

Chrono Cross FAQ/Walkthrough

by ZeldaDude

Updated on May 15, 2001

=====
+++++++ Walkthrough Disc 1 Through Disc 2 ++++++
=====

*Revision History:

- 1- This guide was started 10/10/00 by Zelda Dude. 10/20/00 I added some new elements to the guide. First and foremost I added a list of allowed holders of this guide. These people have PERMISSION and may use my guide on their sites because of this. I also added an indepth FAQ and tutorial about the Chrono Cross of japan. I updated the ending guide a bit, with some various added in features. Finally I added in the official strategy to get Razzly's Level 7 Tech, a summary analyzer of the two different Chrisophynx battles, and a Trap/Summon list for those who are confused where to get the Level 7 summons and trap them in the game.
- 2- The guide was updated with a new website which got permission from me to use this guide, the first parts of the interviews with the Japanese Chrono Cross players, and your Feedback in the feedback section just below the Japanese CC FAQ.
- 3- The guide was updated again with a new website in the permissions section, the next parts of the interviews with Japanese Chrono Cross players, Locations of and how to get Steena's tech skills, Added information in the Japanese CC FAQ, and your feedback continued just below that.
- 4- I updated the feedback section with more of your responses, and also the Japanese Chrono Cross FAQ with new info as well as adding a brand new Gameshark Cheats And Codes section with amazing never before seen or heard of Gameshark codes for Chrono Cross, including information on that lovable Dario!
- 5- I updated the Japanese Chrono Cross FAQ with very important info along with the feedback section. I also updated the gameshark section with the finalized Dario code, and info on some codes to fix the glitches soon!
- 6- Whew! There is no excuse for this guide not being updated so let me just tell you what happened. I had, for a month, severe trouble with my computer. During and in that time, I was working over at a website I stay at on a very complex gameshark hack. I was hacking the enable code for Zelda: Majoras Mask and I in fact got the code hacked, then to dissapointment found out somehow the Code Generator had been deactivated. Now an access code is required to activate it. Anyway now that I'm back have I got a surprise! I added a "Find Greco" section to the Subquests and Plots, and updated a very very long overdue Feedback section with your comments! The last thing is some information on the Programmers Door everyone is going to be dying to know.
- 7- Well after a long laborious time, we finally got all the Majoras Mask hacking done!! Boy what a load off. I mean really. So I have time to update this great, wondrous, glorious guide (feel free to send flames, insults, comments etc) with all YOUR feedback you great people have been sending me, and move some things around etc. As well as a NEW update to the Programmers Ending section. Let's begin shall we?
- 8- Well we have some unfortunate bad news. Yes scroll down to the Japanese FAQ to find out. But at the same time, we have some great news!!!! Finally the Chrono Cross Programmers Door FAQ is completed!!! It was a long illustrious, and incredibly fun endeavor. Please be sure to read it when you get a chance. Among the updates, are some new never before known scenes which you can do in Chrono Cross, thanks to overseas help. These scenes explain and go more into the story then ever before, so this is good news for America!!!! Also check the Japanese FAQ for that. As well as, yes your feedback with some quick letters and a new website added to the credits section.
- 9- I updated your feedback.
- 10- I updated a whole whole lot. The Japanese FAQ has been updated with swarms of new info, as I have been busy. Also it mentions my Radical Dreamers guide is done. Please read that if you haven't yet. I also have come across CONFIRMED additional endings in CC. Yes there ARE in actuality approximately 16 different endings, just like CT. To find out the exciting news scroll down to the endings section. Also I explained the mysterious 'rumor' ending I had left in there for so long which involved the FATE of the dwarves, so read that while you're down there. Then I lastly updated feedback.
- 11- Added news on ANOTHER additional 'event' in Japanese FAQ. Added more information, and new feedback.
- 12- Added a HUGE update to the Japanese FAQ below. Check it for a HUGE list of new secrets I've discovered while playing through that the USA got left out of. Check below that for new 'unknown events' and how to trigger them. And finally check out all the Frozen Flame dialogues I have recorded for characters! That is only half, check for the rest in a later update! Also read the section below that for the Legend of The Masamune, be sure to check for new tidbits I've outlined and your feedback with responses. Completed all the Frozen Flame dialogues! Go see them now!

Back at Guldove, Kid is saved with the Humour. She thanks Serge and rejoins the party. Afterwards you'll need to head to Water Dragon Isle in home. However if you took a different path, something slightly different is ahead.

Path 2: Korcha will be upset and refuse to lend you his boat. Wander around Guldove and speak to Macha, and she will talk to Korcha who will instead take you to Termina using the boat. Macha joins up also. Go around the Residential tower after getting Doc, and find Mel. Talk to her a couple of times and she agrees to join. Leave Guldove for Termina.

In terminia, if you gave the Bell Flower to Glenn previously he will come to join your party. If you didn't then he won't but he will tell you to go the island up North to find one of the Arcacia Dragoons. Take Macha and enter Viper Manor and talk to Orcha. After exchanging words sail up north to Hermits Hideaway. Harle will appear and attack saying she burned it to bits.

BOSS: Harle.

She isn't too hard. Just keep your HP up and attack with Techs. Use Machas new weapon on her to quickly make her die. Afterwards spend the night there.

In the morning you will sail into the fog to reach mount Pyre, but you'll get lost. You'll end up on a Pirate Ship with Captain Fargo. He'll give you three tests. Beat them to get captured and thrown in the brig.

BOSS: Polly.

He's pretty hard because of Wind Flap. Use healing elements and attack constantly. After he dies Fargo will attack.

BOSS: Fargo.

Harder then he looks. Make sure to use red elements since he is blue Innate and it really helps. Also heal as much as possible. After wards you are in the brig.

A ghost ship comes and takes over the ship and a skeleton crashes through the door. Defeat it and keep walking. Defeat the enemies and talk to the Pirate on the right. He'll mention that the door is locked and someone in the ship has the key. The person who has the key is random, so fight and talk to everyone. Crawl through the vents to get to the other side of the blocked off rooms. Once you find the key use it on the door and go through.

Inside here find Pip. He's not hard to miss, and rarely sticks in one place for long. Follow him around and get him to join you. Afterwards defeat the dead beats and continue up the stairs. On deck the ghosts are everywhere. Go save Fargo and face the boss.

BOSS: Dead Hand.

A swarm of Dead Beats will merge into one. He will use Diminish and Hell Soul which instantly kills someone. Attack it with White elements and use Heal a lot. He takes a while to defeat. When he's dead the Fog will lift and you'll be in Mount Pyre.

If you wanted the Ice Breath, you need to complete the Water Dragon Isle sidequest. It isn't that hard without though so continue on through past the enemies and when you get to the save, simply heal everyone with Capsules. Go across the walkway and fight Red Dragon.

BOSS: Red Dragon.

Don't let his size fool you, he is really tough. Make sure to be well equipped and have healing spells a plenty. Use all blue innate attacks and you will beat him easier. Once he's defeated continue across.

BOSS: Karsh, Zoah and Marcy.

These guys will all use level 5 techs to be prepared for a fight! Use alot of healing spells and kill Zoah first then Karsh and Marcy. It takes a while and once they are defeated you reach the place in your dream, Fort Dragonia. If you go to Hydra Marsh in home, you'll see the Humans occupying the area and a baby Hydra in the water. The other Hydra is extinct. Also if you go back and see Kid, it turns out a kid(Magus?) from the mainland brought the Humor to save her life at the last minute anyway. This is located in part 6 though, so below is the walkthrough for Water Dragon Isle.

Path 1 Continued: Once in home, travel to Arni and take the Fishermans boat to Water Dragon Isle. Once there Razzly will see her home in Danger. Speak to Rosetta, and she'll give Razzly something. All the dwarves will be angry. Follow them through and fight them and go down the ladder. You will meet up with the Dwarf Chieftan, and he will be mad. Suddenly you'll hear a rumble.

BOSS: Hi Ho Tank.

This is without a doubt the toughest fight in the whole game. It only has about 1000 HP, but it's very tough on defense. Hi Ho Tank will use element attacks that your character is weak against and attack consecutively. Use Serge with his hardest Level 5 techs, and all other characters as well. Razzly

BOSS: Tyrano.

To beat it easily, use a lot of Blue Elements and physical attacks. The Pteradactyl isn't tough either. Watch out for Tyranos Chomp Down because it can really hurt unprepared characters.

Afterwards continue on and face the Green Dragon, which attacks. Have Leah equipped with Yellow elements and a healer also.

BOSS: Green Dragon.

It will use Green Field which disables some Yellow elements so be careful. Use High level Yellow Elements and attacks as well as summons like Blue Whale to easily defeat it. Watch out for Chaos Breath and Carnivore which gives a lot of status effects as well hurt the party. If you can catch Carnivore and Sonja if he uses it. After it falls you get the green relic.

Head back and Leah will join, leave to Hydra Marsh and exit. Go to earth Dragon Isle and the guy will be done with the explosives. Get some from his partner down below and continue. As you enter this area set the explosives on the turtle directly right of you so it falls on the sand boil. Then go to the left and fight the turtle there, defeat it and push its shell on the next sand boil. Then go to ground level and fight the last turtle, and push its shell. Now go to the middle sand boil and jump in, letting it shoot you up. Save and then inspect the sand. The Earth Dragon attacks.

BOSS: Earth Dragon.

It isn't too tough, don't use Leah though and have some Carnivores on hand if possible. Steal a Yellow Plate from it if you have mel. Keep attacking it, as it will use ThunderStorm and EarthQuake consecutively at times, so make sure to use Heal All when that happens. Its physical attacks are really weak, so just concentrate on wittling it down. Once it is defeated take the Yellow Relic and ThundaStorm summon.

Afterwards, head to the Opassa beach and go to Another world. Go up and through Fossil Valley. Then head to the boat and take it to Hermits Hideaway. Here Evil Serge and Kid will show up and attack, but Polly and Fargo will save the day. Fargo will then join you and you can go back to home, or take the quest to rescue Riddel. Take Another's Fargo to Home and on the Cruise Ship Zelbess talk to Homes Fargo. It will set sail after a chat to Marbule to free the island. Nikkis concert will happen and you will have to kill all the Lagoonates to wake the Black Dragon. Afterwards you get his level 7 tech skill Invincible. Go back to Another and talk to the Black Dragon, which attacks.

BOSS: Black Dragon.

This guy is tough. Immediately have Fargo steal his Black Plate for later use. Then use Invincible almost immediately and have Lynx use his White Magic and attacks. Have the other character heal. This will be a long fight. Afterwards you'll get the Black Relic as well as the Grim Reaper Summon.

Head to Mount Pyre and put all the Blue Elements you have in Fargos slots and the other characters. Go upwards to the place where the Lava splits and head to the right instead of up this time. Here fall down the lava and go underneath the corridor to a new room. Follow this area around while avoiding the monsters. Once on the other side heal and talk to Fire Dragon again. He will challenge you.

BOSS: Fire Dragon.

This guy is very tough. He starts out as the same normal size you met before. But then he merges with his Salamander friend and becomes the real deal with flying wings! Be sure to hit him down to about 100 HP left if you want to steal the Red Plate. There is no other way you will get it. Watch out for Fire Breath and Inferno which he will sometimes cast consecutively. Using Blue Whale will also really damage it, so charge up. Also using Frog Prince if you have that will devastate it. After it is defeated you get his Red Relic as well as the Salamander Summon.

Return to Sky Dragon Isle this time in Another. Talk to the Sky Dragon with all your relics and he will challenge you.

BOSS: Sky Dragon.

This is the toughest of all of them. Not only will he cast the most powerful spell there is UltraNova, but he does White Breath along with Holy Healing which can heal almost 999 HP each use! Make sure to use Lynx's level 7 tech Forever Zero and a lot of black spells so you can build up Grim Reaper which will devastate the White Dragon. When it casts Null State beware of casting elemental magic because it will usually miss. If you can trap UltraNova, trap it at least 4 times to use these for Serge. Also if he summons Unicorn trap that, it's a VERY good spell. Keep this up for a while and he will finally be defeated and give up his White Relic as well as the Saints Summon.

Now with all 6 Dragon Relics, speak to the Shaman in Another's to get the Dragon Emblem and enter the Shamans tent in Guldove in Home. Steena will join you as well as give you the Dragon Tear.

reptiles if you wish along the way. Go back to the wall enclosed area and start to climb each one by going up the vine along the sides. Switch from side to side as you make your way upwards. Collect the chests to receive Rainbow Shells.

Keep going along the outside corridor till it branches in two and heads down. Walk across this area to find a large face statue. It will talk to you asking if you are worthy to accept the path you choose. It is the spirit of Azala. Continue walking and you'll be in a large area with huge roots. Start climbing up and going around this maze taking the time to fight enemies as you go. When you reach the top, enter and go along the wall and continue climbing up. Each area you climb you find new items and more enemies. Terra Tower goes on for a long long ways so prepare to climb. Keep going up and down the steps and stairs, and collect the Rainbow Shell as well as fight the reptiles for experience. As you make your way to the top of the room, get the element in the chest below you. When you climb the vine, you'll be in a room with many blue squares and hall ways. Keep going across them to find treasures, as well as some good elements. Fight the Reptiles along the way and go to the northern area to see a monster blocking the way. Touch it to initiate combat.

BOSS: Pyrotor.

This is pretty straight forward, he will use red elements so attack it with blue. Use Ice Blast and Deluge mostly, and if you can Blue Whale and Frog Prince Summons. He will use tablet to heal himself 3 times, so just keep attacking and he will be destroyed. Watch out for his flaming tech. You get a red field element from him.

Keep going down the hallway he left behind and walk up and around avoiding the shadows if possible. Follow this maze of cracked steps and chests to find several Rainbow Shells and elements. Then find your way to the left hand side and enter the door. You'll be in Viper Manor again. Run across the corridor to find out what's going on. Inside will be Crono and Belthasaur. Talk to him again and he will explain the 7th Dragon FATE originally planned to suppress was in fact Harle. Which means she was the Dark Moon Dragon. He will then hand you the Time Egg. Crono will tell you there is little time and then disappear. Exit the area and go back to the crossing. Cross this place and enter the hallway above where you will see a green colored creature blocking the way to an elevator. Walk up to it to initiate combat.

BOSS: Anemeter.

He's pretty tough. He will use not only high level Green Elements 4 times in a row, but Heal Plus to heal himself as well as Omega Green. Watch out when he does this it can really devastate. Use mainly Yellow elements including the summon ThundaShake to hurt him really bad. Afterwards he will use one last ditch attack which can really hurt so watch out. Then it dies leaving behind the green field element.

Continue up the elevator it protected to find yourself at a very strange area with 6 colored elements surrounding. Record these as these are the order you must use the elements and then the Chrono Cross to free Schala/FATE from Lavos's grasp. Go through the large hall and enter the elevator.

At the top you will be in a strange place with different colors. Go to the save point and save your game. Two light pillars stand piercing the sky over the tower. Run to the right first, and equip all your heavy hitting black elements. Equip the white Plate and get past the blowing wind machines which blow you off course. Enter the teleporter and teleport to the other side to face a white creature.

BOSS: Luxator.

With the White Plate, this battle will be easy. If not it's going to be tough. Use your high level black elements immediately, and summon Grim Reaper if possible. Luxator will sometimes attack consecutively using Holy Light, Ultra Nova and then Omega White which can literally annihilate the party. Make sure to heal at the end of EACH turn. Don't use Serges techs because it will heal it. Serge should get healed by all of Luxators attacks except Physical. He hits pretty hard too. Be sure to trap some of his elements like Ultra Nova before he dies. He leaves behind a regular element.

Now go back all the way to the left and run to the left. Enter the portal after getting past the moon enemies and get in front of a large black creature. This guy is tough.

BOSS: Gravitator.

Make sure Serge is equipped with the Black Plate. Gravitator tends to use Gravitonne followed by Free Fall followed by Black Hole, after it attacks physically. It will then follow it up with Omega Black, which is fatal to Serge. Use Diminish and all of Serges techs on the boss, since Serge should get healed except by Physical attacks. Also use Magnegate on the party and this should slow him down. Make sure to use Ultra Nova and Holy Light alot, along with Photon Beam. A strong physical attack helps as well. Afterwards it leaves an element.

Return to the main area and enter the now disabled doors. The beams of light are also gone. Run around the insides of the room and up to the top of the last elevator where you will see a blue creature blocking the way. Touch it to

Ultra Nova and high end White Elements to really finish off Dario. He has around 3550 HP. His Physical attacks will be weak now so just keep plummeting him. When he slouches, use another Ultra Nova to finish him off. After he is defeated he gives up the Masamune which turned him evil, and Masa and Mune and Doreen come together once again....this time to become the Mastermune. Serge then receives this weapon which doubles all his attacks in damage and the curse of the Masamune is broken for good. Later at the mansion, Dario will start rebuilding it and give Riddel her level 7 tech skill.

Sidequest Riddle me This: Here have Serge, and any non green innate in your party. Equip the yellow plate, and enter Earth Dragon Isle in another's world and head to the same place as the Earth Dragon was in home. The strange creature who caused the Quicksand to leave when he flapped his mighty wings to enter here will emerge. He will introduce himself as the Chrisophynx, and challenge Serge to a game of wit and skill. Accept and prepare.

SECRET BOSS: Chrisophynx.

Chrisophynx has an inquisitive mind and will give Serge riddles instead of fighting him if you want. However what you want to do is fight him so ignore the riddles. They are all elements. He has around 13,000 HP so this will be a long fight. However at this stage, it won't be that tough. Chrisophynx will cast Earthquake followed by Thunderstorm followed one minute later by Earthquake and Thunderstorm. Remember yellow elements heal him. This won't kill off the party however, and it will heal the character with the Yellow plate. Chrisophynx's physical attacks are rather weak, and not much of a problem. He'll continue this pattern throughout the battle. Just use Tornado and Carnivore and Summon Genie or even ThundaStorm if possible at times, to take off good chunks of HP and wittle him down gradually. You won't know when he's near Death, but have Serge basically attack him about this time with the Mastermune and he should be almost finished. After he is defeated he congratulates Serge saying they may meet again and leaves behind the very good item, the Sunglasses. Equip these immediately as they boost the defense or the wearer immensely and attacking power as well. Leave the island.

Sidequest And now Gain the Prism Armor: With the sunglasses equipped, and the Blue Plate if you have it sail to the curved islands south of El Nido. Press X to enter like you did with Forbidden Island. This strange place is called the Bend of Time and allows you to fight any monsters from previous adventures within. It however, serves a much more valiant purpose now keeping secrets that are valuable. You can practice some if you wish, it doesn't matter. When you are ready enter the door at the back which is now unlocked and talk to the giant monster. He will tell you to run 3 laps clockwise around the room. Start running the whole room clockwise and at 3 he will stop you. Suddenly, the voices of 3 familiar mysterious Mystical Knights will be heard they will fall from the sky and attack you mocking your disposition.

SECRET BOSS: Ozzie, Slash, and Flea.

You will be in an area very familiar.....as you fight Lavos in it. The Darkness of Time. The 3 mystical Knights from Chrono Trigger will attack you at once. These guys are tough so heal up and use strengthen and Magnegate. Flea will use her attack "The Stare" which puts every character into confusion, sleep and berserk as well as hurt the whole party. So it's a great idea to kill her off first. Ozzie will then immediately use Mag Defend which makes every character invulnerable for a period of time meaning every attack will miss regardless. Wait it out and regain control of your characters one by one. You can't really build elements since every attack misses, so use the elements sparingly. You must wait out Mag Defend until it wears off. Keep using heal spells and Strengthen while your elements aren't used up though to make it easy. Once Mag Defend wears off, have Sprigg with her Forget me not pot if you have her at least kill off Flea. Once she's dead the other two won't be too bad. Considering one character is healed by Slash's Omega Blue and Blue elements, only his Physical attack can hurt them. Kill Ozzie off next, so he doesn't use Mag Defend again, which he usually does. After Ozzie is dead, concentrate all your attacks on Slash and use Red Elements like Salamander Summon. When Slash falls, Sprigg will be able to Doppelgang all 3 literally if done correctly. You get the Dreamer's Sash, Ozzie's Pants and the Slasher for defeating them. Also during battle you can get Fleas Vest, but you have to have Kid or someone steal it.

Afterwards the large monster will congratulate you, then challenge you to a game of memory. He will say he is thinking of a number of laps and give off a hint like its less than 20 or more than 10 or 5 every time it is random. Then he will give you 3 hints, chances to guess the number. If you fail, you don't get another chance! By random luck of the draw, run around the room the number of laps he is thinking. If you get it, he congratulates you telling you got the number he picked and giving you the Dreamers Sarong, which starts the wearers Element power at 8 when starting a battle! This is by far the best item ever. Equip it to the person with the summon and go to the weak monsters near the entrance of the bend of time. Start the battle and have the character cast the summon on the group of monsters. Depending on what color summon, you get different Shiny Material.

Salamander= Shiny Ember
Saints= Shiny Salt
Grim Reaper= Shiny Soot
Blue Whale/Frog Prince= Shiny Dew
ThundaStorm= Shiny Sand

Ending 2: Magical Dreamers Concert. To obtain this ending, you must have both Razzly and Nikki in your party, and be before you fight Lynx. In it, Serge, Kid, Nikki, and Miki all perform a concert in Termina. Razzly is seen as the mascot. Afterwards Lynx is found overlooking the world from Fort Dragonia.

Ending 3: Life at the Shop. To obtain this ending, do Leenas whacky character quest but before going to Viper Manor beat the game with her and Mojo (or whoever) it will show Serge with Lisa in the shop on Anothers Termina who are now running the shop themselves, when Leena will show up very jealous. After exchanging words with Lisa and leaving, it shows Solt Peppor and Pierre going to fight Lynx in that familiar surrounding, only to never be heard from again.

Ending 4: Life as a Fisherman. To obtain this ending, do not go to Termina, but beat the game with Leena and Mojo (or whoever) and Serge will wake up on the docks of Arni in a fishermans boat. He and Leena talk about how he became a Fisherman, and decided to live out his dream then they talk about getting married when Kid walks in. She exchanges words with them and then leaves to battle Lynx alone. She of course kills him off and then takes the frozen flame, becoming ruler of El Nido and leads the Arcacia Dragoons off to victory against the Porre army and the Zenan continent.

Ending 5: Life as a Fisherman 2. To obtain this ending, decide to go to Termina, do not have Kid in your party and refuse her offer continually. It's basically the same, except Serge arrives in a boat after catching the rare Arni fish(the swordfish!?) and mingle about their lives, then Kid walks in from behind unnoticed. She does not say a word to disrupt the scene, then it moves on back to Kid taking care of Lynx herself and using the Frozen Flame to conquer the world.

Ending 6: Korcha's Proposal. To obtain this ending, simply beat the Hydra Marsh choosing to save Kid, do not have Razzly in your party, and accept Korcha's proposal. The shop scene with Leena will begin and Kid whom argue, and then Korcha will all of a sudden show up!! He will then propose his marriage to Kid, who unknown to him, has already stepped out of the room completely! Then Macha walks in, and Korcha ends up proposing to his mother! Afterwards, Pierre, Solt and Peppor will as usual appear in Fort Dragonia.

Ending 7: Korcha's Somewhat Proposal. To obtain this ending, simply beat Hydra Marsh choosing to save Kid, do not have Razzly in your party, and refuse Korcha's proposal. The shop scene with Leena will begin again and after they argue, Kid will chew them out when Korcha shows up!! He tries to come out with some words for her, but stumbles on his own tongue in the process!! Kid unable to understand exits, and the scene shifts back to Solt, Pierre and Peppor as usual in Fort Dragonia.

Ending 8: Life in Marbule. To obtain this ending, beat the game right after exiting the temporel vortex. In it, Lynx and Harle will be in Marbule with the Demi Humans worshipping them. Lynx and Harle will lead Marbule into a new era and the scene shifts to the dead sea in home world with Zappa Fargo and Radius. They are facing off against Dark Serge. It fades out with them and Kid in the background.

Ending 9: Life in The Manor. To obtain this ending, beat the game right after rescuing riddel and do no further sidequests. You see General Viper descending the center platform, with Norris as the Chef. They are preparing for Lynxs army which is going to attack any minute. Then you see Fargo, the Four Devas, Arcacia Dragoons and everyone fighting monsters on the lower docks of the SS Invincible preparing to face Dark Serge. Then Harle and Lynx are talking about how she never stayed in one place very long because they were always travelling around the world. Kid then runs in thinking it's Lynx and it fades out.

Ending 10: Life in Chronopolis. To obtain this ending, beat the game right after Harle leaves the party, but don't do any sidequests or fight Dario. You see Kid and Dark Serge at the entrance to Chronopolis. Kid holds off the party, and tells Serge to go ahead on through. Harle comes in who had left your party and tries to persuade kid to fight Dark Serge. She then ends up fighting Kid and it fades out. Then an old man comes in the far left of Termina to consult the records of FATE but you see it apparently glow a bright black and then the old man shocked, run out.

Ending 11: Life in The Manor 2. To obtain this ending, simply beat the game after beating Dario and getting the Mastermune before fighting FATE. You will see General Viper come down from the ceiling and talk about the Orphanage which is now Viper Manor. You'll see kids running around everywhere and they will joke around a bit. After of which you will see Dark Serge and Kid entering Termina. They go into the bar, and order drinks which is apparently owned by the four devas. Kid will talk smack along with Harle, as Starkys alien friends arrive who want to destroy everyone. Later after they are done drinking, Dark Serge tries to pick up the bar tab and is ripped off. Marcy and Karsh reminisc as the screen fades out.

Ending 12: Kid's mysterious savior. To obtain this ending, simply beat the game with whoever without saving Kid or going to the island or anything, or before giving her the humor. The shop scene will begin with Lisa and Leena in their heated argument, but Kid will never show up. It then cuts to another new scene where it will show Norris, from Porre is actually the one who saves her from the Hydra Poisoning. After of which, the usual Solt and Peppor Pierre Fort Dragonia comedy hour will begin.

Conversation with gamma bahamut: "I have heard this character (insert name here) say this and this when completing this event. There is this story piece they talk about here and here and I am not sure if it works in US"

Conversation with Rarner: "I found book which is the official sequel to Chrono Crisis. It is written by Hoshino the guy who did Chrono Cross story." "I am american but live in Japan." "You can get the book only in Japan." retcepsbro: "amazing that means they changes it. same thing they did with Incredible (chrono) Crisis" gamma bahamut: "I do not know if it work in US release sorry" Conversation with alexandros: "That picture is actually of Serge and Schala in it. I have official artwork guide it is called "The Missing Piece" and I got it off ebay. It only available in japanese." Anonymous: "I also have the guide and Kid/Schala is wearing wedding dress" From my conversation with these various ethnic individuals, I can answer yes. From US speculation, I can answer no.

2- How do I obtain this ending/secret/character plot/story in the game?

There is no way. You don't. If it is anywhere, it lies in Japan. To go into this further we look at the status of the game Chrono Cross. Sure it is famous, but did it really sell as well as Japan? No It didn't even get close. Japan was ready for this game as soon as Chrono Trigger was finished. Technically, when something doesn't sell well in one country Squaresoft will end up removing something by default. This is almost unavoidable. Below is what has been said about the above subjects:

"The frozen flame then shatters as Dragon God wriggles in pain and is sucked up into the other dimension. Schala comes free and has her eyes closed. Belthasaur shows up in Neo-Epoch and takes Schala to it. Belthasaur talks to Schala in japanese on the trip in the epoch. Kid whispers "Mother..." screen fades out black and fin. This is 13th ending."

"characters are more developed in my game. I learned about grobyc and luccia are brother and sister and grobyc is killed by porre army. All characters are more developed and say more things"

"In my book it shows Schala and Serge in a wedding. It shows a closeup of the picture on Schalas desk and in it is that. I see closeups of everything including that pendant very clearly. the book is called "The missing piece". " "I have read part of the book Chrono Crisis. Hashino talks about all plot story not mentioned in Chrono Cross. He fills in all holes and gives sequel. It is very good and we have it in japan."

Other things noted to be included in japan:

A specialized soundtrack CD.

A large official CC guide which the US doesn't have.

Radical Dreamers for PSX.

Chrono Trigger for PSX with new endings and cutscenes.

Large specialized poster.

3- Do you have any more information where I can get this stuff?

What are we seeing here that we haven't seen before? Everytime Squaresoft pulls something like this the US just has to move on. The answer is you can't, unless you go all the way to Japan and move there which some people actually do. Or you could Import, but you may need things like a MOD chip and the like. The only other information I can give on this subject is a website currently under development by these japanese individuals and ethnics. I will update this FAQ later with the address, links to the pictures and things of these items, and a specialized interview with each of them I will conduct to get to the bottom of this. I personally believe what they are saying, but without enough overlaying evidence the US can not believe it. Which is what I intend to do.

4- Can I get this special stuff anywhere?

Look, you can't it isn't there don't bother wasting your time you don't have a chance unless you do something like above. Now this issue is over. I will update it more when I have the chance and the information. Feel free to send me any and all feedback regarding this issue so we can address key points and see how this all fits together. If you are japanese, you will need to get a translator for you so you can write and I can read it.

Now here's something interesting. I talked to someone on the CC board who seemd to actually know what he was talking about. This guy is named "Master X". Master X says: "I know I havn't posted here much so I will probably be regarded as an unreliable source but here goes. I actually had the jap version before the US and after reading a faq before playing the game actually thought this was the last boss(because of the typical last boss style nusic) and did the whole elements in order thing and use chrono cross and nothing happens(I have also tried your way of doing it in all element areas). I just have to say this to the person who started the rumour and gave a description of the ending. After using the chrono cross on the dragon why hell would Schala be released from it? She's merged with the Lavos spawn and not the dragon. The 13th ending rumour is an absolute pile of steaming brown stuff(that good enough for you scensors?) and was made up to get a laugh at at the poor saps who believe its expense." Once again, there wasn't actual SCREENSHOTS or something to back this up, but it sounded pretty logical. Now keep in mind this guy HAD the game, yet these other people are stating it is impossible or next to it to get the elements in the right order while fighting the Dragon God...?? Interesting can someone smell two sides of the same story??? But which one is correct?? That is what has yet to be determined. It actually looks solid from BOTH angles, is the truth. We have two very DIVERGANT Testimonies which cancel eachother out. Do we know if it is/is not possible with theories?? Nope but we have more then enough to continue. Now here is something really interesting I found out. Emerelda said the following: "OK... I'm just uploading the pic... you can notice that Mamacha is married with someone else NOT being Orcha since her name is linked by 2 green lines to

someone else... to prove it just look at Marge and Wazuki.

2 green lines=husband and wife
red line: blood relationships
violet lines: other kind of relationships

the link is:

http://www.geocities.com/eme_chan/ultimania.JPG

Chrono Chris:

in the japanese version Macha was named Mamacha, so her husband is Papacha ^_^ I've mostly played the japanese version so I often get confused with the names..." This is really interesting for two reasons: One she has the import version, and apparently this Ultimania guide does exist, and two it explains things the USA NEVER gets to understand, like the fact that Macha married someone else etc plus there is actual HARD evidence here, which makes it not speculation but fact. This CONFIRMS for the very first time that there ARE differences. The other thing I heard about was a total of "3" different versions of a certain ending stated when Emerelda says: "TYPE a:Kid is in your party and Korcha proposed
TYPE B: Kid is in your party but Korcha didn't propose
TYPE C: Kid isn't in your party" Now I don't think this part matters, since you can find these differences in any game you have. It's just something thrown in for extra.

Upon closer examination of the Ultimania guide, I have verified that Razzly and Rosetta ARE sisters yet nowhere here in the USA do we find that out, which proves beyond a shadow a doubt japan has differences from the USA. Also, Marcy and Nikki are in fact brother and sister and what retcepsbro said about it on the CC board was true all along. In fact, after inspecting the guide further I also found an unexplained blood line: Meaning GrobyC is actually completely alone all the way out in the middle! He has no connections at all. However this line the guard talks about in the japanese version presumably (I have never seen it in mine) states that GrobyC is the brother of Luccia, in FACT GrobyC is dead, he's a cyborg so he is incapable of blood relatives. So whoever was GrobyC beforehand would have to be Luccias brother. That being said, there is proof beyond all doubt that japan got stuck with differences. Finally my take on the other things: There was more character development in the game in japan then the USA, and this document here has proved it completely or if you didn't see read above again. The 13th ending which I have not seen proof on either way to close the case COULD be possible is my current thoughts despite it being believed to be a rumor. In other words, it could have been done with gameshark and codes or another way someone hadn't thought of. I need to see full proof before I draw conclusions on that. In addition, retcepsbro has not lied on one account in all details he has splurged on the game, including the facts of Marcy and Nikki being brother and sister, GrobyC and Luccia also being brother and sister and other events people denied existed. What we have found here is that japan and the USA indeed DO have differences, and as it may, there is no resetting the game back to normal, and getting the Complete Chrono Cross anymore. I have found a Chrono Cross Millenium edition is apparently coming out, but I doubt it will be anything more then the same rehashed stuff. To check it out go to <http://www.rpgfan.com>. More on this when the interview continues next. Finally more information on the CC Ultimania guide, and artwork book "The Missing Piece"! Articles about them and where to buy them can be found here: <http://www.otaku.com/cgi-bin/khtml.cgi?p=new.khtml>. So the USA didn't get the same as japan, should we feel bad??? Maybe maybe not. We may not get the whole picture here anymore, but I am working on a project which will give the full picture to us(america) right now, my other FAQ I have been working on is a fully translated Text version of Radical Dreamers clearing up all interlying confusion on Guile and the mystery surrounding him. My friend is working on a game now, based off the actual book Chrono Crisis with all the same attributes it had and even more including japan cutscenes USA never saw, and much much more since rarnar has not ever gotten back to me with screenshots of the book, this new guy who is working on Chrono Crisis will have full screen CAPTURES from the book since he owns his own copy and the game will reveal all the mysteries about Harle, the Dragons, and all other events that the USA got cheated out of. Finally, soon we will know if the 13th ending is not possible or not. My friend has gotten someone to debug the import and check all the cutscene slots, if it's found in there will determine its prescence. More information will continue to pour in here.

Unfortunately, the long awaited 13th ending was a rumor after all in the end. Retcepsbro finally admitted to the lie after much coaxing from his friends. No such change actually exists in the japanese version of Chrono Cross. There are in essence 12 endings, which are already known. But don't fret completely over it, for we have something even better to now look forward to!!! The long awaited Chrono Cross Programmers Door FAQ is completed and ready for viewing in the CC section as we speak. This will be the premier and largest Chrono Cross Programmers Door FAQ so be sure to keep checking it. Also, that surprise I was telling you about is here: New never before seen scenes in Chrono Cross and how to obtain each of them!!!!

Bring another leena to home cape howl. Conditions: kid must not be in your party and it must be after you visit guldove after overhearing glenn talking to the flower stall lady, and before you change into Lynx. You will witness a funny scene between her and serge.

Bring another kid to another cape howl. Conditions: leena must not be in your party and it must be after you fight karsh, and before you infiltrate viper manor. You will witness a scene where Kid asks Serge if you remember. If you answer yes, then Serge will tell her about the dream about kid getting killed by him and kid will respond.

Thanks to BubbleBobby2000 for both of these great new scenes, and check here for future and even more new Chrono Cross secrets the USA never knew about!!

Are you guys ready??? Well the surprises are here.

Bring Zappa to see Karsh in home world to witness a scene and find out what happened. Conditions: Must be after turning into Lynx before fighting Miguel.

Bring Guile to see Sneff in home world on the Zelbess to find the truth about his 'bad debt'. Conditions: Must be after turning into Lynx, before entering Sea of Eden.

Bring Sprigg with Guile to see Sneff in home world on Zelbess to find the full story regarding the original gambling bet. Conditions: Must be after turning into Lynx before going to ??????? Note: Still pinpointing exact requirements.

Bring Serge and whomever to Another Fort Dragonia without Kid in the party by choosing not to save her and never picking her up from Guldove. Lynx will talk to Serge almost in third person, followed by Kid being stabbed. Conditions: Must have chosen not to save Kid and not have traveled back to home.

Bring Sprigg to the Fortune Teller after coming back to learn more about her mysterious past. Condition: Must be after turning into Lynx.
Bring Greco to the Shop Owner outside of the Shrine in Another world to find out more of his mysterious past and learn what caused Ghetz's death. Condition: Must RECRUIT Greco while you are Lynx.
Bring Pierre to Zappa in Another world to learn about his 'big debt'. Condition: Must be after regaining Serge's body.

Bring Pierre to Zappa's wife to learn more about his big 'debt'. Condition: Must have both Karsh and Pierre and have gotten Serge's body back.

Bring Pierre and Karsh to Home Zelbess to see Solt and Peppor and learn about his former 'role'. Condition: Must have recruited Sneff and have gotten Serge's body back.

Bring Harle to see Sprigg and find some funny sequence. Condition: Must have recruited both and have gotten Harle back by the Chrono Cross.

Bring Harle to Marcy to see a funny scene. Condition: Must have Harle in current party before she leaves.

Bring Harle to Kid during her coma to witness something funny. Condition: Must have gotten Harle back through the Chrono Cross.

Bring Korcha to 'element trader' in Another World to see a funny scene where Korcha tells the Mermaid to escape. Go back a second time to witness the Mermaid has escaped her tank and fled the city! Condition: Must have recruited Korcha and have Serge's body back after Terra Tower appears.

Bring Norris to people in Termina during Porre Takeover. Condition: Must have Norris and Serge's body back.

Bring Glenn with Karsh to Isle of Damned to learn what his brother did. Condition: Must have recruited Glenn and have not fought Dario.

Bring Glenn to fight with Dario and learn what happened to his brother. Conditions: Must have recruited Glenn and gotten Serge's body back.

Bring Marcy before Fargo on home Zelbess to find a hint of why she is his daughter. Condition: Marbule must have not been saved and the concert already over.

Bring Korcha to girl in Termina after Porre Invasion to see a rejection. Condition: Must be after Terra Tower appears and have recruited Korcha.

Bring GrobyC before Norris in Home to find a tidbit of who he is. Condition: Must be after Porre Takeover and before rebuilding Viper Manor.

Frozen Flame Dialogues:

Currently I am 50 percent done with all the dialogues of the people in front of the Frozen Flame. Check back for the rest! Below each one is my speculation of what it means. Be sure and send feedback on these mysteries!

Razzly: "I can hear the voices of the trees and flowers. They are no different from the humans in fact they are the same. We are all life born from this planet..."

I think what she means is basically the "humans" and other species have a

futile useless conflict which should have been resolved instead of instigated, but I may be wrong.

Glenn: "You have no right to say such a thing! I am my own person! I will choose my own destiny with my own strength..."

No I do not believe Glenn is referring to denying his existence as Frog! The easiest solution is it's referring to how he always attaches to his brother and not live on his own, something that was bothering him if you talk to him with either Karsh or Riddel after defeating Dario.

Riddel: "What an awfully sad light... As long as we are alive, it is impossible to avoid partings. If that is so, then perhaps it would be better if one did not meet others at all... Excuse me? No! It cannot be... Is it you...? It is you! Oh, I'm so relieved. You were always by my side, and yet I never noticed..."

This is interesting to me because apparently Riddel met someone from her past, but it doesn't detail who. At first glance it may appear to be Dario, but since Dario is living, and so is Karsh and Glenn it wouldn't make much sense. My idea is that Riddel met someone deceased, whom she believed had passed on long ago...Otherwise, she is speaking about the hateful emotions humans have and what tragedy is caused

Viper: "Hmm...Good Lord! Is there nothing more to life than destroying and defeating one another after all...? And only then shall living beings advance forward, to a higher level? The "survival of the fittest?" Is that the true meaning of evolution?"

He's referring to Lavos evolving humans and in turn evolving other species, but in the end evolving humans faster to carry out his will: War/Conflict/Struggle

Starky: "Woowzer! Out of this world... The light of the big baang! All starts from heere and all ends heere...What lies beyond that...?"

This is interesting, Starky is shown what the universe will be in many millennia of the future when it collapses. He then inquires into what lies beyond it.

Funguy: "Once I became a friend of the forest, I realized...Humans don't produce things, they just destroy things! It has become an inescapable cycle of destruction... We need to return to nature...Like it was long ago..."

Originally, Funguy wanted to use the flame to change back to his human form. However after realizing what destruction Humans really cause, he wished to remain as were. Thus leaving his only daughter Lisa, behind to fend for herself and returning to the forest, to shape a better future. If you speak to him in Shadow Forest after his encounter he no longer believes in changing back. Also having taken on the emotions of a mushroom, he feels the planet's anger and realizes how it was before Sea of Eden became the El Nido Archipelago.

Sneff: "Yes. I know my life is full of mistakes. But I didn't know back then what I know now, so I have no regrets!"

I think Sneff is talking about his past gambling mistakes from this perspective.

Nikki: "Marvelous...It's a truly marvelous tone... It brings out light and darkness within me clearly!"

Nikki explains what the flame is doing to him, but never directly faces into what it's showing.

Leah: "Land angry!? We live is bad? We make land angry? But Leah not bad! Leah good Leah!"

Leah is speaking of how the Dragon God is angry at the humans for the destruction they have caused.

Korcha: "HotCHACHA! This is greatCHA! It feels like firecrackers are going off in my head. I getCHA. I understand it now! All living things are really connected in their hearts. There's nothing to worry about."

He describes what it is doing to him, and then realizes the truth of how humans and all life on the planet are connected it sounds like.

Draggy: "Why can't dragons and humans and everyone live together in peace? Draggy is doing his part..."

Draggy is speaking of his brothers and sisters the dragons hating humans and not wanting them to continue to live.

Karsh: "For crying out loud...Stop it! I know that already! Don't read my mind any further than that!"

Apparently the Flame read one of Karsh's thoughts he doesn't want it to know. Might it have been he is in love with Riddel...??

Zappa: "Aye...These old bones have seen countless faces of the flame in mah lifetime...But with un, ah cannae say a've ever seen more pure and genuine hatred..."

This is interesting. Zappa has apparently seen the Frozen Flame many times in the past, probably before Karsh is born and ongoing. The hatred is the bifocal of the humans, dragons and Lavos itself. All serve as bonding of this hatred.

Marcy: "What?..Oh, I already knew that...I know that half of the blood within me is that of a demi-human...And I know it'll be easier for me if I can accept that fact...What are you, my school counselor or something? Like, tell me something I don't know..."

Marcy is talking about how she already knew that she was the daughter of Zelbess and Fargo, and a demi-human and that what the flame showed was old news.

Irenes: "It ist instinct to despise otter species. And necessity to preserve one's own kind. You say it ist a fact of life...But I t'ink not!"

Irenes is referring to the thoughts that Lavos has on the species that clash. Irenes being a mediator between the demi-humans and humans knows there is hope firsthand.

Fargo: "Ha ha ha! Arrgh, what are you trying to tell me flame? You say that we are all born in sin and all die in sin? Well, I say that is why we should continue to sin, then...Ha ha ha. Yet, is not the very reason we go on living so that we can make ammends for our sins!?"

Fargo is directly talking to Lavos. In it he states that its analogy of life forms such as himself being born and dying in Sin is a paradox. Because the purpose of humans living is to make ammends of their sins.

Luccia:"Ack! Vot power...Dis power is not some'ting man should possess. Da...it is just as I t'ought. Several civilizations have already been destroyed because of dis immense power...As you said, my friend...Science should only be used for the betterhood of mankind, no!?"

Luccia is speaking of the kingdoms of Zeal, and Guardia already being ruined due to the power of the Frozen Flame. If mankind possesses it, she says, it will bring the downfall of all other species and ultimately the end of their own race.

Norris: "If I take this with me back to Porre, there will be even more bloodshed. And yet, it will give us enough power to withstand the other major countries. Is that all I have really desired this whole time...?"

Norris refers to their quest to obtain the Frozen Flame and take control of the Zenan Mainland. But then he questions if that is really what he should do.

Skelly: "Now that I'm dead, I've got nothin' to fear...But what is this strange feelin' I have when I look into this flame.."

I do not understand. What might be this 'strange feeling'? We don't learn enough about Skelly, he was a clown in Porre before he died during the massacre. Which one was he..? Perhaps his past is what he is viewing but we never know it ourselves.

GrobyC: "Complete-destruction. You say it is GrobyC's for the taking? But what is left once you use it?"

I think he's referring to his weopon the Porre military made for him. This in turn means GrobyC was made as a war machine, however he begins to question his own artificial nature and wonders what his human form was.

Doc: "Humans are one confusing paradox, dude! With crafty knowledge we may extend our lives fraction, but we just extend our suffering, too. But in reality, all we can do is leave ourselves in nature's hands and die the way nature intends us too...That is the awesome truth!? Gnarly!"

Doc agrees with Lavos that humans are a paradox and that Nature is the causing balance of the planet.

Van: "Mom!? Is that you I see, mom!? No, you aren't her! You're just showing me what you think I want to see!"

Van is unwilling to accept the invitation of his mother and denies her thinking it is a trick.

Janice: "The monsters aren't attacking people randomly. They're just trying to protect themselves. So why do people have to kill them indiscrimately for? What a pitiful life we lead if that's what it means to live!"

Janice is referring to the demi-humans how they don't deserve the fate they got, and questions why humans should live if other race's must suffer.

Sprigg: "This is a power I can't make me own...Hah! There ain't no use tellin' me to do anything' chum!...You don't 'ave to tell me nothin'! I know I might've led an easier life if I'da been kinder to otherz..."

Sprigg apparently was not kind to others during her life. But I question what she means...?? Could Sprigg have been cursed by someone to be a demi-human and stuck inbetween dimensions all her life because she wasn't nice to others? It is a good possibility.

Radius: "Ooh...with this power, even an old knight like me could...No! This is the same as what happened before with the hatred of the Masamune. Oh, Garai...forgive me! I almost made the same grave mistake. What was that...? You say it is behind us now? Is that you, Garai...? Have you forgiven me...?"

Radius almost makes the same mistake, thinking using the frozen flame as absolute power will make him a god. Then he realizes he is falling into the same trap, and pulls out. All of a sudden he sees Garai again, and Garai forgives him for what he has done.

Greco: "Wherever there is light, there is also shadow...So it is the light which gives birth to shadow! Ghetz, now I understand, Amigo...! But is it too late...?"

Greco is referring to the past event where Ghetz was killed, he understands the truth about his death. Greco blamed himself for his death because Greco was foolish by wrestling people for greed and fortune. He blamed his darker half, because when he was to be killed Ghetz sacrificed himself. He now understands his darker half is to be embraced instead of rejected. But sees Ghetz is already dead.

Mojoy: "True love is om-here...? Love is-om immortal...Love is-om eternal...Love is-om illusion...? That can't...be-om true. Even if it is-om soo, I'll continue to convey-om true love to all..."

I think Mojoy is unwilling to face the truth about love. He thinks the love he gives to those who worship is true, even though it is a false sense of religion ingrained by Voodoo spiritualists.

Pierre:"I understand now! A true hero knows fear...And while knowing fear, he still has the courage to put up a fight! If moi lack the caliber to be called such then moi will just have to work harder!"

Pierre realizes finally why he has not become a hero. He leaves his coward cocky self behind and strives to do what is right. He finally becomes a true Hero.

Poshul: "Why can't we all be friendth? Ith that tho hard to do? Watch out. Me won't lose againtht any big, bad, ugly enemy!"

Poshul is talking to Lavos I assume saying she won't lose against him.

Leena: "Yes...Yes...I know that what you say may be true. But it is because we have such a petty and short life...that we all live life to the fullest, for all it's worth! No one, including you --whoever you are-- has the right to take that away from us..."

Leena was speaking to Lavos about what she believes the true purpose of humanity is. And that what he/it thinks is not what is so.

Orcha: "The one that's hidin' within me is not "another me"...It's just another "part of me". I am who I am...Including my dark side. It isn't right to think of my other side as a separate entity whom I can criticize...Rather, I must accept who I am as a whole..."

Orcha negates what is told to him, he believes that there is not two versions of himself, but just a dark side and a light side and he must learn to accept both. Which is the correct assumption.

Macha: "Why can't we all just be happy for once? If only we could all hold hands and live together in peace and harmony? Why can't people understand this...?"

Macha wishes that all species could live with eachother and be happy.

Orhla: "Yes...I know Tia is alive! The flame tells me so! But why are you telling me this...? What is it you are after? I don't understand!"

The Flame tells Orhla her sister is still living, which it is correct. Tia's spirit lives on inside Orhla.

Zoah: "HMPH! WHAT MEANING IS THERE TO A LIFE STRIVING AFTER WEALTH AND POWER...? IT IS NO USE TO YOU ONCE YOU DIE! AS FOR ME, I CHOOSE TO LIVE IN BATTLE, AND ONE DAY TO DIE IN BATTLE."

I believe what the Fortune teller said to Zoah about there being deep sadness behind his mask is cleared up here. Zoah knows he's going to die soon, in battle and his family/parents died because of the greed and wealth and power they sought after. He doesn't wish to ever go down that road, in turn, he will not make the same mistakes his parents did.

Miki: "You say it's no use to live pretentiously? Well, I know that...But isn't it like me to live happily and tenaciously?"

Miki believes that living the life of glamour and fame is always going to be the correct choice, but down the road she will discover it is her mistake.

NeoFio: "There is no meaning to my existence...Other life-phorms are born naturally, then raised to adulthood, give birth to offspring, then

die...Perhaps I am like that in a way..."

NeoFio awcknowledges that her life was a mistake, but sinks into despair that because she was an accident, she can not be called alive.

Turnip: "I don't exist-eth? ut what difference is there between reality and a dream if thou cannot tell-eth it is a dream? I think-eth, therefore I am-eth! I might be-eth part of some person's dream, but so long as I can think-eth, I exist-eth!"

Turnip is quite the opposite. He awcknowledges very candidly that just because he was a mistake, or made up by the accidents of the world does not mean his life is worthless. He understands he exists still, despite being created out of artificial error.

Steen: "This is...divine power! I see...In order to save the many, the few have to be sacrificed...That is the truth!? It makes us seem oh-so-powerless...! That is the reason why we must live shoulder-to-shoulder and hand-in-hand!"

I really like Steena's. She realizes that it makes us seem weaker and incapable of resolving our conflicts rather than more powerful as the illusion shows. She knows that making peace in the long-run outdoes the benefits of making war.

Pip: "I am evovwing! And will keep on evovwing...But what I twn into nobody can tell..."

Pip awcknowledges the fact he might evolve further through its power, but states he already is evolving. He's evolving every day in the game into something different, depending on how you treat him.

and finally...

Guile: "Is this what I have been searching for all this time...No...Stop it! I am no such thing. What good is it...to possess such dark power...?"

Guile of course is speaking of the enigma he wished to find. He found it, the Frozen Flame is that enigma. However, he can not accept what is shown about him possessing 'darkened powers' he can not accept himself as being the real Magus, because he is not. Because he can not ACCEPT his darker self, the Magus whom everyone knows and loves, he can not in turn be Magus! He even awcknowledges the fact that it would be impossible for him to possess that power! Guile is the weakest version of Magus possible! He's nice to everyone all the time, cocky like Magil and constantly thinking of himself! If Guile could truly be Magus, he would have to accept his darker self, as Magus was cold unforgiving and unrelentless in his quest to save and protect Schala, ONLY Schala! Not waste his time on stupid pointless things! So if Guile IS really Magus he is the version of Magus who will not ever accept his destiny! He does not wish himself to be known as that!

Events:

'Fate of the Dwarves' event. For those paying attention to the endings section you will have noticed a strange ending rumor I left in there for some reason. That is because this is not actually an ending, but a rare event that is not ever explained. The event changes the outcome and flow of the game, so be prepared for differences. First off you must bring Razzly to Hydra Marsh, and defeat the Hydra with her in the lead. After this, you must win the game normally, and go to Water Dragon Island. Conditions are you MUST Have Nikki in your party and Razzly at the head of your characters. Go fight the Dwarf Chieftan and then defeat the Hi Ho Tank. Nikki will after the battle mention that the Dwarf Chieftan should go back to Hydra Marsh to watch over the new Baby Hydra, and Razzly also talks about this. Rosetta lives and you witness some dialogue but now, you are welcomed back to Water Dragon Isle. Which means that after you go to a certain point, Razzly can return home. The Hydra Marsh will be reclaimed by the dwarves and they will prosper. The humans will be driven out of the El Nido, and not ever take over. All of a sudden the war with FATE/Dragon God somewhat changes. This causes other strange things to occur later. If you go back with Lynx's form, the Baby Hydra will have grown almost all the way up. The Dwarves no longer wish to kill humans. You've changed fate. The game continues this way all the way to the end. Also just like other scenarios: You can NEVER get Razzly's level 7 tech this game.

'Fate of the Demihumans' event. For those who are not that familiar, there is an anterior event which can forever change the fate of the game. This event is not explained also in the USA anywhere, just as any 'event'. First off you must have Harle in your party. Conditions are you must have her in the lead of the party, have a party of all Demi-Humans and defeated the Dead Sea. Take Harle and Lynx and the Demi-Human to Another Marbule. All of a sudden you are now fully accepted, the Demi-Humans never tell you to leave and you can in essence, live in peace with them. They will also let you talk to the Sage, whom knows what you seek and tells you to see the Black Dragon. All of the Demi-Humans will treat you with respect, and when you go forth to the Black Dragon Harle will start a chat with the others, and then talk to it. After she talks to it, she will automatically pick up the Black Relic. However, this MUST be the first visit you have ever had to Another Marbule. It can be before or after defeating the other dragons. When you go back out, the Zelbess in home world will exclaim that the concert is over when you talk to Fargo, so you can never EVER do that sidequest again this game. This changes the outcome of many things, you never

get Fargo's level 7 tech, you do not learn Nikki's level 7 tech, and the Demi-Humans do not EVER accept humans and Marbule is never rebuilt. However in Another world, everything prospers, and the Sage even chats to you. In this way the FATE/Dragon God war is changed partially. You have once again altered fate. All of a sudden the Demi-Humans win, and prosper all over the land.

'Fate of the Komodo Child' event. This is a small overlooked event which can effect the children in Anri Village. If you do this event it reunites Kiki and Lolo, and changes their actions. Conditions: First you must go to the Arni Fisherman when waking up and answer the second choice once. You will then get a Komodo Dragon Scale. However it is not the kind you get for killing Komodo Dragons and everyone will exclaim Serge is too lazy if he gives that to Leena. Give it to the boy in front of his house, Lolo. He will be grateful and give you an Ice lance. He and Kiki reunite when this takes place, but when you cross to another world, Lolo will once again be standing in front. He will exclaim that he needs a Rainbow Shell for the village girl, Kiki. The Rainbow shell on that element cart looks good enough. However you can't ever get it until after Dark Serge has scared everyone away! The shop owner will say "Hands off!". So then how do you get the shell to Lolo??? If you do it will forever change the small outcome of Arni Village. I'm still experimenting with this one.

'Fate of Water Dragon Island' event. Just as there are positive events, I have discovered there are negative ones as well! In it Water Dragon Island will become forever over run by monsters, the Fairies will die out, and the sickingly sad Dead Sea music will play. Your party will exclaim "Monsters?! My god they're everywhere!" and you can never ever see or restore the inhabitants. It will become as desolate as the island in Another world. Conditions: First of all you must not recruit Razzly during the game whatsoever. You must let her die to the Hydrator. Then you must never speak to the fisherman in home world after rescuing Fargo's ship from the demons. And never choose to go to Water Dragon Island to get the Ice Breath or Frog Prince. Then head to Mount Pyre, and go through as normal healing when the Lava touches you for long periods of time. Beat Fort Dragonia, and then when Lynx is present beat the Dead Sea. Return to home world and inspect the island. It will have been ruined forever. This changes other things that occur later.

'Fate of The Crew' event. This event I am currently testing as I did with 'Fate of the Dream'. It is currently speculated that by changing Lynx and company into cats on Home Zelbess, then not ever getting the Handle, and instead leaving back and having Sneff change you back, the crew is forever stranded on the Zelbess with the unbeatable Fargo! This would severely impact the game, making Sneff never join you and leave the Zelbess. You become slaves on the Zelbess and work there forever just like the Demi-Humans. Again I am currently testing this, it may/may not be possible. This would change everything for later on.

These are RARE in scripted events which were never explained except in Ultimania Guide and people fortunate enough to have sources. The other thing is there are MORE events like this, even small ones, which are not known. ALL events, and cut scenes will be posted here in this section. As of right now the Radical Dreamers FAQ is finished completely. Please read that in the Super NES section to get the holes that were left sewed together, especially about the Guile/Magus/Janus/Magil issue. We are now almost COMPLETELY done with our goal in the sense we have only to find the Chrono Crisis book and then, everything for the USA which japan got is ours. Be sure to read BubbleBobby2000s upcoming 'formation of the dead sea' FAQ, another very well scripted storyline FAQ filling in the holes for the USA.

'Fate of the Dream' event. I just discovered something today which may lead to a huge breakthrough. Keep in mind I have not finished testing this as I am writing it. I have discovered what I believe to be a HUGE overlooked event in the game. What I did was decided not to save Kid, had Glenn and Guile (or whoever) in my party, and was able to pass the Ghost Ship Mount Pyre and everything. Inside Fort Dragonia, I was able to activate all the switches as normal and got all the way to the top!!! I never went back to visit Guldove again, what's even stranger about this 'event' unless I have mixed up my save files in my memory, is I seem to have Korcha. This is NOT possible Korcha won't even talk to you if you don't save Kid, so why this would be so, is beyond me. I am right at the part about to fight Lynx upstairs. The idea here is if indeed this is what I think, when I fight Lynx the 'Dream' which Kid and Serge have will NOT ever happen, because Kid will never show up for Lynx to stab her!!!! This would be truly unbelievable and cause an ENTIRE alteration in the storyline which could irreversibly alter EVERYTHING. If this indeed turns out, Serge will have found his WHOLE self and will in effect when in the 'Developers Ending' my theory is the man at the door will then change his sentence to "....." automatically, and Serge will trigger something which could lead to the BIGGEST unveiling ever of the way to get inside the Mysterious 'Programmers Door' WITHOUT a gameshark. Keep in mind I am still in stages of testing this out, if it is indeed a hidden 'event' I will put all the information over into my Programmers Door FAQ as well. Well I just completed it, this is not an event but rather a cutscene. Although you do get some STRANGE dialogue. Check the scenes section for it, the dream does not ever change.

Tidbits:

If you don't have Kid in your party for the battle with Harle at Radius

Hideaway, she will always drop 'moonglasses' as a spoiler. However, if you have Kid in your party, she will always drop something else.

Greco the wrestler is actually 'missing' something. Take him to home world Hydra Marsh or the Wraith under the sewers of Viper Manor, and kill it. However, you should have gotten the mushroom and NOT gotten Funguy. Sometimes 'Ghetz's shirt' will be dropped. Wear this weak armor on Greco and talk to Ghetz, to find out the FULL story.

In the first raid on Viper Manor, if you watch the Dragoons which guard the door to the room with the lab trap they ask you for a password. Sit there and say nothing at all by not pressing buttons, and they just LET you enter. Little things even like this can have an 'impact' on reactions later on.

There is a mysterious stranger who is crying for help in Another's Termina???. Hint: Go after Terra Tower emerges to the small type room across from where you dock your boat and press X continually. You will hear the voice cry out. Who or what could it be???

There is a second mushroom the man wants in Home Viper Manor Sewer???. If you retrieved it for him what might happen...?

If you go to the woman in Arni Village who speaks Poetry, and speak to her again she repeats her poem and the man threatens to fire her???? In Another Arni, she hates poetry. I find it odd because: My friend found a key item in the development ending room of her poetry with a gameshark. What might this have been used for at one point...?? Either way there's apparently no way to get it now.

If you go through the ending right before Harle leaves your party, in the end scene Harle asks Serge a question and Serge actually talks...?? Also depending on what you choose, whether it's "Whatever..." or "The Specialty...." It will produce different reactions from Kid when she comes in. "Whatever...." will make her talk about avenging Lucca, and "The Specialty...." will make her say Lynx picked a bad time to show up and everything about this stinks.

The fairies in Another Dragon Island speak to Demi-Humans about both the 'demons in the sea' (Ghost Ship) and the 'Light in the triangle' (El Nido Triangle) if you visit them top left corner of the island.

UNCONFIRMED RUMORS/THEORIES:

Apparently there is an alternate ending involving Guile, Sneff and possibly Sprigg if you beat the TD after their short dialogues. I am in the process of confirming whether it's a rumor or not.

Also apparently according to people overseas, you can view a dialogue which directly shows Luccia and GrobyC are siblings. To do this, you supposedly must have Luccia in your party and have rescued Riddel, but not taken GrobyC and talk to a Dragoon in Viper Manor on one of the worlds. He will exclaim that a 'man died in the Porre War and was reconstructed by their army into a cyborg.' Luccia then exclaims this was her brother. I have yet to confirm this still and I will try some more.

There is a slightly different and additional ending with Radius and Co fighting Dark Serge on the Zelbess if Harle is not in your party. I am currently testing this as well, determining if I can get it so Harle is gone before hand. This would mean the scene with Harle never happens where she tells Lynx her having to always move from place to place, and the scene would just fade out and end with the Zelbess. I will try this some more.

Game Plot Fixes:

A lot of Japan got most of the story about the games we didn't. I'm here to fill in most of the rest of that story using in game facts and 'speculation' from those facts. I hope all of you can understand the games further through this.

The following is the legend of the Masamune as indicated by the game. The speculation parts are: Cyrus being Frog/Glenn's true father? Cyrus having a brother? Cyrus's brother killing hundreds of people? while the rest remain as told by the games. Enjoy.

~Legend of the Masamune~

According to the recorded translations from the game 'Radical Dreamers', 'Chrono Cross' and 'Chrono Trigger' the Masamune has a long illustrious alluring past. Originally used by Magus to slay many villagers and turn Glenn, a guy who seemed to threaten his 'name' into a frog. After this Magus threatened his life, where he in turn went on a rampage and killed his father, Cyrus. However, a while later the Masamune found its way into Frog/Glenn's hands and he went for revenge. Cyrus's spirit lived on even after Magus killed him, and Magus's hate and emotions of rage and evil went into it. Cyrus's ghost became possessed of those raging emotions of destruction Magus had and went into Frog/Glenn. He then sought out revenge of Magus for what he did, he wished to kill Magus with his own hands. Though Frog/Glenn never succeeded, his own hate and rage coupled with that of the possessed spirit of Cyrus, went into the evil sword Masamune. Nu, the god of the Masamune granted Frog/Glenn another chance, and in one timeline he becomes his former human self. Though forever changed by his feelings of Magus. However Cyrus's spirit continues to inhabit the Masamune sword now tainted by human emotion and rage, and finds its way into another man's hands. Many many years down the road, Radius, one of the last of the Acacia Dragoon Horsemen comes across the Masamune and instantly

those evil feelings of hate and rage course through him causing him to want to kill. His anger and jealousy coupled with the hate and evil of the Masamune make him kill Grandmaster Garai, 13th Acacia Dragoon and the best swordsman since him. Afterwards Lu(Nu) decides the evil of the sword has grown too strong, and erects a new sword in the clock tower by Lynx's Mansion. This new sword holds the saintly god like powers that Lu itself attained. The sword is called the Einlanzer, and Lu uses it to Vanquish the now soaked with evil Masamune demon into pieces. Radius then regains his self and tainted by old age, leaves to guard the Frozen Flame in Lynx's mansion. However, long before Radius ever beheld the sword, a more sinister evil had to have beheld it. Someone with enough hate and rage to kill hundreds of people. It was documented, that an unnamed Dragoon wielded the sword and slaughtered many in a form of Revenge of Cyrus. Though it was never found who it was, he was rumored to be the lost brother of Cyrus himself! It made somewhat sense, as Frog couldn't have done this and the one who did wield it caused many deaths. Not many swordsman except Cyrus were that good. However, whether it was Cyrus's brother or not, remains to be seen, but the spirit of Cyrus's tainted ghost caused the man to go insane and kill many upon many people. At this time Doreen split from the Masamune forever leaving Masa and Mune behind. After Lu had vanquished the sword, with the new power of the Einlanzer, all was thought to be peaceful again.

However, in another dimension Radius and Garai who had been childhood friends for years began on a journey. Garai wielded the holy sword Einlanzer, which was thought to be the strongest sword in all of the land. Until that fateful day the travelers stumbled upon Divine Dragon Falls. And within the coursing power of the Masamune! Once again the power was too much for Radius, and consumed him with the evil and vengeful emotions he held! He killed Garai in a fit of insanity, on the edge of Isle of the Damned where they met. After this the evil hateful emotions of the Masamune went into Garai's Spirit and coursed through it, and his possessed spirit went into the Masamune. Radius and his own vengeful emotions, and those of the unknown dragoon and Magus, Frog/Glenn all coursed through the possessed spirit of Garai, combined with its own hateful emotions this tainted the Masamune to become completely evil. Later on the Masamune found its way into another man's hands. Dario, who was Garai's own son. But it was believed Karsh weilded it over a childhood jealousy and murdered sir Dario! However, Dario picked it up and used it to almost kill Karsh! The possessed spirit of his father, Garai in the Masamune caused him to become evil. Karsh then threw him over the cliff in the Isle of the Damned thinking him to be dead! Lynx afterwards himself stepped in and told Karsh to never tell anyone ever, or if they knew the truth, of how he killed Dario, it would forever shame his name. Lynx lied and then took the Masamune to the Dead Sea, where he used it to guard against those tresspassers who would interfere with his plans. Afterwards Radius took the Einlanzer from Garai's own grave and made the Masamune leave the Dead Sea! However it was assumed it was gone! But later Karsh, Glenn, Riddel, Viper and Radius himself saw that Dario had washed ashore a strange isle. And the possessed Masamune sword with the evil spirit of his father had taken him over as well! Apparently the only way to undo the supremely evil sword was to once again reunite Doreen with the others. As the legend of Nu told, Karsh and Company fought their own friend, Dario there in a duel of the ages. They then banished the evil possessed spirits of the Masamune forever, and the sword became the new Masamune, welding Doreen, Masa and Mune together again, into the GrandDream(Mastermune)!! Not ever again has the Masamune fallen to evil, but as everything goes that could not be permanent. If the great Masamune does become evil once again, whom's emotions and feelings will trigger it...??? The Masamune itself works on the emotions and raging thoughts of the owner, taking in the spirits of those who have died by unrighteous bloodshed and vanquished many without cause. The Masamune in turn turns to pure evil because of the evil in who wields it. Lu(Nu) for this reason constructed the Einlanzer, a pure and holy sword capable of vanquishing the evil which befalls the Masamune. If ever the sword should fall to evil again the Einlanzer will eliminate it.

-----Interviews-----

I haven't had time to get real in depth with these guys yet, their interviews will be a while as they take a very long time to reply so please bare with what I have. Their interviews will be updated daily. PeckingBird said the following "If you want to know the difference between import and US CC there is only framerate. The framerate goes lot faster and the end boss is many times harder. The 13th ending can't be possible! The Dragon God casts all elements totally out of order in japan (I think I haven't seen my brother play in while it may b possible)" "The Porre Guard in Another's Viper Manor says GrobyC is Luccias brother I have seen my brother do it during Riddel rescue mission it is possible in any game" NOTE: Right here, I said continually that I did not find the Guard who says it, until I can actually confirm there IS a guard who says it there may be no WAY of finding this text without the japanese copy. Luccia I know mentions something about her brother being left in Porre, but never directly says it is GrobyC. Without the statement from the guard that VERIFIES he is her brother, I can only speculate it as a rumor to the USA (with the EXCEPTION the japanese game could have it) so I will be travelling through again to FIND this guard. "My brother he talks a lot of ROT so I advise you not to believe anything he says! I see what he does on screen and then I believe him. He talk to retcepsbro the most on and off every day he knows him better than anyone and I hear on their conversation"

Interview with gamma bahamut:

"gamma: Hi,I'm gamma. My e-mail is ValkyrieMaster@hotmail.com. Feel free to ask me but I won't provide screenshots. "

Zelda Dude: Hi Gamma. O.k Let's start. How do you know Retcepsbro first of all? And what is your experiences with character development in the japanese release compared to the US release?

"gamma: We meet in Wild Arms 2 section.He helps a lot,giving answers to people but never create FAQs topic.

Actually CC is kinda hard if you don't understand Japanese and I ony got stuck when Serge is in Lynx form and he warps back to Home World so I again seek help from retceps.

Do you know he's been in CC board even before the US version come out.

He even meets Zello and Inspector Boyd who too have Japanese Import.

Funny,aside from fast framerate and tougher boss battle from import version,compare to US version,I found no other difference.

But if I have the gameshark code to pass through wall for the import version,I would like to try out."

Zelda Dude: What do you say to the overall quality of character development in the japanese version compared to the US version(according to your post on the CC board)???

-interview ends here for now-

Interview with Rarner:

"Rarner: Hello, sorry im late responding but, I had to talk with square about my "Espereon Ethereal Crisis" story/publish and on my rpg. Now, what was this interview your going to do? Oh and by the way whats your website?

"Time is the Judge, Jury, Death Sentence and Hell of everything in the Lifestream, including your hellish fate."-Merdaz D'Jakre, lady of the Seven Signs.

I have nothing better to do so I'll review my theory of Schala being serges lover from the future that was sent to save her so some one (her son/brother)could make the future happen. I think this because (I liking Terminator does not factor) he gains the picture of her and falls in love with it knowing she would meet him later. Kid was sent back too..

P.S. Quote from my book."

Zelda Dude: Alright, Rarner. No that's fine. It sounds great, but it is a theory. First of all I need to ask you, when did you meet retceps and how? And also, when you first heard about this book where were you? This Interview is going to be published in an FAQ, are you ok with that??

"Rarner: Here's a picture my friend Jared did, he did this because we all like CC not because hes a pervert. Im not but I laughed like heck.

<http://cutepet.wish.nu/chronocrossjar1.html>"

Zelda Dude: Hahaha, so I see the japanese have quite a sense of humor. Are they known to spread lies and other garbage to be funny??? Anyway back to the book topic, what was the very first time you actually sat down and looked at the book???

Rarner: "I'm alright with the interview on the board.

(1)I met retceps on the board. It was fun, he's belivable because he tells whats true very trustworthy. The thirteen ending is true because you can get it with the japan gameshark with codes and beat the game right.

(2)My other message will tell you."

Zelda Dude: A gameshark code you say??? That is rather interesting, so you are saying a gameshark code makes the elements cast easier so you could obtain this "ending"?? That is one porbability, however I don't think you've answered my questions yet. Could you read some excerpts out of this book in your native language so that it can be read?? Also, since you apparently have read parts of this book, what is Serge's real name if you can find it in there anywhere???

Rarner: "(1) This is a big no, but we(game companies)just kind of push it a side till the supense is just dying. We dont lie, we joke, we dont spread garbage. We only reveal until (A) were paid (B) supense dies or (C) People try to reach us and try 24/7 we tell them.

(2)Well I saw it 8 months ago at a fair. Unfountnatly I didnt have the money. Then at a Square Fair, I saw it again. I only read the back where-as it said....

"My heart yearns for our reunite....across time and space I seeked you...my lover...Serge, Chrono..."

"You...you risked the world to save it and me.....for that crisis will happen...again..., but with a new era too....."

Thats what I could translate for you now because, I have work...hope you dont mind.

P.S. Reply"

Zelda Dude: Mmmm that's a very revealing detail there.....Tell me, is there a reason why this book hasn't been mentioned in any of the japanese magazines

like Famitsu??? Also, when you come back to translate and read parts out of it, could you make it as clear and as concise as possible??? And, another question: Can you get actual scanned photos of the book and send them before we continue???

-interview ends here for now-

Now comes that all oh glorious wonderful Feedback section! People get to flame, insult, inquire, ask, comment, discuss anything all in this wonderful place and you can only find it here.

From: GameMaster139@aol.com "Zelda Dude"
May I use your Chrono Cross FAQ on my site?

<http://angelfire.com/games2/rpgmasterspage>

"

Yes, of course you may provided you follow the rules and legal ways of using it as the sites mentioned in my permissions guide do.

From: Carlo R Gulle wzero_pilot@edsamail.com.ph "I just read ur issue on japanese version on chrono cross FAQ, I have already played chrono trigger in SNES several times, so when I played chrono cross I have already a good background about the sequel. I totally agree with u about the US version compared to the Japan Version. U mentioned somethings that i havent yet heard of, like " The Missing Piece",and "Chrono Crisis" are these books or story guides? and I never knew that there was a chrono trigger PSX version never seen it in stores yet. Do u know any sites where one can download the soundtracks for free? "

Yes, japan definitely has little trinkets and details the US gets left out of. They are guides, more importantly "Books" if you will. One contains all artwork and illustrations, another contains the entire Chrono Cross sequel written by none other then Hoshino in japan. Yes, there is a japanese Chrono Trigger PSX release the USA doesn't have, it is a lot different then the SNES version. The soundtracks MIGHT be able to be found at <http://www.songenki.com>. Thanks for bringing those up

From: Michael Wright rpglover99@hotmail.com "You said in your FAQ that if you bring Macha and Orcha in Viper Manor, they talk or something. I went to him with Macha and Orcha kept on saying WHere's the dishwasher or something" Can you tell me how to get that scene because I never seen it before.

And you said there was a scene in Marbule (ANother) with Janice. AND you said there was some interesting dialouge there. Do they reveal a clue to what happened to Another's Janice? Please tell me now because I'm way too far to get there. I don't mind being spoiled. It's just that I deleted my saved games and when I saw them scenes in your FAQ, I was like "Oh my God, I can't believe I missed that".

Thank you and get to me ASAP."

Mmmmm I don't think there are actual "scenes" in Viper Manor, but I have gotten him talking to himself before. To do this, take Another's Orcha to Guldove in Home and see him in the store. The same goes for Macha. As for Janice, there is not another version of her. Her friends live in the village of Marbule is what I was saying. If there were scenes in Viper Manor, they may have been taken from the US release is all I can say, so thanks for bringing up this topic anyway!

From: Kareno Two karen2@hotmail.com "I've noticed you've been posting rumours about the supposed 13th ending of the PSX Game Chrono Cross. I'm just curious as to know WHY you're doing this. I'm not judging, it's rather funny how many fools you've outsmarted. Very impressive. I'm a psyche student, and I'm very interested in people who'll join a group (of foolish believers) just based on something someone posted.

Karen O."

Wow, you know it just amazes me how many people will actually not "think" before emailing me. I mean, god you'd expect people to follow the guidelines. The idea here is WE DO NOT KNOW IF IT IS POSSIBLE OR NOT. It is an open ended debate until there is an actual word called "proof" Kareno Two. I would have expected someone of your intelligence to at least send some, but NO. God people see what I mean??? Now, what this is a bunch of understated crap which doesn't make a bit of difference. If there was actual LINKS to screenshots, or maybe a website or SOMETHING at least, which SHOWS it is not possible, that would have a lot more weight in it right here! So further more, if you actually want to contribute, get something of merit instead of garbage. For instance, the people who are doing this "website" are getting movies, pictures, multimedia etc there is ACTUAL PROOF it is real. On the other side, someone could send some pictures, screenshots etc or links to legitimate sources which showed it NOT being possible there would be ACTUAL PROOF it is fake. I'd expect someone in psychology to understand the logic behind "feedback" before actually opening their mouth. In the FIRST place, I WAS not the one who ever said it, or made topics on it etc it was them and I DO NOT have the import version anyways, so I couldn't even makeup something and spread it around like wildfire. In the second place, as I stated above there is no proof or evidence either way so it isn't a rumor and it isn't a fact it's just a possibility.

From: Gerald Villoria gerald@gamespot.com "Hello Zelda Dude, I was impressed

with your CC FAQ, and was wondering if I could post it on our site. Thanks for your attention. ----- Gerald Villoria Codes Editor 415-551-4978 www.gamespot.com "

Sure you may, Just follow the same guidelines as everyone else. Thanks!

From: Stezo Skyte@ic24.net "Hi zelda dude

I have read all of your walkthrough and I still cant get though that door in the bend of time.

Also when I complete the game for the first time, my game freezes at the end of the credits. Is there a way to stop this?

PLEASE HELP

From stezo"

Hello, Stezo. The problem you are facing believe it or not, has nothing to do with you as the player and nothing you are doing is wrong. The problem you are facing is a game malfunction, most likely caused by the following things:

1. You have a burned CD copy of Chrono Cross and the PSX or PC is not running right with it.
2. You have a defective CD copy of Chrono Cross.
3. You have an emulated ROM of Chrono Cross instead of an actual game disk.

If 3, the answer is quite simple: Find a reliable format for the game. There are several reliable PSX emulators on the web and off but none of them are guaranteed to give you the same result as the real thing. This problem has been noted to occur with anyone using the emulator or ROM so don't feel like it's just your game. You can find out more information on reliable products and software for emulation at <http://www.emulationnation.com>. Thanks for writing in!

From Jacotin7@aol.com "Thanks for the awesome walkthrough! Really the most complete I have found, and I have looked at a lot. Got it bookmarked!

I know you must get this kind of thing all the time, but I was hoping I could share how my husband defeated Dario. I know some writers don't like to have people sending stuff all the time, but if you have a minute, here it is!

This way he is by far the easiest boss in the game, and you never even once use any healing elements.

You see, he (my hubby) did not have the black scale (never faced Black Dragon), so he could not take advantage of any of the techniques that relied on it. So, you know Dario will always use a counter-spell when you attack him using red, blue, green, or yellow elements. But they are only weakening or status elements, and don't inflict any hit point damage. So just attack him EVERY round with an aggressive element (not white or black) and he will never ever inflict damage, other than Bat Eye, Weaken, Lo-Res, or Numbly. On the downside, you might run out of attacks for the level you happen to have, but no biggie because it is rare, it will only be the one attack, and if you are forewarned you have already specifically arranged your elements so this won't happen. Using this, my husband beat him in about 5 minutes, and on my own game I beat him in about 10, but it took me a while to catch on, AND I had the Black Scale on Lynx, so I could throw whites at him all I wanted. One more thing, this was not Game+, so it was just that much harder. And we did not have ANY trapped elements, like Deluge, or Iceberg, not even Saints (hadn't faced Sky Dragon yet). I swear, we faced him cold and won. It was amazing.

I hope that this can help out someone else who is dying to have the Mastermune --

Thanks again for the walkthrough,
Kelly"

Hello Kelly! Once again thank you for your comments! :-) I have never tried beating the infamous Dario with the way you described, but I am a firm believer it can be done. I hope for those of you out there who wish to beat Dario, read this fine walkthrough right here in the feedback section to find all your answers! It gives a very comprehensive breakdown. Also, for those of you who would like the muscle bound warrior in your party (that's right, to play the game with) look no further then in the bottom of this page!

From Peter Judson ptlj@neoseeker.com "Hi Zelda Dude, My name is Peter Judson, I work on the content behind the website Neoseeker.com. We provide a database of reviews, previews, guides, walkthroughs, and other resources that can be found on the net as well as our own in house articles. I would like to ask permission to post your Chrono Cross Guide in our resources at Neoseeker. The faq will be left in its original form (textfile) and we do not make a profit on posting faqs. There are no banner ads displayed on the pages which contain faqs. I would also like to ask you to register on the site if you are willing... this will allow users to properly see who created the resources (giving you full credit for your work), as well as allows our users to view all the articles you have on Neoseeker. If you do not wish to register, we will simply post your articles with your name in the article title. As soon as you register, and email back, we can turn on the system that will associate your articles with your profile. Please let me know if you are willing to register. It only takes a few seconds to enter your info... Once writers like you realize the use to the user and the recognition it will provide, I believe you will be satisfied & the users who like your work can read up on everything

you've created. To register follow this link:
<https://www.neoseeker.com/members/register.html> Please let me know if you have other FAQ/Guides/Walkthroughs that can be used on Neoseeker. Thanks for your time! Peter Judson "

Hey sure thing, and also I'm working on a RD FAQ and you can use that as well when it is done.

From Jeff Cabaniss jeffc@digitalsea.net "Hello,

We here at FB Games would like to request permission to use your Chrono Cross FAQ on our new site. We are currently building one of the largest and best gaming resources on the net. We plan to include many Chrono Cross and Playstation FAQs, and we would love to have your great FAQ as a part of this index.

Let me bring to your attention that we will be giving full credit on our site to You as the author of the document. We plan to only display it in its original format, not in an HTML document or with banner ads around it. Also, please keep in mind that our site is not yet online (it is still being developed), and your document has not been added to our index as of yet.

Please let us know if you would allow us to use your FAQ on our site. Thanks for your time. "

Sure, as soon as you tell me the address I'll add it.

From David Bowman dbone@citlink.net "In your Walkthrough i found at <AHREF="HTTP: www.gamefaqs.com?www.gamefaqs.com you liisted a "character" code for dario and a second code to prevent hangups. I was Curious if you have had any progress on it."

Has there been progress on it? Well, actually there has! Scroll down to gameshark in fact to find out the full code! Thanks David!

From Oliver Surplless osurplless@clarku.edu "thanks for your help on the second Criosphinx in Chrono Cross, but I can't get the stronger one, possibly because I don't understand the requirements. You say to use High level magic and try to answer his riddles. Here's what I did First attempt I use level 8 respective spells to answer his riddles, I got to the end and solved all the riddles, but nothing happens and he left, just like if you answer with any level element for each riddle. It could be that I just used weaker level elements that were powered up by putting them in level 8 slots, like gravityblow, I used that in the level 8 slot and cast it when for the second to last riddle. do you mean by level 8 elements you have to use the summon magics respectively to answer his riddles? Or possibly do you use High level elements incorrectly for each riddle I also beat him with just physical attacks, and I know that doesn't work, I just telling you Can you tell me what you mean by the requirements? Thanks, -- Oliver Surplless -- "The black wind begins to blow... Okay, give me your best shot... If you're prepared for the void!" - Chrono Trigger-Magus " You gonna' kill me? Go ahead,, our mitochondaria will have the last laugh!" Parasite Eve 2- No. 9 " Fire Fire! Heh Heh Heh! " Final Fantasy VI- Empire Soldier "

Well, Oliver I will try to help you out in anyway I can. First of all I think if you answer all his riddles, he will just go away and you won't get anything. However, apparently and sources can verify this, if you answer his riddles by casting the WRONG elements out of order, and not answering his last riddle he will be almost 100 times stronger and have well over 30,000 HP, but that means casting the wrong types of magic and not the right. And also that means not doing too much physical damage. Hope that helps!

From Maher Sadaldin maxkpower_2k@angelfire.com "Dear Zelda dude, I'm a hardcore gamer from the middle east-from syria to be exact-since you are intrested in international gamers I'm one.I really found your walkthrough helpful but it needs a little working on.I'm only half way through the first CD and I found a few differences like you never said anything about Greco the wrestler and how to get him among a few other things. reply to this e-mail please cause I won't be able to check your feedback.thanks. MaxPower Angelfire for your free web-based e-mail. <http://www.angelfire.com> "

Dear Maher, do not worry your issues have been addressed. I do regret taking so long but now your requested section has been added, to get Greco the Wrestler. Thank you for writing in and greetings to the Middle East!

From Stefan Wupping teran@gmx.net "Hi, I work at RPG Classics (<http://www.rpgclassics.com>) and I would like your permission to post your walkthrough/FAQ on WHATEVER GAME there. We won't alter it in any way, we won't make a profit off of it, and we will give you credit for it. If ever you later decide that you don't want us to use it, just let me know and I'll remove it. -- Sent through GMX FreeMail - <http://www.gmx.net>"

Sure can, just follow the same rules.

From John, Becky & April akatmai@gci.net "i reolize that you must get tons of e-mail so I tried to figure this out for myself so not to trouble you but to no avail I must resort to asking for your assistance. I would like to know where I can purchase the Master's Hammer, which is required to make Prism Gear. If you could, please

reply to my e-mail as soon as possible as I am very anxious to upgrade my equipment :-) Thank you for taking the time to read my e-mail.

Sincerely,
*~*April*~*

Sure, April. As soon as you get Marbule saved from the Black Dragon's curse, find Zappa in the other world and tell him about the Shiny Material to get him to join. Now go back Marbule in the other world, and find the man in the cave at the top left where the Black Dragon was, he will sell it to you for 10,000 rupees. Good luck!

From Bill Fifflick Bill_Fifflick@compuserve.com "Hello Zelda Dude I was wondering if you could tell me how to use dario,sickle Lynx,and the other gameshark characters.Do I have to use the Ralief Charm?Also, I have a great method of beating Lavos with the Chrono Cross.Okay first at least have a couple of dreamer scarfes/sashes/sarongs so it will be easier.Then, buy at least 50+ of each turn color and healing spells in which in my case i bought 99 of each!! Now this might seem awkward but put the Chrono Cross on level 2 and trust me it will work.As for the healing elements, buy cures and heals and put them in the first 2 slots.Do the same with the turncolors.Now when your ready to fight lavos,get everyones' level to 8.This following stratigey will work AS LONG AS YOU DON'T CAST ANY ATTACK ELEMENTS!!!! First cast turn yellow followed by a tablet, then you do turn green followed by a cure.Then you do a turn black and lastly a turn white.And then of course the Chrono Cross.this way Lavos will give you little trouble.Hey even I beat him on the 2nd time trying to use Chrono Cross with that strategy.I love your Chrono Cross faq.Oh, and sorry if i made a lot of spelling mistakes, after all I am 12! please respond!!!!!!!!!!!!!!!!!!!!!!"

Sure, you must use the Relief Charm for any of them, and even then they are glitchy and you must be careful. I must get a PRO for the PSX to be able to correct those things, but it's in the works. Finally the way you said to defeat Lavos has been used time and time again and works very simply the best, of which this Walkthrough supports. However I found an even easier way recently: With Serge or any character simply have all level 1 elements in slot 1, and have them be heal elements. Each time Lavos attacks, have another person heal that person with the correct color, repeat until Serge, use the Chrono Cross and it's done in 3 minutes.

From Seth Grimm seth_grimm@hotmail.com "Hi, I'm sorry to bother you, but I had a question regarding the programmer ending in Chrono Cross. First off, I want to thank you for making such a cool FAQ/Walkthrough. It was *very* helpful when I got to points in the game where I just felt like picking up a book and chucking it at the TV from complete frustration. :)

In the Chrono Cross FAQ, Section 11: All the Endings, it was mentioned that in the programmer's ending, aside from speaking with the programmers, you can find a soundtest, change the character's names, and lastly watch FMVs and cutscenes. So far I've found the soundtest, and Kid, but I can't seem to find out who to talk to to see the FMVs or cutscenes. I'm sure you've probably been bombarded with a huge load of emails like this, but do you think you could help me in the right direction?

Thank you in advance,
Seth Grimm

P.S. I am playing the US Version of Chrono Cross, if that makes a difference."

Hi, well you can't normally view any cutscenes and FMVS in the programmers ending, not in the US anyway. However if you have a gameshark, you can access special FMVS and cutscenes while in the room. Other than that, there are some funny sequences you can activate in the battle and other rooms which are kind of like cutscenes. The real mystery in the programmers room lies in the programmers puzzle, which we intend to explore in depth.

From maskknight@aol.com "I made the choices to save kid and join kid.I just got out of the place where you fight Miguel.He was tough.Anyway,I'm not sure what to do.I checked your guide.And I'm playing the American version in case your wondering.I went to the water Dragon but he told me I have some task to do across dimensions.(The water dragon in Another World)What do I do?ANSWER ASAP thanks."

First off, you need to go across dimensions like the Dragon tells you. Here you must find out how to get in the Sea of Eden, which happens to be the Dead Sea in the Home World. So you go and start killing Dragons, you must kill all 6 Dragons to get their Dragon Relics and enter the Sea of Eden. Also be sure to check out Guldove, you will find some things of use there in both worlds.

From: Mewninepikachu79@aol.com "can u tell me more about the gameshark codes?"

Yes, they are all done and I couldn't explain everything here, so go to the very first link in the "credits" section above to find out everything.

From: Eon Strife eon_strife@yahoo.com "Hi, CCT and FFIV are heading to the US!

Japanese Version? What is the big idea?"

People, I'm afraid I really can't help you with this one. The reason there are so many different parts, and things go out of order in the walkthrough is because that is just how Chrono Cross is. This is not a traditional RPG which goes straight to the end and has sidequests/mini games along the way. The game evolves and adapts itself depending on how you choose to play. I'd have to dedicate 5 or so pages to the walkthrough if you wanted the most Concrete guide possible, and I'm afraid I just don't have the time or the space to do that. Plus, it's very hard with people from India and other countries who already don't speak too much english or understand the game plot very well. I will try to be making it clearer, and assist you with the games confusing plot twists but you really need to play Chrono Cross for a while yourselves is the truth that's the best thing you can do. But that's just it, it's why I love this game. The complexity and diversity, the ability to change the course of the game at any given moment is what seperates this from all the slews of other RPGs. If you've played Chrono Trigger, you'll understand what I mean. Though not as confusing as Chrono Cross, it followed the same path. And the differences with the japanese version are varied, unfortunately they ended up getting more of a game then we did in the end, and that's really the truth.

From AARON Shaner rpgalore@angelfire.com "do you mind if i use your guide on my site, www.angelfire.com/sd/RPGalore thanx,aaron"

Sure just follow the rules.

From Paul Glover pglover@a2zweblinks.com "One of your guide that you have written, has been submitted to us. We notice that the email of the senders are different to the ones on the file. We made several attempt to validate the correct owner of the files but no joy.

I am the Chief Cheat Editor Paul Glover of <http://www.a2zweblinks.com/>. The reason I am contacting you personally is I am very impressed with the clarity and thoroughness of the guides you wrote. As a result we would like to use this and as many other guides you can personally submit to us. We will give you full credit on our site for any document of yours that we use. No alteration will be made to your document in any shape or form. Your guide will be publish unchanged, nothing will be added or deleted. You will get full credit as the author.

We are hoping that with your contribution, we can provide the best solutions for our user. Much appreciated.

Hope to hear from you soon. Keep up the great work you are doing much appreciated.

Thanks."

Thank you for telling me, and as long as it has my name I dont mind. Remember people, don't submit the game guide without having my name in it.

From Omar Torres omeewan@yahoo.com "Hello,

I have beaten chrono cross with most of the endings. I went to your website and tried to use the codes to play as Dario and the other characters as well. (Garai,Miguel, Dark Serge, ect.) Anyhow, I can't seem to get them to work, maybe you could help me figure out why? I have the U.S. Version, maybe that's the problem. If it is, maybe you could E-mail me the code for the U.S. version, if there is such a thing. I would love to play as Dario or Garai, so please, E-mail me and let me know if there is any way this can become possible.

Thanks,

Omar"

Well, the codes are still glitchy, but they work meaning the colors will screw up, are you sure the instructions you followed are exact?? We'll get you better codes soon.

From iced499@cs.com "im fightin the dragons at the current point in my game..i have several summon elements, i can equip some but not use them in battle at all, and some i cant even equip(i know all the basics, the summon color has to match the innate of the fighter) please help "

First of all, the entire field must turn the innate color of the summon in order to use the summon, so stock up on elements of every color. Then you can hurt the dragons no problem.

From Amber Smith antlion2@fuse.net "I am e-mailing this to ask if I could use your Chrono Cross strategy guide

on
my web site, <http://www.geocities.com/rpgOnline/index.htm> . thank you.
please e-mail with a yes or a no and any rules you want me to follow with
your guide.

blamo@sailormoon.com"

I was just going to say, follow the rules! Thanks.

From Nathaniel R. Harmon jackednate@juno.com "I got a MOD chip.
So contact me if I can help in any way.
It will be my pleasure.
My name is Nathan and my E-mail address is JackedNate@juno.com
Thanks"

You mean help with the programmers door??? If you would like to, head to the
top link in the site credits section of this FAQ.

From Allison reposa dreposal5@adelphia.net "hey,this is Damian,or DevilBoy666
whats your sn?"

You REALLY want to know? Deakstarz. I'm not on all the time though.

From Silent saracoth@wm.com "First of all, I would like to say that I found
your Chrono Cross FAQ to
be very helpful, informative, and even inspiring (yes, inspiring; it
inspired me to write this e-mail, after all :)

Secondly, I've started checking the net for your work to see if you'd
made any progress on the "special walkthrough evolved specifically for
the puzzles in the programmers ending..." I found other interesting and
informative things, but also found that you (and others, apparantly)
have trouble with getting credit where credit is due. My sincerest
condolances :(

In your mention of the Programmers Ending in your Chrono Cross FAQ, you
mentioned that you would appreciate help from those with Gameshark PROs.
Well, I don't have a Gameshark. I don't have a playstation. I do have
one playstation game (Chrono Cross, of course :) and an emulator. I am
sadly lacking in experience. I may be better than the average person who
uses a computer (competance in and love for math helps, and experience
with hexidecimal stuff [though most of the time it's just a jumbled mess
unless I have a good starting point] doesn't hurt), but I personally
doubt that I have what it takes to be called a hacker in any sense, let
alone one of the "best hackers in the world" :)

On the other hand, I have a fair amount of patience and unusual
tolerance to tedium (I'm a longtime Thief: The Dark Project player who's
gotten used to lengthy reloads and sitting in dark corners for minutes
just waiting for a guard to come by). Having recently checked out the
developers ending of Chrono Cross, I noticed that there are so many
possibilities to solve the mysterious "puzzles" you refer to. Blue or
green light? Pick 00-99...twice! Did you enjoy the game? (two
responses.) Not mentioning the different possibilities of combinations
of rooms to enter, number of times to re-enter one of the two main areas
from the right or left, or orders of people to talk to. And then there's
mysterious bugger near the "locked" door who says something that makes
me wonder if Serge is pushing on a door labeled "Pull" (or visa versa).

To be blunt (finally :), if you need someone to do tedious but fairly
nontechnical work (I assume that you have others helping out who are
more experienced and faster than I am with the tech stuff), I'd be happy
to give it a try.

And another quote from that little part of your FAQ:
"Forget walk through walls, we have the way to force every door open
there is in Chrono Cross, and with only one single easy step."

For one thing, I've not managed with either GameHack or [pec] v1.2 to
get one walk through walls gameshark code to work (obtained from a link
on Gamefaqs.com, the "meat and potatoes" of the code seems to be
800AF066 2400 and 800AF066 0040). I skipped the activation codes when I
tried it out in GameHack (I'm pretty sure that I have the correct RAM
address as the default value is 9216, or 2400 in hex, but setting to 64,
or 0040 hex, produces no effect even if I freeze that value with a
refresh rate of 10 ms (and I'm not sure whether CC tries to reset the
value to 2400h at all unless you leave a room or something). I don't
know if I'm missing something or if this isn't a working code. For
another, you mention that you can force open every door in Chrono Cross
with one step. From the wording, it seems as if you already have such a
thing. Is that so?

In any case, I'm very interested in getting behind that door and
wouldn't mind speeding up the process (assuming that I'm able to do
anything in that regard :). Heck, I wouldn't even mind managing it with
codes. On that note, I ask your advice on something I've been busy
working on with GameHack. Obviously, the X,Y (and possibly Z?)
coordinates of the player (Serge) must be located in the RAM somewhere.
Aside from wondering whether 0,0(,0) is in a corner of a map or the
center of it, I'm also wondering how that data would be stored in RAM.
GameHack can search for RAM data in 1, 2, 4, or 8 byte form, as well as

Float and Double (whatever that last one is). If I have to get past the door by "teleporting" Serge through it, I'll give it a try (I actually have been trying, but it's just trial and error and a lot of search time; I don't know if you can help me narrow things down or not, but I thought I'd try asking).

Once again, thanks for giving me a reason to throw away my hopes for a social life to persue an ultimately pointless goal related to a game :P

And good luck to you and your team even if I can't help. I'll try to use my patience in another way, if need be ;)"

Wow!! Congradulations on being the first one to have the LONGEST letter here!!! :-) By the way, this all sounds great, sure you can work on it all, oh and by the way what I mean is to say I really DO know the one single step. We already have someone with a gameshark pro, but maybe you could hack with your emulator? You see, there is a collection of switches in the game. Using a certain search variable and narrowing the results sort of like with L button moonjump, will force every door open there is in Chrono Cross, and that is what this person with the Pro is doing. As well we are fixing the beta character codes we found so there are no glitches. You make some great points, all of which are addressed in the upcoming Programmers Door Walkthrough. Go to the top link which is in the site credits(Official Holders of this Guide) section on this FAQ and you can work with us on the project.

From Mewtwo150r@aol.com "do u have the code for Majora's Mask to hack at the game "

Almost, that's the final thing, I got the exact place where you can find it. Hint: 80-88..

From kupomoogle007@aol.com "Hey. I was wondering, how do you feel about Kid, in battle, not by looks or personality?"

Hmm that's a toughy. I'd say she's pretty darn tootin serious, and will kick your but. I don't think I could handle having her as my girlfriend ;-)

From Playstation Guy playstationguy_85@hotmail.com "I was looking on gamefaqs.com, and I saw your walkthrough on Chrono Cross, and I think that it is very well written, and I was wondering if I could post it on my psx site, and of course give you credit for it. So please e-mail me back your response.

Playstation Guy

P.S. My site url is <http://www.theplaystationzone.cjb.net>

"

Sure, check the holders section to see your site

From Reno Rude reno@esperonline.com "Hello Zelda Dude, This is Reno, of EsperOnline.com. Yes, I know, you might not have ever heard of me, or my site. Anyway, I'm Emailing you about joining my UBB. I was reading over GameFAQs.com and I saw your Chrono Cross FAQ, which I loved :). I was hoping that you could add a bit of Persona input to our boards (Plenty of Final Fantasy, Lufia, Phantasy Star, ect. fans, but where are the Chrono Cross supporters?) Anyway, we have avatars (LOTS of Chrono Cross Avatars), private messages, ranks, stars, and all those good hacks. Just check it out, you might like it. Hopefully, you might even join. <http://www.esperonline.com/forums>
<http://216.32.240.250:80/cgi-bin/linkrd?_lang=EN&lah=d2354eaffb6ae424d18050be1fab3985&lat=988415618&hm__action=http%3a%2f%2fwww%2eesperonline%2ecom%2fforums> Thank you for your time, ~Reno Webmaster of EsperOnline.com <http://www.esperonline.com> <http://216.32.240.250:80/cgi-bin/linkrd?_lang=EN&lah=46415d78ddfeffcec2d9883fec7f3f74&lat=988415618&hm__action=http%3a%2f%2fwww%2eesperonline%2ecom> "

I'm very thankful you took such interest in my work!! I would be glad to be a part of it, oh and by the way, you have permission to use any and all of my Guides I made not just this one.

From Ben jester_b84@hotmail.com "Hi, I was reading your Chrono Cross FAQ and I have a few questions. First of all, I see you have a section with GameShark codes in which to unlock "prerendered beta characters" like Lisa, Young Lynx, etc. How do I view these "prerendered characters"?

Also, I was wondering about the status on the Radical Dreamers script translation and the Chrono Crisis game."

Currently the Radical Dreamers FAQ is 56 percent complete with script. The Chrono Crisis game is 25 percent done. To use the characters/view their NPC, you *must* use the Relief charm in battle.

From dilantingguy@home.com "Hi
I have been playing Chrono Cross using your walkthru for some time. But I am stuck. When you fight the 6 dragon gods you say to go to hydra marshes and get the Beeba flute and the antient fruit. Then go to the other Beeba and use the flute there. The problem is there is no other Beeba. I have the flute and the fruit but nothing works. In the Home world or the other world. Where do I use the flute to get the wingapede to take me away? The only place it works is where you use it to fight the wingapede and save Razzly but that is it. Please help.

E-mail me at Cyber_Waldo@yahoo.com

</cgi-bin/compose?

curmbox=F00000001&a=006fa001504b710aca09018b57af4ad3&mailto=1&to=Cyber_Waldo%40yahoo%2ecom&msg=MSG988923310.20&start=2450013&len=3292&src=6t

Thanking you in advance Cyber_Waldo"

Great question! Go to the area just south of where the Wingapede was in Home, and play the flute there where the Beeba is standing at the branch. The Wingapede will come and ask for the fruit.

From DATA1399@aol.com "hey, great faq on Chrono Cross. I'm at the fight with Miguel on disk 1. He's pretty tough, but i bet he'd be easier with some revival-after-death spell. To this point in the game, i haven't gotten any revival spells. Did I miss something here? All the faqs i've read say to use the revive spell if you die, but what i want to know is, where can you get them. I'd appreciate your help on this. Thanks, Justin"

Hey Justin thanks for writing in. As for the answers you need, a Revive can be found in several different locations. If you are just visiting Shadow Forest and go to the underground of Viper Manor, you can find a revive in a chest. Also, inside Viper Manor in the bedroom where the code is written, is a Revive. When you reach the Home dimension, go to the underground sewer passage of Viper Manor where you meet Norris, and all the way around to the left until you see some chests. The current must also be stopped, also, run quickly to avoid the enemies. There is a revive in that chest. Finally, in Another Marbule you can get a 'Full Revival'. Enter Another Marbule with a party of humans after Marbule has been restored in home, to get a 'Full Revival' first visit. Another Revive can be found in Home Hydra marsh from what I remember.

From rlevine@mn.rr.com "i cant seem to find this explained on any of the guides but u know how in Chrono Cross when the entire field goes one color and then you can use a summon right? Well, why is it that whenever i use a summon i lose a star? I thought the stars just meant gaining levels...so what happens when i lose them? I just cant help but wonder what would happen when i get to 0 stars....Ross Levine"

Hey good question. It seems that it does take away a star level each time. Using summons in fact can be very bad for evolving Pip. But don't worry, you gain a star level each time you fight a boss, so as long as you don't overuse your summons, you'll be alright.

From JmCaj6@aol.com "Jays_, I was wondering if you could give me any info on how to obtain Razzly 7th tech skill. I have just entered Chronopolis and I left to see if I could get it. The book says to talk with the fairy next to the tree in another world. But that doesn't do it? Any suggestions? It would be very appreciative.

Thanxs,

JmCaj6 "

You MUST go back after Terra Tower has appeared, and also Rosetta must be dead.

From devonml3@yahoo.com "I've just started playing Chrono Cross a few days ago and i'm stuck! i've read all the guides but they don't seem to address this issue, maybe i missed something major? I've defeated all 6 dragons (although i have none of the plates and i don't have alot of xtra characters and stuff as i don't like using guides the first time around) but now i'm stuck! when i go to the dine waterfalls it tells me i'm not yet ready to place my 2 dragon shards (love and hate) into the stand, and Steena gasps and says could *that* legend be true? is there a seventh dragon, a seventh element? well.... is there? because i can't find it. i wasted about 2 hours today and got nowhere searching for a way into the sea of eden in another world so i can move onto disc 2. PLEASE HELP!!!! this is getting very frustrating"

Indeed I understand how this can be. You don't technically need the Chrono Cross before you go to the Sea of Eden. In fact the Chrono Cross all together is totally optional. It only has the uses defined in this FAQ. If you go to the sea of eden, you'll still be able to go through the game just as always. Apparently the way you beat the dragons (is there a dragon you didn't kill/fight?) caused her to not let you get the Chrono Cross. Otherwise, don't worry you haven't ruined your game (I can explore this for you if you give me exact instructions of what you did???? Visting the shaman etc) UPDATE: Solution found! Apparently it is different, but go back after Chronopolis is defeated and you will now receive the Chrono Cross again. This change was effected by an in game 'event' mainly you and I both did the 'Fate of the demi-humans' event on that save file. Thanks for the question!

From gayleakacheryal@hotmail.com "Hi. I'm sorry if i'm bothering you, but i really need help. I went to game faqs.com, because i'm stuck in Chrono Cross. I've looked at lots of strategy guides, and stuff, but none of them help. I have the stupidest little problem. I'm on the part where you have to beat all the dragons, so serge can go get his body back, right? and i've beat all the dragons except for the earth dragon and the sky dragon. in the island of the earth dragon place, i have 2 of the sand spout things plugged up. i can defeat teh third rockroach, but i cannot push it into the hole. when i push X, a dialogue box comes up, telling me to push it in the hole. do you remember how you got it to move?

30070E39 - 00D7
80070E74 - 01CD
80070E8C - 01CE
80070EA2 - 01CF

Note: Future codes are going to be released here which will eliminate the glitches and be added on to the normal code.

Credit goes to my friend Sage Of Time for he did a lot of the work, I only helped with the character hangups. Much thanks Sage Of Time

This ends the FAQ for now.

*****This FAQ is not a representation of Squaresoft, or its employees. All Chrono Game trademarks are copyrighted 2000 SquareSoft Inc and the franchise Radical Dreamers. To use this FAQ you must email me jays_29@hotmail.com. My name is Zelda Dude.*****

This document is copyright ZeldaDude and hosted by VGM with permission.