama Dingo |

INNATE: Red

LOCATE:

LV1: Strengthen -3, Strengthen -3, Strengthen -3 | Fossil Valley [A]  
LV2: Strengthen -2, Bite |-----  
LV3: Bite  
LV4: Bite  
LV5: Bite  
LV6: Bite

- Bite (red-innate damage on single foe)

|  
| Bubba Dingo |-----  
|  
| INNATE: Red | LOCATE:

LV1: Sic'em, Sic'em, Sic'em | Fossil Valley [A]  
LV2: Weaken -2, Sic'em |-----  
LV3: Sic'em  
LV4: Sic'em

- Sic'em (red-innate damage on single foe)

|  
| Drongo |-----  
|  
| INNATE: Green | LOCATE:

LV1: Heal -1, TurnGreen, PeaShooter | Fossil Valley [A]  
LV2: HealAll -2, PeaShooter | Fossil Valley [H]  
LV3: BatEye -1, PeaShooter |-----  
LV4: PeaShooter  
LV5: PeaShooter

- PeaShooter (green-innate damage to a single foe)

|  
| Dodo |-----  
|  
| INNATE: White | LOCATE:

LV1: Purify -3, Peck, Peck | Fossil Valley [A]  
LV2: RecoverAll -1, Peck | Fossil Valley [H]  
LV3: Peck | Shadow Forest [H]  
LV4: Peck |-----  
LV5: Peck  
LV6: Revive +5

- Peck (white-innate damage on single foe)

|  
| Bulb |-----  
|  
| INNATE: Green | LOCATE:

LV1: Heal -1, Bushwhacker, Heal -1 | Shadow Forest [A]  
LV2: Bushwhacker +1, Heal | Shadow Forest [H]  
LV3: Bushwhacker +2, BatEye -1 |  
LV4: HealAll, InfoScope -2 | • Can be summoned by the  
LV5: Bushbasher +2 | monster 'Portalgeist'...  
LV6: Carnivore +1 |-----

|  
| Cassowary |-----  
|  
| INNATE: Yellow | LOCATE:

|                               |                   |
|-------------------------------|-------------------|
| LV1: LoRes -3, Uplift         | Shadow Forest [A] |
| LV2: LoRes -2, Uplift +1      | Shadow Forest [H] |
| LV3: LoRes -1, HiRes -1       |                   |
| LV4: TheOld1-2-3, TheOld1-2-3 |                   |
| LV5: TheOld1-2-3              |                   |
| LV6: AntiGreen +3             |                   |

- TheOld1-2-3 (yellow-innate damage to a single foe)

|                                   |                          |
|-----------------------------------|--------------------------|
|                                   |                          |
| Cuscus                            |                          |
|                                   |                          |
|                                   | INNATE: Yellow   LOCATE: |
|                                   |                          |
| LV1: Heal -1, Heal -1, Heal -1    | Shadow Forest [A]        |
| LV2: Bushwhacker +1, TurnGreen +1 | Shadow Forest [H]        |
| LV3: Bushwhacker +2, EagleEye -1  |                          |
| LV4: EagleEye                     |                          |

|                                        |                        |
|----------------------------------------|------------------------|
|                                        |                        |
| Gerridae                               |                        |
|                                        |                        |
|                                        | INNATE: Blue   LOCATE: |
|                                        |                        |
| LV1: Cure, Cure, Cure                  | Shadow Forest [A]      |
| LV2: CurePlus-1, CurePlus-1, SquirtGun | Shadow Forest [H]      |
| LV3: CurePlus, SquirtGun               |                        |
| LV4: SquirtGun                         |                        |
| LV5: SquirtGun                         |                        |
| LV6: SquirtGun                         |                        |
| LV8: Deluge +3                         |                        |

- SquirtGun (blue-innate damage to a single foe)

|                                |                        |
|--------------------------------|------------------------|
|                                |                        |
| Gloop                          |                        |
|                                |                        |
|                                | INNATE: Blue   LOCATE: |
|                                |                        |
| LV1: Goo, Goo, Goo             | Shadow Forest [A]      |
| LV2: Goo, Goo, Goo, Goo        | Shadow Forest [H]      |
| LV3: Goo, Goo, Goo, Goo        | Viper Manor [H]        |
| LV4: Goo, Goo, Numble, Goo     |                        |
| LV5: Goo, Goo, Goo, Goo        |                        |
| LV6: Goo, Goo, Goo, Goo        |                        |
| LV7: CureAll +2, Goo, Goo, Goo |                        |

- Goo (blue-innate; lowers single foe's Evd)

|                                               |                        |
|-----------------------------------------------|------------------------|
|                                               |                        |
| Goblidygook                                   |                        |
|                                               |                        |
|                                               | INNATE: Red   LOCATE:  |
|                                               |                        |
| LV1: MagmaBomb -1, MagmaBomb -1, MagmaBomb -1 | Viper Manor Bluffs [A] |
| LV2: FirePillar -1, FirePillar -1             | Viper Manor [A]        |
| LV3: SuckBlood, SuckBlood                     |                        |
| LV4: SuckBlood                                |                        |
| LV5: Weaken +1                                |                        |

- SuckBlood (red-innate damage to single foe + restore HP by that amt.)



|                                  |                |                        |
|----------------------------------|----------------|------------------------|
| Acacia PVT                       | INNATE: Yellow | LOCATE:                |
| LV1: TurnGreen, TurnYellow, Cure |                | Viper Manor (Gate) [A] |
| LV2: Cure +1, StormBlow          |                | Viper Manor Bluffs [A] |
| LV3: ElectroBolt -1, StormBlow   |                | Viper Manor [A]        |
| LV4: StormBlow                   |                | Fort Dragonia [A]      |
| LV5: EagleEye                    |                |                        |

- StormBlow (yellow-innate damage to single foe)

|                                  |                |                        |
|----------------------------------|----------------|------------------------|
| Acacia SGT                       | INNATE: Yellow | LOCATE:                |
| LV1: TurnGreen, TurnYellow, Cure |                | Viper Manor (Gate) [A] |
| LV2: CurePlus -1, AcaciaBlade    |                | Viper Manor [A]        |
| LV3: ElectroJolt +1, AcaciaBlade |                | Fort Dragonia [A]      |
| LV4: ElectroBolt, AcaciaBlade    |                |                        |
| LV5: HiRes +1                    |                |                        |

- AcaciaBlade (yellow-innate damage to single foe)

|                                              |             |                        |
|----------------------------------------------|-------------|------------------------|
| WillO'Wisp                                   | INNATE: Red | LOCATE:                |
| LV1: Brimstone, FirePillar -2, FirePillar -2 |             | Isle of the Damned [A] |
| LV2: Brimstone, Weaken -2                    |             | Isle of the Damned [H] |
| LV3: Brimstone                               |             |                        |
| LV4: TurnRed +3                              |             |                        |

- Brimstone (red-innate damage to all foes + Burns)

|                                     |                |                 |
|-------------------------------------|----------------|-----------------|
| Potty                               | INNATE: Yellow | LOCATE:         |
| LV1: Uplift                         |                | Viper Manor [A] |
| LV2: Upheaval -2                    |                |                 |
| LV3: ElectroBolt -1, ElectroBolt -1 |                |                 |
| LV4: LoRes, Upheaval +1             |                |                 |

|                                   |               |                     |
|-----------------------------------|---------------|---------------------|
| Man-Of-War                        | INNATE: Black | LOCATE:             |
| LV1: HellSoul -1, HellSoul -1     |               | Viper Manor [A]     |
| LV2: Gravitonne -1, Gravitonne -1 |               | S.S. Invincible [A] |
| LV3: AntiWhite                    |               |                     |

|                                      |               |                 |
|--------------------------------------|---------------|-----------------|
| Man-at-Arms                          | INNATE: Black | LOCATE:         |
| LV1: BlackRain, BlackRain, BlackRain |               | Viper Manor [A] |
| LV2: HellSoul, HellSoul              |               |                 |
| LV3: Gravitonne                      |               |                 |
| LV4: AntiWhite +1                    |               |                 |

LV5: Revenge  
LV6: SealAll

- BlackRain (black-innate damage to all foes + Cursed)

|                     |                |                 |
|---------------------|----------------|-----------------|
| Portalgeist         | INNATE: Yellow | LOCATE:         |
| LV1: ElectroJolt -1 |                | Viper Manor [A] |
| LV2: ElectroJolt    |                |                 |
| LV3: ElectroBolt -1 |                |                 |
| LV4: ElectroBolt    |                |                 |
| LV5: AntiGreen +2   |                |                 |
| LV6: AntiGreen +3   |                |                 |

|                                     |               |                   |
|-------------------------------------|---------------|-------------------|
| Neo-N-Bulb                          | INNATE: Green | LOCATE:           |
| LV1: Heal -1, Heal -1, InfoScope -5 |               | Viper Manor [A]   |
| LV2: Heal, Heal                     |               | Shadow Forest [A] |
| LV3: HealAll -1, BatEye -1          |               |                   |
| LV4: HealAll, BatEye                |               |                   |
| LV5: Bushbasher +2, Bushbasher +2   |               |                   |
| LV6: Bushbasher +3                  |               |                   |
| LV7: Carnivore +2                   |               |                   |

|                                     |                |                       |
|-------------------------------------|----------------|-----------------------|
| Dwarf                               | INNATE: Yellow | LOCATE:               |
| LV1: Hi-HoWarCry, Hi-HoWarCry       |                | Hydra Marshes [H]     |
| LV2: Hi-HoWarCry, Hi-HoWarCry       |                | Water Dragon Isle [H] |
| LV3: ElectroBolt -1, ElectroBolt -1 |                |                       |
| LV4: HiRes, Upheaval +1             |                |                       |
| LV5: HiRes +1, Upheaval +2          |                |                       |
| LV6: AntiGreen +3, Earthquake +1    |                |                       |
| LV7: Earthquake +2                  |                |                       |

- Hi-HoWarCry (yellow-innate damage on a single foe)

|                                            |                |                       |
|--------------------------------------------|----------------|-----------------------|
| DaggyDwarf                                 | INNATE: Yellow | LOCATE:               |
| LV1: Hi-HoWarCry, Hi-HoWarCry, Hi-HoWarCry |                | Hydra Marshes [H]     |
| LV2: Hi-HoWarCry, Hi-HoWarCry              |                | Water Dragon Isle [H] |
| LV3: Hi-HoWarCry, Hi-HoWarCry              |                |                       |
| LV4: Hi-HoWarCry                           |                |                       |
| LV5: Hi-HoWarCry                           |                |                       |
| LV6: Hi-HoWarCry                           |                |                       |

- Hi-HoWarCry (yellow-innate damage on single foe)

|                                               |                |                   |
|-----------------------------------------------|----------------|-------------------|
| Daffydwarf                                    | INNATE: Yellow | LOCATE:           |
| LV1: Hi-HoWarCry, ElectroJolt -1, Hi-HoWarCry |                | Hydra Marshes [H] |

|                               |                       |
|-------------------------------|-----------------------|
| LV2: ElectroJolt, ElectroJolt | Water Dragon Isle [H] |
| LV3: ElectroBolt -1           |                       |
| LV4: ElectroBolt              |                       |
| LV5: ElectroBolt +1           |                       |
| LV6: ThundaStorm              |                       |

- Hi-HoWarCry (yellow-innate damage on single foe)

|                                             |               |                   |
|---------------------------------------------|---------------|-------------------|
| SnobGoblin                                  | INNATE: Green | LOCATE:           |
| LV1: Heal -1, AeroSaucer -1, AeroBlaster -3 |               | Hydra Marshes [A] |
| LV2: Heal, AeroBlaster -2                   |               | Hydra Marshes [H] |
| LV3: Bushbasher, Bushbasher                 |               |                   |
| LV4: BatEye, BatEye                         |               |                   |

|                                        |               |                   |
|----------------------------------------|---------------|-------------------|
| SnibGoblin                             | INNATE: Green | LOCATE:           |
| LV1: Heal -1, Bushwhacker, Bushwhacker |               | Hydra Marshes [A] |
| LV2: Heal, Bushbasher                  |               | Hydra Marshes [H] |
| LV3: EagleEye -1, Bushbasher           |               |                   |
| LV4: AeroBlaster, EagleEye             |               |                   |
| LV5: HealAll +1                        |               |                   |

|                                   |                |                   |
|-----------------------------------|----------------|-------------------|
| Beeba                             | INNATE: Yellow | LOCATE:           |
| LV1: LoRes -3, LoRes -3, LoRes -3 |                | Hydra Marshes [A] |
| LV2: Hires -2, PhysNegate -4      |                | Hydra Marshes [H] |
| LV3: ThundaStorm -3               |                |                   |

|                                       |               |                   |
|---------------------------------------|---------------|-------------------|
| Wingapede                             | INNATE: Green | LOCATE:           |
| LV1: AcidicGas, AcidicGas, Tornado -5 |               | Hydra Marshes [H] |
| LV2: AcidicGas, AeroBlaster -2        |               |                   |
| LV3: InfoScope -3, AeroSaucer +1      |               |                   |
| LV4: InfoScope -2                     |               |                   |

- AcidicGas (green-innate damage to all foes + Poison)

|                                          |               |                     |
|------------------------------------------|---------------|---------------------|
| Crossbones                               | INNATE: Black | LOCATE:             |
| LV1: HellSoul -1, SwordDance, SwordDance |               | S.S. Invincible [A] |
| LV2: SwordDance, SwordDance              |               |                     |
| LV3: HellSoul +1                         |               |                     |
| LV4: HellSoul +2                         |               |                     |
| LV5: HellBound +1                        |               |                     |

- SwordDance (black-innate damage to single foe)

|           |  |  |
|-----------|--|--|
| Dead Beat |  |  |
|-----------|--|--|

|                                                                                                      |               |                                               |
|------------------------------------------------------------------------------------------------------|---------------|-----------------------------------------------|
| _____                                                                                                | INNATE: Black | LOCATE:                                       |
| LV1: HellSoul -1, HellSoul -1, HellSoul -1,<br>HellSoul -1, HellSoul -2, HellSoul -1,<br>HellSoul -1 |               | S.S. Invincible [A]<br>Isle of the Damned [H] |

|                                         |              |                       |
|-----------------------------------------|--------------|-----------------------|
| Scorpiod                                | INNATE: Blue | LOCATE:               |
|                                         |              | Water Dragon Isle [A] |
| LV1: Cure, Bushbasher -2, Bushbasher -2 |              |                       |
| LV2: Cure +1, Bushbasher -1             |              |                       |
| LV3: CurePlus, Bushbasher               |              |                       |
| LV4: TurnBlue +3, Bushbasher +1         |              |                       |
| LV5: Bushbasher +2                      |              |                       |
| LV6: Deluge +1                          |              |                       |
| LV7: Iceberg +1                         |              |                       |

|                               |             |                              |
|-------------------------------|-------------|------------------------------|
| HotDogitty                    | INNATE: Red | LOCATE:                      |
|                               |             | Mt. Pyre [A]<br>Mt. Pyre [H] |
| LV1: FirePillar -2, GnawBones |             |                              |
| LV2: FirePillar -1            |             |                              |
| LV3: GnawBones                |             |                              |
| LV4: TurnRed +3               |             |                              |
| LV5: GnawBones                |             |                              |
| LV6: Fireball +5              |             |                              |
| LV7: Fireball +6              |             |                              |

- GnawBones (red-innate damage to single foe)

|                                |             |                              |
|--------------------------------|-------------|------------------------------|
| CatBurglar                     | INNATE: Red | LOCATE:                      |
|                                |             | Mt. Pyre [A]<br>Mt. Pyre [H] |
| LV1: FirePillar -2, TripleFist |             |                              |
| LV2: Weaken -2, TripleFist     |             |                              |
| LV3: TripleFist                |             |                              |
| LV4: Strengthen                |             |                              |
| LV5: MagmaBomb +3              |             |                              |
| LV6: Ninety-Nine               |             |                              |

- TripleFist (red-innate damage on a single foe)

|                            |                |                   |
|----------------------------|----------------|-------------------|
| Paper Boy                  | INNATE: Yellow | LOCATE:           |
|                            |                | Fort Dragonia [A] |
| LV1: TurnYellow, PaperMoon |                |                   |
| LV2: PaperMoon             |                |                   |
| LV3: LoRes -1, PaperMoon   |                |                   |

- PaperMoon (yellow-innate damage on single foe)

|        |               |         |
|--------|---------------|---------|
| Combat | INNATE: Black | LOCATE: |
|--------|---------------|---------|

|                                        |                   |
|----------------------------------------|-------------------|
| LV1: GravityBlow, GravityBlow, BatBeam | Fort Dragonia [A] |
| LV2: TurnBlack, BatBeam                | Fort Dragonia [H] |
| LV3: Genius -1, BatBeam                | _____             |
| LV4: Imbecile, AntiWhite +1            |                   |
| LV5: SealAll -1                        |                   |
| LV7: Revenge +3                        |                   |

- BatBeam (black-innate damage to a single foe)

|                                     |                   |         |
|-------------------------------------|-------------------|---------|
| Googhoul                            | -----             | LOCATE: |
|                                     | INNATE: Yellow    |         |
| LV1: ElectroJolt -1, Gnash          | Fort Dragonia [A] |         |
| LV2: TurnYellow, ElectroJolt, Gnash | _____             |         |
| LV3: ElectroBolt -1, Gnash          |                   |         |
| LV4: HiRes, Uplift +3               |                   |         |
| LV5: Uplift +4                      |                   |         |
| LV6: AntiGreen                      |                   |         |

- Gnash (yellow-innate damage to a single foe)

|                                         |                   |         |
|-----------------------------------------|-------------------|---------|
| Cybot                                   | -----             | LOCATE: |
|                                         | INNATE: Yellow    |         |
| LV1: Uplift, TurnYellow, TurnYellow     | Fort Dragonia [A] |         |
| LV2: Uplift, TurnYellow +1, BeatenEarth | Fort Dragonia [H] |         |
| LV3: Earthquake -2, BeatenEarth         | _____             |         |
| LV4: Earthquake -1, BeatenEarth         |                   |         |
| LV5: BeatenEarth                        |                   |         |

- BeatenEarth (yellow-innate damage to a single foe)

|                         |                   |         |
|-------------------------|-------------------|---------|
| Alphabat                | -----             | LOCATE: |
|                         | INNATE: Black     |         |
| LV1: DarkBeam, DarkBeam | Fort Dragonia [A] |         |
| LV2: Imbecile, DarkBeam | Fort Dragonia [H] |         |
| LV3: DarkBeam           | _____             |         |
| LV4: GravityBlow +3     |                   |         |
| LV5: Gravitonne +2      |                   |         |

- DarkBeam (black-innate damage to a single foe)

|                    |                     |         |
|--------------------|---------------------|---------|
| TotalChaos         | -----               | LOCATE: |
|                    | INNATE: Black       |         |
| LV2: FreeFall -3   | Temporal Vortex [?] |         |
| LV3: TurnBlack +2  | _____               |         |
| LV4: Diminish -2   |                     |         |
| LV5: SealAll -1    |                     |         |
| LV6: Gravitonne +3 |                     |         |
| LV7: HellSoul +5   |                     |         |
| LV8: BlackHole +2  |                     |         |

|           |       |  |
|-----------|-------|--|
| Porre PVT | ----- |  |
|-----------|-------|--|

|                             |               |                 |
|-----------------------------|---------------|-----------------|
| _____                       | INNATE: White | LOCATE:         |
| LV1: TurnRed, TurnBlue      |               | Viper Manor [A] |
| LV2: BayonetGun, BayonetGun |               | _____           |
| LV3: BayonetGun, Cure +2    |               |                 |
| LV4: Numble                 |               |                 |
| LV7: Revenge +2             |               |                 |

- BayonetGun (red-innate damage on a single foe)

|                                     |               |                 |
|-------------------------------------|---------------|-----------------|
| _____                               | INNATE: White | LOCATE:         |
| Porre SGT                           |               | Viper Manor [A] |
| LV1: TurnRed, TurnBlue, CurePlus -2 |               | _____           |
| LV2: BayonetPlus, BayonetPlus       |               |                 |
| LV3: Cure +2, BayonetPlus           |               |                 |
| LV4: BatEye                         |               |                 |
| LV8: Ninety-Nine +2                 |               |                 |

- BayonetPlus (red-innate damage on a single foe)

|                                |               |                        |
|--------------------------------|---------------|------------------------|
| _____                          | INNATE: Black | LOCATE:                |
| Airframe                       |               | Isle of the Damned [A] |
| LV1: Gravitonne -2, DarkBreath |               | Isle of the Damned [H] |
| LV2: DarkBreath, DarkBreath    |               | _____                  |
| LV3: SealAll -3, PowerDive     |               |                        |
| LV4: PowerDive, DarkBreath     |               |                        |
| LV5: PowerDive                 |               |                        |

- PowerDive (black-innate damage on single ally)
- DarkBreath (black-innate damage on single foe + Darkness)

|                                                              |               |                        |
|--------------------------------------------------------------|---------------|------------------------|
| _____                                                        | INNATE: Black | LOCATE:                |
| WightKnight                                                  |               | Isle of the Damned [H] |
| LV1: HellSoul -1                                             |               | _____                  |
| LV2: HellSoul                                                |               |                        |
| LV3: HellSoul +1                                             |               |                        |
| LV4: HellSoul +2                                             |               |                        |
| LV5: HellSoul +3                                             |               |                        |
| LV6: HellBound +2                                            |               |                        |
| LV7: HiRes +3, HiRes +3, HiRes +3, Gravitonne +4             |               |                        |
| LV8: PhysNegate +2, Rage, SadnessWave, SpiritsUp, WaveOfFear |               |                        |

- Rage (red-innate; raises all allies' ATK)
- SadnessWave (red-innate; lowers all foes' ATK)
- SpiritsUp (yellow-innate; raises all allies' DEF)
- WaveOfFear (yellow-innate; lowers all foes' DEF)

|                                    |               |                     |
|------------------------------------|---------------|---------------------|
| _____                              | INNATE: Black | LOCATE:             |
| Tragedienne                        |               | Tower of Geddon [H] |
| LV1: AquaBeam, Fireball, SuckBlood |               | _____               |
| LV2: CurePlus -1, PoisonGas        |               |                     |
| LV3: CurePlus, BlackRain           |               |                     |

LV4: RecoverAll +1  
LV5: Volcano -1  
LV6: Tornado  
LV7: BlackHole +1

- SuckBlood (red-innate damage on one foe + restore HP by same amount)
- PoisonGas (green-innate; Poison status on all foes)
- BlackRain (black-innate damage on all allies + Cursed)

|                                    |               |                          |
|------------------------------------|---------------|--------------------------|
| Gremlin                            | INNATE: Green | LOCATE:                  |
| LV1: Heal -1, Heal -1, Bushwhacker |               | Dead Sea (Overworld) [H] |
| LV2: AeroBlaster -2, HealAll -2    |               |                          |
| LV3: ToxicBreath, HealPlus -3      |               |                          |
| LV4: ToxicBreath                   |               |                          |

- ToxicBreath (green-innate damage on one ally + Poison)

|                                                                |             |                   |
|----------------------------------------------------------------|-------------|-------------------|
| Tutanshaman                                                    | INNATE: Red | LOCATE:           |
| LV1: Volcano -5                                                |             | Fossil Valley [H] |
| LV2: Ninety-Nine -4, Volcano -4                                |             |                   |
| LV3: MagmaBomb +1, FirePillar                                  |             |                   |
| LV4: MagmaBomb, Weaken, FirePillar                             |             |                   |
| LV5: MagmaBomb +3, MagmaBurst +1, Strengthen +1, Strengthen +1 |             |                   |
| LV6: Ninety-Nine, MagmaBurst +2, MagmaBurst +2                 |             |                   |

|                                                     |              |                        |
|-----------------------------------------------------|--------------|------------------------|
| Spearfisher                                         | INNATE: Blue | LOCATE:                |
| LV1: IceBlast -3, IceBlast -3, Nimble -3, Nimble -3 |              | Viper Manor Sewers [A] |
| LV2: IceLance, TurnBlue +1, IceTongs                |              |                        |
| LV3: IceBlast -1, IceTongs                          |              |                        |
| LV4: Vigora -2, IceTongs                            |              |                        |
| LV5: AntiRed +2                                     |              |                        |

- IceTongs (blue-innate damage on one foe + Frozen)

|                                            |              |                 |
|--------------------------------------------|--------------|-----------------|
| Witchetty                                  | INNATE: Blue | LOCATE:         |
| LV1: CurePlus -2, CurePlus -2, CurePlus -2 |              | Viper Manor [H] |
| LV2: AquaBall -1, AquaBall -1              |              |                 |
| LV3: IceBlast -1                           |              |                 |

|                         |                |                       |
|-------------------------|----------------|-----------------------|
| Rockroach               | INNATE: Yellow | LOCATE:               |
| LV1: LoRes -3, LoRes -3 |                | Earth Dragon Isle [A] |
| LV2: SpinOff, SpinOff   |                | Earth Dragon Isle [H] |
| LV3: SpinOff            |                |                       |

LV4: HiRes  
LV5: AntiGreen +2

- SpinOff (yellow-innate damage on one foe)

|                                           |                |                       |
|-------------------------------------------|----------------|-----------------------|
| YellowBelly                               | INNATE: Yellow | LOCATE:               |
| LV1: Slime, Slime, Slime                  |                | Earth Dragon Isle [A] |
| LV2: Slime, Slime, Slime                  |                | Earth Dragon Isle [H] |
| LV3: Slime, Slime, Slime                  |                |                       |
| LV4: Slime, Slime, Slime                  |                |                       |
| LV5: YellowField, LoRes +1, PhysNegate +1 |                |                       |
| LV6: Uplift +5                            |                |                       |

- Slime (yellow-innate; Dizzy status + AntiYellow)

|                             |                |                       |
|-----------------------------|----------------|-----------------------|
| Fossicker                   | INNATE: Yellow | LOCATE:               |
| LV1: TurnYellow, TurnYellow |                | Earth Dragon Isle [A] |
| LV2: Upheaval -1            |                | Earth Dragon Isle [H] |
| LV3: Uplift +2              |                |                       |
| LV4: AntiGreen +1           |                |                       |
| LV5: Earthquake, LoRes +1   |                |                       |

|                                         |              |                       |
|-----------------------------------------|--------------|-----------------------|
| Lagoonate                               | INNATE: Blue | LOCATE:               |
| LV1: Just4Kicks, Just4Kicks, Just4Kicks |              | Marbule [A]           |
| LV2: CurePlus -1, CurePlus -1           |              | Water Dragon Isle [H] |
| LV3: Just4Kicks, Just4Kicks, Just4Kicks |              |                       |
| LV4: AquaBall +1, AquaBall +1           |              |                       |

- Just4Kicks (blue-innate damage on one foe)

|                                    |              |                       |
|------------------------------------|--------------|-----------------------|
| Mantarrey                          | INNATE: Blue | LOCATE:               |
| LV1: AquaBall -2, TurnBlue, FlyLow |              | Marbule [A]           |
| LV2: Numble -2, FlyLow             |              | Water Dragon Isle [H] |
| LV3: Nimble -1, FlyLow             |              |                       |
| LV4: FlyLow                        |              |                       |
| LV5: AntiRed +2                    |              |                       |

- FlyLow (blue-innate damage to one foe)

|                                  |              |                       |
|----------------------------------|--------------|-----------------------|
| Sidesteppa                       | INNATE: Blue | LOCATE:               |
| LV1: IceLance -1                 |              | Water Dragon Isle [H] |
| LV2: IceBlast -2                 |              |                       |
| LV3: Multistab, Multistab        |              |                       |
| LV4: JumpStart, JumpStart        |              |                       |
| LV5: Devour, Devour, CurePlus +2 |              |                       |



LV6: Deluge +1, CurePlus +3

- Multistab (blue-innate damage on one foe)
- JumpStart (blue-innate damage on one foe + Sprain)
- Devour (blue-innate damage on one foe + Flu)

|                                                  |             |                |
|--------------------------------------------------|-------------|----------------|
| Taurinator                                       | INNATE: Red | LOCATE:        |
| LV1: Charge!, Charge!                            |             | Mount Pyre [H] |
| LV2: Strengthen -2, Charge!                      |             |                |
| LV3: Charge!, Charge!                            |             |                |
| LV4: Inferno -1                                  |             |                |
| • Charge! (red-innate damage on one foe + Burns) |             |                |

|                                                     |               |                  |
|-----------------------------------------------------|---------------|------------------|
| PreyMantis                                          | INNATE: Green | LOCATE:          |
| LV1: AeroSaucer -1, Heal -1, TurnGreen              |               | Gaea's Navel [A] |
| LV2: Stinger, Heal                                  |               | Gaea's Navel [H] |
| LV3: AeroBlaster -1, Stinger                        |               |                  |
| LV4: HealAll, AeroSaucer +2                         |               |                  |
| LV5: BugSwatter, HealAll +1                         |               |                  |
| LV6: BugSwatter                                     |               |                  |
| • Stinger (green-innate damage on one foe + Poison) |               |                  |
| • BugSwatter (green-innate damage on one foe)       |               |                  |

|                                                           |             |                  |
|-----------------------------------------------------------|-------------|------------------|
| Prehysteria                                               | INNATE: Red | LOCATE:          |
| LV1: TurnYellow, JurassicBeat                             |             | Gaea's Navel [A] |
| LV2: JurassicBeat, JurassicBeat                           |             | Gaea's Navel [H] |
| LV3: JurassicBeat                                         |             |                  |
| • JurassicBeat (red-innate; inflicts Confused on one foe) |             |                  |

|                                           |             |                 |
|-------------------------------------------|-------------|-----------------|
| Gizmotoid                                 | INNATE: Red | LOCATE:         |
| LV1: HighBeam, HighBeam                   |             | Chronopolis [H] |
| LV2: HighBeam, HighBeam                   |             |                 |
| LV3: HighBeam, HighBeam                   |             |                 |
| LV4: HighBeam, HighBeam                   |             |                 |
| • HighBeam (red-innate damage to one foe) |             |                 |

|                               |              |                 |
|-------------------------------|--------------|-----------------|
| Aero-Guard                    | INNATE: Blue | LOCATE:         |
| LV1: IceBlast -3, IceBlast -3 |              | Chronopolis [H] |
| LV2: IceBlast -2, CureAll -3  |              |                 |
| LV3: IceBlast -1, CureAll -2  |              |                 |
| LV4: IceLance +2, CureAll -1  |              |                 |

LV5: IceLance +3, CureAll

LV6: Vigora

Gyroblade

INNATE: White | LOCATE:

LV1: PhotonBeam -2, PhotonRay, RecoverAll -2

Chronopolis [H]

LV2: PhotonBeam -1, HolyHealing -4

LV3: PhotonRay +2, HolyHealing -3

LV4: PhotonBeam +1, RecoverAll +1

LV5: PhotonRay +4

LV6: MagNegate

Puffy

INNATE: Yellow | LOCATE:

LV1: NeedleWork, NeedleWork, NeedleWork

El Nido Triangle [A]

LV2: NeedleWork, NeedleWork

El Nido Triangle [H]

LV3: NeedleWork

- NeedleWork (yellow-innate damage on one foe)

Gurgoyle

INNATE: Yellow | LOCATE:

LV1: TurnYellow

Fort Dragonia [H]

LV2: GiddyBreath, GiddyBreath, GiddyBreath

LV3: HiRes -1

- GiddyBreath (yellow-innate; inflicts Dizzy on one foe)

Myxomycete

INNATE: Green | LOCATE:

LV1: TurnWhite, Meteorite -1

Terra Tower [A]

LV2: Meteorite, Meteorite

LV3: Purify -1, StrongMinded -1

LV4: MeteorShower, MeteorShower

LV5: HolyHealing -1, AntiBlack

LV6: WeakMinded +2, MagNegate

Whoot

INNATE: Yellow | LOCATE:

LV1: OwlEyes, TurnYellow, LoRes -3

Terra Tower [A]

LV2: OwlEyes, Uplift +1

LV3: OwlEyes

LV4: PhysNegate -2

LV5: AntiGreen +2

- OwlEyes (yellow-innate; inflicts one random status effect on a foe)

Combot

INNATE: Red | LOCATE:

LV1: GunnerGetya  
LV2: GunnerGetya  
LV3: GunnerGetya  
LV4: GoBallistic  
LV5: GoBallistic

Chronopolis [A]

- GunnerGetya (red-innate damage on single target + Confused)
- GoBallistic (red-innate damage on all enemies + Burns)

Slash

INNATE: Blue LOCATE:

LV1: Cure  
LV2: WindSlash, WindSlash  
LV3: IceLance +1  
LV4: DashSlash, DashSlash  
LV5: IceBlast  
LV6: CurePlus +3, CurePlus +3  
LV7: Iceberg +1

The Bend of Time [H/A]

- Can only be found on a New Game Plus (NG+)

- WindSlash (blue-innate damage on single enemy)
- DashSlash (blue-innate damage on single enemy)

Ozzie

INNATE: Green LOCATE:

LV1: InfoScope -5, Heal -1, BatEye -3  
LV2: InfoScope -4, LoRes -2, EagleEye -2  
LV3: InfoScope -3, HiRes -1, Bushbasher  
LV4: InfoScope -2, HiRes, Bushwhacker +3  
LV5: InfoScope -1, Bushbasher +2, Bushbasher +2  
LV6: HealAll +2, Carnivore +1  
LV7: PhysNegate +1, MagNegate +1

The Bend of Time [H/A]

- Can only be found on a New Game Plus (NG+)

Flea

INNATE: Red LOCATE:

LV1: TurnWhite, TurnBlack, TurnGreen, TurnYellow  
: TurnBlue, TurnRed  
LV2: Fireball +1, Weaken -2  
LV3: TheStare, TheStare, TheStare  
LV4: FirePillar, Strengthen  
LV5: AntiBlack +2, AntiWhite +2, AntiYellow +2  
: AntiGreen +2, AntiRed +2, AntiBlue +2  
LV6: Inferno +1, Ninety-Nine

The Bend of Time [H/A]

- Can only be found on a New Game Plus (NG+)

- TheStare (red-innate damage to all foes + Confused)

RAINBOW SHELLS

[RNBW]

A.K.A. @Rainbow Shells, these are rare components needed for the creation of rainbow equipment. Finding them isn't usually as easy as opening a treasure chest, and most are missable if you're not keepin' your eyes peeled. Here's

a list of where to get them (chronological order). [HW] stands for Home World and [AW] stands for Another World.

- #01 - This is the first event you can do, but it becomes unavailable later in the game (post-Tower of Geddon). After finishing the mandatory events in Guldove [AW], return to Arni and talk with the waitress at the cafe. Go ahead and use the Astral Amulet at Opassa Beach to find the Home World again, and visit the Arni cafe there. Talk to the waitress here and receive a [BOOK OF POEMS] to show the waitress in the other world. Get back to Arni [AW] and show the book to the un-idealistic waitress and receive a Rainbow Shell in the end...!
- #02 - Dropped rarely by WightKnight enemy on Isle of the Damned [HW]. Find this enemy in the screen before Garai's grave by luring a Willo'Wisp down to the old suit of armor, then killing said enemy. The flame'll possess the equipment and the enemy will appear.
- #03 - A @Rainbow Shell can be won as the best prize from the spinner game in the Zelbess' casino [AW]. There is a foolproof trick to getting through, however. Pause the game until the spinner's tip falls in between the south and west markers; un-pause and quickly stop the spinner to hit north each time.
- #04 - There's one in the itemseller's cart in Arni Village [AW]. When you first try to dig into her stash early in the game, she rebuffs Serge and says it's not for sale. Later, after events at Tower of Geddon, everyone will be hiding at the chief's pad. Pocket it at this point.
- #05 - At Termina's bridge [AW], there's a viper churro salesman. When you first get to town, he hasn't set up; after the Viper Manor events, he'll want some feedback on his wares' price. Set the bar lower to about the 60-50g range. Later in the game, after events at the Tower of Geddon, he'll give you one for free...and it will have a Rainbow Shell inside! How 'bout that? This can be obtained after Tower of Geddon events.
- #06 - At Earth Dragon Isle [HW], after you jump into the quicksand pit and leave via the sandboil, talk with the foreman once again to be given a Rainbow Shell.
- #07 - Steal one from Criosphinx, a boss located at Earth Dragon Isle [AW]. It's the only item that can be stolen.
- #08 - Steal one from Dark Serge, a boss located at Fort Dragonia [HW]. Rack this one up as a rare steal, which will probably annoy you quite a lot if you absolutely gotta have it. =/
- #09 - Water Dragon Isle [AW]. The researcher who gave a piece of Skelly can give this over, assuming Serge has completed events at Fort Dragonia [HW].
- #10 - PolisPolice, a boss located at Time Fortress Chronopolis [HW], carries a shell as a rare steal.
- #11 - On Chronopolis' third floor, take the left door from the elevator's lobby. In a small backroom there's a chest containing the prize.
- #12 - After obtaining the ChronoCross (or Mastermune), find Kid at Hermit's Hideaway [AW] and be sent back in time to her orphanage. In the first room, rescue the kid behind the clock and talk to him again to receive

this gift.

- #13 - In the same orphanage as #10, find the girl hiding under the bed on the second floor, in the same room as the removable floor panel. She bestows the 'shell on Serge after the room's cleared of Lava-boys.
- #14 - Once the orphanage flashback is completed, Radius tells Kid Luccia at Viper Manor [AW] wanted to talk to her. Go there with Kid in the party to read a letter "Sis" left her, containing a Rainbow Shell!
- #15 - After events at Time Fortress Chronopolis, El Nido Triangle [AW] will be accessible. One's in a first-screen chest.
- #16 - In the same location as #15, just in the 2nd screen with the UFO.
- #17 - After winding through Terra Tower [AW] a bit, a multi-ledge area with waterfalls and TerraTerrors will have to be climbed. In a niche here, there's a shell.
- #18 - Further on in Terra Tower [AW], defeat Pyrotor and continue into the next area where some Cupoids roam. There's a chest with a shell to be found here.
- #19 - The screen right after #16 has TerraTerrors walking along a broken sluiceway/canal area. Along the eastern wall, at the very northern point, is a shell.

You can also find two spectral weapons per playthrough that have a Rainbow Shell inside, being the Betta Carotene for Janice, and a Spectral Glove for fist-fighters. Both are missable as they're found in Terra Tower. Many people like to disassemble the carrot weapon for the raw elements because they also come with one of each shiny material! That makes a total of 20 possible ways to get @Rainbow Shell components that I can see.

E-mail me if I've forgotten anything!

---

---

## VI. FREQUENTLY ASKED QUESTIONS

[FAQZ]

---

---

[Q] - Guile = Magus?

[A] - No.

[Q] - Glenn = Frog?

[A] - No.

[Q] - Do I need to play Chrono Trigger / Radical Dreamers first?

[A] - No, but if you can, you should. It'll help some references unravel a bit better. That said, Cross functions pretty well as a standalone game; you can learn some things from those others but it ain't mandatory. There is a translated Radical Dreamers rom around that you can use (don't ask me for it or I'll make Poshul eat your face).

[Q] - I ran away from Mama Komodo and now I can't find her again!

[Q] - I ran away from the FireDragon and now I can't find him again!

[A] - Re-enter the screen.

[Q] - One of your strategies is wrong!

[A] - Probably, since I can't see the battle mechanics. They're just reference

material, though -- don't expect 'em to be 100% correct all the time. If you found a crucial detail that I missed, and it can be substantiated, I will definitely include it in the strategy. Just match it to my format & such. Remember: strategies that come from NG+ saves won't be accepted, as they may be inherently different!

[Q] - Does Taurusoid use Tornado?

[A] - No, it doesn't ever use it.

[Q] - I got my Lv7 tech but it disappeared!? Where is it?

[A] - Final techs received by means other than leveling-up have to be EQUIPPED manually. Some people, like Steena, have this apply to their others as well. When in doubt, search the inventory.

[Q] - I'm playing this game on a PSP emulator. Is there a save prompt at the end of Disc 1?

[A] - Nope.

[Q] - When can I enter The Bend of Time?

[A] - After getting the Porre boat in Home World.

[Q] - I'm on the S.S. Invincible and my boat is gone! I can't leave!

[A] - Talk to a pirate on the topdeck to automatically leave on the boat.

[Q] - When I use FlyingArrow, there's a big pig that appears. What is it?

[A] - Its Masa and Mune's combined form, which only shows if the Mastermune is equipped. You need to play Chrono Trigger to get the reference. If you use the skill with any other swallow upgrade, it won't show it.

[Q] - What does enemy gender signify?

[A] - Mostly attack pattern changes and different HP values.

[Q] - If a \_\_\_\_ Plate absorbs an attack, are any status inflictions nulled?

[A] - No. Even if an attack heals a character, s/he may still suffer after effects if there are any.

[Q] - What's the name of the ending song if you fight the T.D. correctly?

[A] - Radical Dreamers -Le Trésor Interdit-, although you may find it labeled as "Radical Dreamers ~ The Unstolen Jewel."

[Q] - Hey, why don't I start with the Mastermune!?

[A] - Because the Mastermune is the upgraded Sea Swallow, and is part of the storyline to boot.

[Q] - How do I get Glenn's twin Einlanzers?

[A] - After defeating Dario and getting the Mastermune, take Glenn to Another World Termina and go down to the shrines. Inspect the Einlanzer stuck in the dirt and Glenn will succeed the Einlanzer and be able to double-wield the things. He can only do this with the Einlanzer, which, when equipped, will show two swords on the status screen. You can do this any time after getting Serge's real form back at Fort Dragonia [Home World], and can even get Einlanzer #2 if you import Glenn from a previous save via the ChronoCross.

[Q] - I got into the secret room at The Bend of Time but when I do a full circle, he tells me I'm doing it incorrectly!

[A] - You're either cutting across or going counterclockwise, both of which're wrong.

[Q] - What do the Pendragon Sigils do?

[A] - They give an automatic 'Turn\_\_\_\_\_' effect when hit by an enemy's element, thus strengthening them from those types temporarily, and a damage boost of sorts. The Pendragon Sigil C seems to work just as well as the Sigil A here for some reason (screwup?).

---

---

VII. UPDATES + THANKS

[UPDT]

---

---

05-14-07 -----+ Added to GameFAQs  
                  + Full Walkthrough  
                  + Lots of extra junk (yay?)

05-15-07 -----+ Error corrections + updated initial equipment

05-17-07 -----+ Added most of Sprigg's Dopplegangs

05-26-07 -----+ Updated Weapons section

05-26-07 -----+ Error corrections

05-28-07 -----+ Error corrections, updated Terrator strat

05-31-07 -----+ Added element grid development chart to all characters  
                  profiles, courtesy of Gwydion. Thx!

06-10-07 -----+ Updated GiantGloop strategy

06-26-07 -----+ Added in 'Rainbow Shells' section

07-17-07 -----+ Error corrections

07-23-07 -----+ Updated PolisPolice section

08-05-07 -----+ Error corrections

08-15-07 -----+ Error corrections

08-26-07 -----+ Error corrections

09-04-07 -----+ Error corrections

10-20-07 -----+ Error corrections

12-06-07 -----+ Added Viper Manor [Home World] section.

01-18-08 -----+ Updated Leena's profile section

01-26-08 -----+ Updated Pip's profile section

02-09-08 -----+ Corrected Tower of Geddon section

02-21-08 -----+ FullRevival correction

04-17-08 -----+ Error correction

04-25-08 -----+ Error correctionz

04-30-08 -----+ Format changed

05-02-08 -----+ Error correction'D

05-09-08 -----+ Cerror erections

05-23-08 -----+ Format corrections

06-08-08 -----+ Cloud Cape info added [thanks to Shad Downey]

07-10-08 -----+ Error corrections

08-01-08 -----+ Equipment list update [thanks to German Volpe]

09-12-08 -----+ Error corrections

09-24-08 -----+ Error corrections

11-04-08 -----+ Error corrections

01-02-09 -----+ Error corrections

01-30-09 -----+ Error corrections

02-03-09 -----+ Error corrections

10-02-09 -----+ Format/tables updated

07-04-16 -----+ Cleaned up some tables and other silly nonsense I wrote

For additional corrections/submissions: shotgunnova [a] gmail.c0m

#####  
[THANKS TO]~~~~~

#####

Ceej -----> For bein' cool and hosting all the junk I write

BradyGames guide -> For boss HP values and most rare steals/drops. I still plan on corroborating these things, but for now, credit goes to these guys.

Person Man -----> He's the only other guy I've seen who's tried mapping out boss/enemy strategies. Very deserving of recognition. He also sent in some extra information on the HP needed for GiantGloop to cast Iceberg.

Gwydion -----> For allowing me to use his table that shows how each of the characters' element grids develop. It's in the profile section, folks -- all him!

Archers of Loaf --> Great bands! Pretty much listened to their music the whole way through writing this. Check out their albums 'Icky Mettle' and 'Trace,' folks!

YOU! -----> For readin' this thing and putting up with a large table of contents.

Steven Smith -----> Giving the missing 10+ entries for the Dopplegang list, and corrections about shop update availability

Golden Gan -----> Corrections/tips regarding SideSteppa CureAlls, Janice's final weapon, and Mojo/Funguy's final techs

CC Board @ GFaqs -> For being lovable and awesome + rocking lots of casbahs

Guillaume Audet --> Information on De-Hydrate & Wingapede's Tornado

Lance\_Wrongbow ---> For helping with information on Pip's techs

Maximoom -----> For helping with Pip's Lv.7 Tech information

Eliga Kincheloe --> Correction in Tower of Geddon!

feel2c -----> Pip grid correction

Dreamistt -----> Copper Swallow/Gobledygook info

Miztic Gohan -----> S.S. Invincible Aquaball @Iron note

Aaron of Hydros --> NeoFio tip for Hydra Marshes

Mcl01 -----> Mannequeen trapping correction

belinchu -----> Chronopolis / MegaStarky correction

Rookie\_One -----> Intro Ft. Dragonia's save quote

Andrew Wan -----> Lots of corrections

Michael Lee -----> Greco recruitment correction

Hell Hawk -----> FullRevival guy correction

Travis Erickson --> LimeLight correction

Greg -----> OP06 enemy sighting

Reizen Kazuki ----> HolyHealing T.D. steal

Daniel Geller ----> Kid recruitment tip

Dr\_Vondrook -----> RoyalJelly steal correction

Heider Mesquita --> clerical correction in Rainbow Shell list

Erik Luebke -----> Pirate's poison drink correction

Lancet Jades -----> Note about Mastermune/ChronoCross usage at orphanage

HaroldV -----> Some messed up direction corrections /rhyme

Alex X. A. Sim ---> Magic Seal correction =p

Leandro Sayago ---> Dead Head/HolyLight tidbit

Charles -----> Hydra Marshes [AW] correction & MaidenFaith clarification

Bunny -----> Help with a formatting error

Chuck Cochems ----> For telling real condition of Hi-HoChorus' usage

Peter Larson -----> Reminding me when Skelly can be obtained



Zach Lapo -----> Reverify responses needed to get Leena's LV7 tech  
 Celticailin1 -----> Tip that Dario has a Pendragon Sigil A steal  
 J. Reneer -----> D-13 "jump to section..." correction  
 Capefeather -----> Information on MaidenFaith tech requirements  
 Adam -----> Info on PolisPolice critical state  
 LBoksha -----> Mannequeen pose information  
 winterking heish -> Peppor drop correction  
 Alexandre Martel -> For some good suggestions on path split additions  
 Phoenix -----> Reminding me that BlackDragon uses SealAll  
 Shad Downey -----> Info on the Cloud Cape  
 Rubenshox -----> Chronopolis/RoyalJelly/Orlha correction  
 Allen Zeng -----> BlackDragon's AntiBlack susceptibility  
 Tim McIntee -----> Missing Rainbow Shell info/Book of Poems reminder  
 Luis Sparkster ---> Tip that treasure box bros. may have randomized items  
 Britney Hoyer ----> Fossil Valley correction  
 slartifer -----> Corrections about Grand Slam  
 Jeffrey Wright ---> Correction to Criosphinx' steals  
 MegaWentEvil -----> Aquator correction for star chart  
 Simon Wells -----> Correction to De-Hydrate's abilities  
 Steve J. -----> Corrections on Fargo & Fort Dragonia  
 German Volpe -----> Equipment list corrections  
 Prometheusx303 ---> SisterHoods & Fort Dragonia correction  
 Descendant21 -----> Innate-color corrections

---



---

VIII. LEGALITY

[LGLT]

---



---

This document is intended for private home use ONLY, and may not be reproduced through electronic or commercial means without the expressed consent of the author (P. Summers). It cannot be hosted, edited, or distributed for profit, and may not be given away as an add-in/gift to bought items. All rights are reserved to respective parties, even those not explicitly stated herein. Those who find this document on sites not listed below should e-mail the author (me). Thanks for reading this, and thanks for respectin' FAQ authors.

Allowed Sites:

- Gametalk.com
- GameFAQs.com
- MyCheats.com
- Neoseeker.com
- Gamesradar.com
- Supercheats.com
- Honestgamers.com
- Chaptercheats.com
- Cavesofnarshe.com
- ChronoCrossFanClub.webs.com

Disallowed Sites:

- cheatcc.com

Email me for permission ~  
 shotgunnova (a+) gmail (d0t) com

YOU CAN GO OUT AND DESTROY  
 WHAT'S ALREADY SPENT; YOU  
 CAN BLAME ON YOUR HAT THE  
 FAULTS IN YOUR HEAD

Document © Shotgunnova 1997-2017 (and countin'!)  
 Chrono namesake © respective owners  
 For god's sake, give us a sequel!  
 E N D O F D O C U M E N T