

Chrono Trigger (Import) FAQ/Walkthrough

by Haunter120

Updated to v1.9 on Sep 26, 2000

C h r o n o T r i g g e r

FAQ/Walkthrough

Version: 1.9

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% Done: 63%

Next Update: ???

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---NOTE---

I've played this game on a ROM, not a cartridge for the Super NES. So there might be some changes. This FAQ can be used in any gaming site as long as the following rules apply:

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2. Your site is for games, not some adults site.
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These sites can use the FAQ automatically:

Game FAQs

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VERSION HISTORY

0.1:

Ok I officially started and I'm planning to make the FAQ packed with all the info I can get. But I do get tired, so I submitted this to GameFAQs. I'm at the Trial part in the Walkthrough and finished the characters and single magic/techs section.

-Walkthrough Started

-Character Bios and techs included

-Magic included

0.2:

Hmmm... I finally finished the Double Techs. I also organized this FAQ. Check out my looooong Trial Guide Walkthrough.

-Double Techs finished

-Triple Techs started

-Walkthrough updated

0.3:

Finished another part of the walkthrough all the way through the Future. Arris Dome and the Factory and long guides.

- Triple Techs finished
- Weapon list finished
- Armor list finished
- Walkthrough updated
- Fast Track Walkthrough started

0.4:

I'm now finishing up the Masamune search in this walkthrough. I finished the weapons and helmets guide, also Triple techs are done. Copyright is also put on.

- Accessory/Helmet list finished
- Walkthrough updated
- Fast Track walkthrough updated

0.5:

Everything in the Appendix B section is finished!!! I have to go visit my cousin soon on Friday so expect to see a next update way off.

- Item List finished
- Enemy List updated
- Boss List updated

0.6:

Every appendix is finished basically. Started the fast-track walkthrough. Not much else.

- Enemy List finished
- Boss List updated
- Fast Track walkthrough updated
- Town/Shop List added

1.4:

Started basics section.

- Appendixes updated
- Q and A updated
- Basics started

1.5:

I really enjoyed doing the basics section today =). Umm started doing the endings and more depth into the walkthrough (but still didn't update it).

- Basics updated
- Fast Track walkthrough updated

1.7:

I hate school...

- Appendixes updated
- Endings started

1.8:

Umm, something's wrong with this document. Don't be afraid though. It won't let me defeat my older appendix for some reason. When I try to, it just shows me the stupid illegal operation message. Ah well, I'll live with it.

- Walkthrough updated
- Fast Track Walkthrough updated

1.9:

Wow! I actually updated my walkthrough last update. Maybe I'll add some

new features today.

- Trivia section added
- Fixed glitches and errors
- Walkthrough updated

2.0:

Not much of an update today. Just a fast track update.

- Fast Track Walkthrough finished

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+Halfway Point+

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INTRODUCTION

Chrono Trigger was the best RPG for Super NES. And I got a FAQ for you on it. The story of Chrono Trigger is about people traveling in time to change all the bad history, and it's an RPG made by Squaresoft, the best RPG makers in the world.

The sequel to the game is Chrono Cross, for the Playstation. If you have Playstation or Playstation 2, you can play the amazing game which I really liked. Squaresoft is also making a Chrono Trigger version for the Playstation.

If you never played this game, then stop looking for it! Get a ROM! I played this game on my Super NES(I rented it) and liked it. So I went and got a ROM for it. Don't forget to get an Emulator if you don't have one.

If you don't know what ROMs or emulators are, then I won't help you :p.

0.1 - CHARACTERS

000

Crono M (Main Character)

Location: Default (Truce Village)

Weapon: Sword

Pros: Good attacks, Magic, techs

And HP.

Cons: Bad Magic Defense

Overall: 5/5

Comments: Use him all the time!

00000000000000000000000000000000

Lucca F (Crono's Best Friend)

Location: GuardiaPrison 1,000A.D

Weapon: Gun

Pros: Good defense, magic.

Cons: Crappy HP, attacks.

Overall: 2/5

Comments: Useful only at the
Beginning.

00000000000000000000000000000000

Marle F

Location: Guardia Castle 1,000AD

Weapon: Bow

Pros: Good Magic, healing.

Cons: Everything else.

Overall: 2/5

Comments: Only good for healing.

00000000000000000000000000000000

Robo M

Location: Proto Dome 2,300A.D

Weapon: Arm

Pros: Good attack, DFP, techs.

Cons: No magic, pretty slow.

Overall: 4/5

Comments: Good for offense.

00000000000000000000000000000000

Frog M

Location: Cursed Woods 600 A.D

Weapon: Swords

Pros: Good attack, techs, magic.

Cons: HP needs to be higher.

Overall: 5/5

Comments: Use him once you get
Him!

00

Ayla F

Location: Ioka Village 65M B.C

Weapon: Fists

Pros: Good attack, techs, HP.

Cons: No magic.

Overall: 4/5

Comments: Use her when you're

Not using Robo.

000000000000000000000000000000000000

Magus M

Location: Cape 12,000 B.C

Weapon: Sickle

Pros: Very good magic.

Cons: No Double Techs.

Overall: 3/5

Comments: When you need magic,

Use him.

000000000000000000000000000000000000

My favorite party: Crono, Robo, Frog.

My friend's favorite party: Crono, Frog, Marle.

Other people's favorite parties: Crono, Frog, Ayla or Magus.

Best two characters: Crono, Frog.

~~~~~  
OTHER CHARACTERS  
~~~~~

Here are some other characters in the game that you see.

Melchior:
A swordsmith who lives in the Present A.D. He made the Masamune and he is
also the Guru of Life.

Belthasar:
A Guru who lives in the Keeper's Dome in the Future. He Built the Epoch.

Gaspar:
This weird man is actually a Guru who lives in the End of Time, sleeping.

Spekkio:
Another weird creature living in the End of Time. He teaches you magic,
and tests your skills.

King Guardia 1 and 2:

The Kings of Guardia. One in the Present and one in the Middle Ages. The Present one is also Marle's father.

Queen Leene:

The Queen of Guardia. She has been kidnapped by Yakra in the Middle Ages.

Yakra:

A mythical creature who is the king of the monsters at Guardia. Kidnaps Queen Leene and hides his true self in a Chancellor.

Taban:

Lucca's father. Helps her invent stuff.

Lara:

Lucca's mother. Can't do much cause she has a broken foot cause by one of Taban's machines.

Toma:

A 600 A.D's adventurer. You first meet him at Dorino but then he moves to Choras.

Tata:

Everyone thinks he's a hero because he's got the Hero Medal on, but he's not.

Fiona:

She wants the desert to be a forest, but there is an infestation in the middle of the desert.

Masa and Mune:

They are brothers who guard part of the Masamune. Melchior created them.

Slash:

One of Magus's henchmen. This guy uses a powerful sword.

Flea:

She/He is another of Magus's henchmen. She says that she is he, but I won't go that far.

Ozzie:

This guy thinks he's the best of Magus's henchmen and doesn't give up trying to kill you.

Cyrus:

A hero who died trying to save 600 A.D. from Magus.

Johnny:

He is part bike part human. He likes to race you on the Lab 32 highway.

Kino:

Ayla's friend in the Prehistoric Age. Ayla says if she dies, then Kino becomes chief of Ioka Village.

Azala:

The King of Reptites, creatures than invade the Prehistroic Age.

Nizbel:

Azala's finest creation. He is weak against lightning, as he's a dinosaur.

Janus:

A boy living in the Magic Kingdom, he is also.. nevermind if I say it would be a spoiler.

Dalton:

Queen Zeal's bodyguard who likes to stick Golems at you.

Schala:

Queen Zeal's Daughter. She helps you because she knows her mother is psychoed by Lavos.

Queen Zeal:

An evil queen trying to awaken Lavos.

The Prophet:

An advisor who tells Queen Zeal that you are evil, but you are not. He seems to know about the End of Time too. Hmmm...

Atropos XR:

Robo's robot girlfriend. At first you fight her because she's been hypnotized by the evil Mother Brain.

Lavos:

The evil thing trying to destroy the world. Created by something evil, but Magus knows how to awaken it.

000

MAGIC AND TECHNIQUES

000

-CRONO-

Magic Type - Lightning

Cyclone-

An attacks that damages an enemy and enemies close to it. Good at the beginning.

Slash-

A not very good attack. Use this on one enemy. Use it on Masamune to cut his Tornado Energy off.

Lightning-

Get this from Spekkio.

Spincut-

This does a lot of damage.

Lightning 2-

This works on all enemies. Very good attack.

Life-

Works better than revive. Brings a character back to life.

Confuse-

It does 4x the damage done by your sword.

Luminaire-

Works on all enemies for very high damage. Takes too much MP.

-LUCCA-

Magic Type: Fire

Flame Toss-

Like Cyclone but it's fire.

Hypno Wave-

Some enemies will get put to sleep.

Fire-

Does Fire damage on one enemy. Get from Spekkio.

Napalm-

Does damage to some enemies.

Fire 2-

Does fire damage to all enemies.

Mega Bomb-

Like Napalm except does more damage.

Flare-

Does damage to all. Powerful.

-MARLE-

Magic Type: Water

Aura-

Heals a character.

Provoke-

Makes enemies weaker.

Ice-

Get from Spekkio. Good damage.

Cure-

Cures a lot of HP.

Haste-

Speeds up characters.

Ice 2-

Affects all.

Cure 2-

Cures a character completely.

Life 2-

Brings a character back to life and restores their HP completely. This is really good.

-ROBO-

Magic Type: Shadow

Rocket Punch-

Single enemy attack. Pretty good at the beginning.

Cure Beam-

Cures some HP. Also good at the beginning but crap after Magus.

Laser Spin-

An all-enemy attack that's good.

Robo Tackle-

A modification of Rocket Punch, except this is better.

Heal Beam-

Restores some HP to all members of the party.

Uzi Punch-

This is even better than Robo Tackle and Rocket Punch.

Area Bomb-

Does damage to some enemies.

Shock-

Powerful attack.

-AYLA-

Magic Type: None

Kiss-

Restores some HP.

Rollo Kick-

Most of Ayla's attacks will be like this one.

Cat Attack-

Another single enemy attack.

Rock Throw-

A damaging attack.

Charm-

This enables Ayla to steal stuff from the enemies AND attack them.

Tail Spin-

An area attack.

Dino Tail-

Area attack.

Triple Kick-

Self explanatory. It harms a single enemy 3 times.

-FROG-

Magic Type: Water

Slurp-

Cures very few HP. Only good in the Cathedral.

Slurp Cut-

A good attack in the beginning.

Water-

Learn this from Spekkio.

Heal-

Cures all allies but not very much HP.

Leap Slash-

A good single enemy attack.

Water 2-

Damages all enemies.

Cure 2-

This restores all HP of all members in your party. Marle also has this magic.

Frog Squash-

Decent damage to all enemies.

-MAGUS-

Magic Type: Shadow

Lightning 2-

Magus starts out with some of the best spells. This is no exception.

Ice 2-

See? I told you.

Fire 2-

Now you don't need those others.

Dark Bomb-

A shadow attack that damages all.

Magic Wall-

The only assist magic Magus has.

Dark Mist-

Lots of damage to the opposing side.

Black Hole-

Another shadow magic attack for all enemies.

Dark Matter-

Magus' best magic attack. Damages all.

+++++
BASICS
+++++

BATTLING-

Chrono Trigger is NOT a turn-based RPG. Like Final Fantasy, it takes time. For example, if you set your battle time on active rather than wait, the battles will be real-time. When you're choosing to either attack, magic, etc. the enemy is doing that too. So if you sit around all day staring at the enemy doing nothing, it'll just be attacking your party. Ahhh too frustrating to explain let's get on with everything else.

BATTLE STEPS-

Here is how you will start out:

2.Gnasher 4.90/90HP

-Battle Screen is here-

		HP	MP	
1.Gnasher	Crono	98	8	----
	3.Lucca	72	10	-
	Frog	101	10	-----

1. [Gnasher] Enemy: This tells you the name of the enemies in the battle. This menu also tells you the current status, as well as the attack you or the enemy uses and other effects.

2. Enemy target: When you are selecting which enemy to attack, their names show up on the top.

3. The characters you have in your party. Up to three. The HP is their health, MP is Magic for either magic, double single or triple techniques, and on the right is the time meter. You are able to act when the character's time is maxed.

4. Enemy HP: This tells you how much health the enemy has. The Health will only show up if you have the Sight Scope equipped.

BATTLE STEP #1: Offense

-B a t t l e S c r e e n-

 HP MP

Tyrano- Crono 399 31 -----
 - Ayla 413 28 -----
 - Frog 385 33 -----

Let's begin the fight. Crono is ready to attack the Tyrano with Cyclone.

Tyrano

-B a t t l e S c r e e n-

 HP MP

```
-----
-Attack  Crono  399  31  -----
>Tech    Ayla   413  28  -----
-Item    Frog   385  33  -----
-----
```

Choose tech.

```
-----
Tyrano
-----
```

```
-B a t t l e           S c r e e n-
```

```
HP  MP
```

```
-----
>Cyclone Crono  399  31  -----
-Slash   Ayla   413  28  -----
-Cut     Frog   385  33  -----
-----
```

Choose Cyclone, then use it on the Tyrano. Crono unleashes a deadly move on the Tyrano!

```
-----
Cyclone
-----
```

```
-B a t t l e           S c r e e n-
```

```
HP  MP
```

```
-----
Tyrano-  Crono  399  29  -----
-        Ayla   413  28  -----
-        Frog   385  33  -----
-----
```

Now it's the Tyrano's turn!

```
-----
Remove Def. And is storing pwr.
-----
```

```
-B a t t l e           S c r e e n-
```

```
HP  MP
```

```
-----
Tyrano-  Crono  399  29
-        Ayla   413  28  -----
-        Frog   385  33  -----
-----
```

Huh? What's it doing? It removed it's defense and is storing power for a deadly attack. Ayla's turn now. Let's get on to Double Techniques. Ayla and Frog will do a Double tech on the Tyrano.

```
-----
-B a t t l e           S c r e e n-
```

```
HP  MP
```

```
-----
-Attack  Crono  399  29  -
```

```
>Tech      Ayla   413   28   -----
-Item      Frog   385   33   -----
-----
```

Now click on Techs, and scroll down to the Double Tech list. Since Frog's time is maxed, you can use a Dual Tech. Let's try Bubble Hit.

```
-----
-B a t t l e           S c r e e n-
                        HP   MP
-----
-S.Kiss   Crono   399   29   --
>B.Hit    Ayla   413   28   -----
-D.Kick   Frog   385   33   -----
-----
```

Now that you selected Bubble Hit, use it on Tyrano to deliver a devastating blow.

```
-----
3
-----
-B a t t l e           S c r e e n-
                        HP   MP
-----
-S.Kiss   Crono   399   29   --
>B.Hit    Ayla   413   25   -----
-D.Kick   Frog   385   29   -----
-----
```

Whoa, great hit. The Tyrano is counting down to 0 to use his powered up massive attack on the party. Now wait for Crono's turn.

```
-----
2
-----
-B a t t l e           S c r e e n-
                        HP   MP
-----
>Attack   Crono   399   29   -----
-Tech     Ayla   413   25   ---
-Item     Frog   385   29   --
-----
```

Well, the Tyrano was fast enough to count down to 2 before it was Crono's turn. Let's try a Triple Tech. We need to wait till all three time meters max.

```
-----
1
-----
-B a t t l e           S c r e e n-
                        HP   MP
-----
```

```
-Attack  Crono  399  29  -----
>Comb   Ayla   413  25  -----
-Item    Frog   385  29  -----
-----
```

There we go, but the Tyrano counted to one before all meters were maxed out! Select Combination, and scroll down to Triple Tech.

```
-----
-B a t t l e           S c r e e n-
```

```
                HP  MP
-----
T.Techs-  Crono  399  29  -----
3-D Atk-  Ayla   413  25  -----
          -  Frog   385  29  -----
-----
```

The only Triple Tech to use is the 3-D attack. So let's use that.

```
-----
3-D Attack
-----
```

```
-B a t t l e           S c r e e n-
```

```
                HP  MP
-----
Tyrano-   Crono  399  25  -----
          -  Ayla   413  21  -----
          -  Frog   385  25  -----
-----
```

Now that delivered some massive damage to the Tyrano!

```
-----
0
-----
```

```
-B a t t l e           S c r e e n-
```

```
                HP  MP
-----
Tyrano-   Crono  399  25
          -  Ayla   413  21  -
          -  Frog   385  25
-----
```

Uh-oh. The Tyrano countdown reached 0. It will use it's powerful attack now!

```
-----
Fire Burst
-----
```

```
-B a t t l e           S c r e e n-
```

```
                HP  MP
-----
Tyrano-   Crono  399  25  -
          -  Ayla   413  21  --
-----
```

- Frog 385 25 -

Fire Burst is it's powerful attack.

-B a t t l e S c r e e n-

 HP MP

Tyrano- Crono 78 25 -----
 - Ayla 128 21 -----
 - Frog 76 25 -----

Damn that was powerful. Now you need to heal. Let's heal Crono. Go to item.

-B a t t l e S c r e e n-

 HP MP

-Attack Crono 78 25 -----
-Tech Ayla 128 21 -----
>Item Frog 76 25 -----

Then select Mid Tonic.

-B a t t l e S c r e e n-

 HP MP

-Tonicx2 Crono 78 25 -----
-Etherx3 Ayla 128 21 -----
>MTonicx1 Frog 76 25 -----

Now select Crono and use it on him. Voila!

-B a t t l e S c r e e n-

 HP MP

Tyrano- Crono 278 25 -----
 - Ayla 128 21 -----
 - Frog 76 25 -----

Crono was healed 200HP. Continue the battle.

BATTLE STEP #2: Defense-

Up there you learned how to attack and use techs. However, you can't just do that all the time. You will die. That's right. The enemy will kill you. Using items is a must, and healing your party is needed too. Now let's learn the basic steps of defense..

-B a t t l e S c r e e n-

		HP	MP	
Haunter	Crono	278	25	-----
	Ayla	128	21	-----
	Frog	76	25	-----

Muhuhahaa! I'm the enemy this time! You'll never beat me! Ok kidding. Just couldn't think of anything else to put there.

-B a t t l e S c r e e n-

		HP	MP	
Atk.-Atk.-Atk.-		700	50	-----
Comb-Comb-Comb-		800	50	-----
Item-Item-Item-		700	50	-----

Since it's everyone's time meter max you get to choose anyone to act. Hmm... what should a helpless Crono do? Slash, of course!

Haunter 5000/5000HP

-B a t t l e S c r e e n-

		HP	MP	
-Cyclone	Crono	700	48	-----
>Slash	Ayla	800	50	-----
-Lumin.	Frog	700	50	-----

Haha! Didn't hurt at all! My turn!

Haunter 4899/5000HP

-B a t t l e S c r e e n-

		HP	MP	
Haunter	Crono	91	48	

```
Ayla 173 50 -----
Frog 18 50 -----
```

Well now you need to heal. Let's use Slurp Kiss.

```
-----
Haunter 4899/5000HP
-----
-B a t t l e S c r e e n-
-----
HP MP
-----
Atk.-Atk.-Crono 91 48 ---
Comb-Comb-Ayla 173 50 -----
Item-Item-Frog 18 50 -----
-----
```

Select Combination, then since Frog's and Ayla's meter is up, go down to Slurp Kiss and use it. Now you're healed.

```
-----
Haunter 4899/5000HP
-----
-B a t t l e S c r e e n-
-----
HP MP
-----
Haunter Crono 500 48 -----
Ayla 600 50
Frog 400 50
-----
```

Let's learn more. I will attack Crono.

```
-----
Haunter 4899/5000HP
-----
-B a t t l e S c r e e n-
-----
HP MP
-----
Haunter Crono 0 48 -----
Ayla 600 50 --
Frog 400 50 -
-----
```

Crono's been knocked out! Revive him! Go to item.

```
-----
Haunter 4899/5000HP
-----
-B a t t l e S c r e e n-
-----
HP MP
-----
-Atk. Crono 0 48 -----
-Tech Ayla 600 50 -----
>Item Frog 400 50 -----
-----
```

And select Revive. Then specify what target you want to use it on (Crono).

```
-----  
Haunter                4899/5000HP  
-----  
-B a t t l e          S c r e e n-  
  
                HP      MP  
-----  
Tonic      Crono  0      48  -----  
Ether      Ayla   600    50  -----  
>Revive    Frog   400    50  -----  
-----
```

And Crono's back to battle! There, that's all for the Defense section. So now I'll just kill all your party.

```
-----  
Haunter                4899/5000HP  
-----  
-B a t t l e          S c r e e n-  
  
                HP      MP  
-----  
Haunter  Crono  0      48  -----  
          Ayla  0      50  -----  
          Frog  0      50  -----  
-----
```

Do you get that? Well if you don't, Practice. Practice battling to find out how to. That was just a sample above.

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II. WALKTHROUGH

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What makes Chrono Trigger a really good game is that you can travel through time and change history. Below are the 6 ages you go to, including the places they have included in them.

```
+++++  
PRESENT, 1000 A.D  
+++++
```

You start here in Truce Village.

TOWNS/CITIES/SHOPS-

CHORAS VILLAGE-

The eastern most village in this world. Not much to do here except that there is the Northern Ruins to the north and Toma's Grave to the west.

Shop:

Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Ether 800G
Mid Ether 2000G
Heal 10G
Revive 200G
Shelter 150G

MEDINA VILLAGE-

A Mystic Village in place of where Magus' Castle was in 600 A.D. The mystics here will not sell you items for a cheap price because they hate humans. Later on they will be nicer. Melchior's Hut is to the southwest and the Blue Pyramid is to the north.

Shop:

Iron Blade 44800G
Steel Saber 65000G
Demon Edge 65000G
Lumin Robe 65000G
Flash Mail 65000G
Glow Helmet 65000G
Tonic 1280G
Mid Tonic 12800G
Full Tonic 65000G
Heal 1280G
Revive 25000G
Shelter 19200G
Ether 65000G

PORRE VILLAGE-

This village is also optional but not when you want to complete events. Here you will learn more about the Sun Stone's whereabouts later in the game.

Shop:

Steel Saber 800G
Iron Bow 850G
Dart Gun 800G
Karate Gi 300G
Bronze Mail 500G
Bronze Helm 200G
Tonic 10G
Heal 10G
Revive 200G
Shelter 150G

TRUCE VILLAGE-

Your home village. South is to Porre, west is to Guardia Castle and north is to Leene Square.

Shop:

Iron Blade 200G
Lode Sword 4000G
Karate Gi 300G
Bronze Helm 200G
Tonic 10G
Heal 10G
Revive 200G

Shelter 150G

DUNGEONS/PLACES WITH MONSTERS IN THEM-

NORTHERN RUINS-

This should be visited in the Middle Ages. The name changes to Hero's Grave if you defeat Magus in 12,000 B.C. Some good treasure can be found here and some hard monsters too.

HECKRAN'S CAVE-

A hideout for the mystics. Their leader, a fierce monster called Heckran, guards the cave. It leads underwater to Truce Village.

GUARDIA FOREST-

This small forest leads to Guardia Castle.

GUARDIA CASTLE DUNGEON-

You will need to get out of prison and escape when you get caught.

OTHER-

SUN KEEP-

This place holds the Moon Stone. It's in every Time Age.

WEST CAPE-

Here you will find Toma's Grave. His ghost will appear if you put pop on his grave in 600 A.D.

FOREST RUINS-

The Blue Pyramid here holds some cool weapons and armor.

MELCHIOR'S HUT-

A swordsmith who made the Masamune lives here. He sells good weapons.

Shop:

Red Katana 4500G

Robin Bow 2850G

Plasma Gun 3200G

Hammer Arm 3500G

Titan Vest 1200G

Tonic 10G

Mid Tonic 100G

Heal 10G

Shelter 150G

ZENAN BRIDGE-

You can see people crossing the bridge here.

FIONA'S HOUSE-

This will be here only if you defeated the Retinite in 600 A.D.

LEENE SQUARE-

The millennial fair is where you find Marle. Play some cool games here and visit the exhibits, such as Norstein Bekkler's Lab.

GUARDIA CASTLE-

The main castle. Crono gets thrown in jail because everyone thinks he

kidnapped Marle A.K.A Princess Nadia.

MILLENNIAL FAIR

Truce Village, 1,000 A.D:

ENEMIES: None

TREASURES: None

BOSSES: None

SHOP:

Iron Blade 200G

Lode Sword 4000G

Karate Gi 300G

Bronze Helm 200G

Tonic 10G

Heal 10G

Revive 200G

Shelter 150G

PARTY: Crono

Your mom and cat will wake you up. After naming yourself, you get control of yourself(Crono). Examine your cat and go downstairs. Your mom will ask you about the inventor friend of yours, Lucca, and you get to name her. Once you do this talk to your mom again and she will give you 200G.

Go outside and you will be on the world map. Buildings that are light blue are markers where you can enter. When you go near a building, a message will appear telling you what it is. Let's go over this:

Residence: A normal building where people live. Common.

Mayor's/Elder's house: The head of the village lives here. Stop in to see what's going on.

Bar/Pub: Buy some drinks to learn about the latest gossip.

Market: A place where you buy items and weapons.

Inn: You can rest here.

And now, here are the places you can go to in Truce Village:

Crono's House: Well, it's self explanatory.

Residence 1: Right next to Crono's House.

Market: West of Crono's House. It's empty at first, but the seller is in Leene Square.

Residence: Southwest of Crono's House. Not much here either.

Mayor's House: You can learn the basics of the game here. Stop here first before going to Leene Square.

Ticket Stand: You can buy a ticket for 10G to catch a ship to Porre. If

you don't want to take this quick way, then just go south of Truce and past the desert to Porre.

Lucca's House: This is on the island south of the main area in Truce. It's empty at first, but once you get Lucca, Taban will be there to support her with his new outfits he gives to Lucca.

Leene Square: A fair where you can play games and enjoy yourself. This is also where you should go right now.

Once you do the exploring, go north of Crono's House to enter Leene Square.

Leene Square, 1,000 A.D:

ENEMIES: Gato
TREASURES: None
BOSSES: None
SHOP:
Iron Blade 350G
Lode Sword 4000G
Karate Gi 300G
Bronze Helmet 200G
Tonic 10G
Heal 10G
Revive 200G
Shelter 150G
PARTY: Crono, Marle

Once you enter go north to the fountain. Don't play any games yet. Go north up the stairs and on to the next screen. You will see a girl running around. Run up to the bell and stay there. Let the girl bump into you, don't bump into her! After you both fall down, the Leene Bell rings. Go to the girl and help her up first, then pick up her pendant. Don't pick up the Pendant first though. The girl will tell you her name, which is Marle, then thank you and join you in the fun.

Go north and talk to the guards. They say that Lucca's Invention, the main event of the fair, is not ready yet. So it's time to do some exploring with Marle. I told you not to bump into Marle and to help her up first, why? There are steps that will affect something else later on. Those are not the only steps. Here are the steps you need to do in order to make the event later on well:

1. Don't bump into Marle when you enter the fair. Let her bump into you.
2. Help her up first, don't pick up the pendant first.
3. Go east of the bell and talk to the little girl, she will tell you that her kitty is lost. Go back to the bell and head west. You will see the cat. Examine it once and it will follow you. Have it follow you all the way to the girl and it will jump on the stand. Talk to the girl again and she will thank you. Marle will also add in a compliment.
4. On the stand to the left of where you found a kitty there are a bunch of stuff laying around. At the bottom there is a pink bag. Whatever you do, don't touch it. This is a man's lunch and if you eat it, the step is

not done properly and Marle will call you a pig.

5. It's time to do some shopping! Go back south of the Leene Bell to the first screen. You'll see a strange dressed man to the right of the north entrance selling weapons. He is Melchior, a swordsmith. He will sell you this stuff:

Iron Blade 350G
Lode Sword 4000G

You probably can't afford the Lode Sword yet, so buy the Iron Blade instead and sell the Wood Sword Crono's been equipped with. There is nothing for Marle, though. Here comes the step: After you buy what you need Melchior will examine Marle's Pendant and ask you if you can get Marle to sell it. Say NO. If you say YES Marle will get mad and the step will not be done properly. Even if you do say YES, Marle will not let her Pendant out of her sight.

6. Once the guards move out of the way to Lucca's Invention, Marle will look at some candy at a stand and ask you to wait while she picks what candy she wants. When she said wait, she meant it. So WAIT. If you move the step will be ruined.

7. Once Lucca's sees you at the invention, talk to Marle first before going in the Transporter device.

Well, that's all the steps needed to affect later events. But before visiting Lucca's Attraction, play some games at the Leene Square. Here are the games you can play:

Soda Guzzling Contest-

Keep pressing the A button rapidly to drink sodas. Drink all 8 to win. If you are playing a ROM, then there's a way to cheat: Take a pen and smash it on the key you are using as the A button as much as you can. This works perfectly.

Prehistoric Dance-

To the east of the Soda Stands is the prehistoric dance panel. Use the buttons X,A,B,and Y to dance. Not much here. No Silver Points awarded.

Races-

You can talk to the guy at the tent near the races on the first screen. Oh boy, how did they get all these monsters from different ages? Anyway, bet on the racer you think will win. You will win Silver Points if that racer wins. You can also race, but I won't go that far here.

Bell-

On the west part of the first screen in Leene Square is a bell. Press the A button when facing it, if you do it right, you will be awarded Silver Points.

Norstein Bekkler's Lab-

When you have enough Silver Points, visit Norstein Bekkler's Lab to east of the first screen in Leene Square. He will ask you to bet 10, 40, or 80 Silver Points. Once you do you will play Simon Says. If you win, you will be awarded a prize.

Gato-

The quickest way to earn Silver Points is to go east from the Leene Bell Screen and to a screen with a big robot invented by Lucca, named Gato.

And no he is not a cat. He will say that if you beat him he will give you 15 Silver Points. Fight him, it's not that hard. He has only 60HP. Once you beat him you will get 15 Silver Points. You can do this as many times as you want.

Silver Points=Gold-

There are 2 tents where you can exchange Silver Points. The first one is on the first screen to the left of Melchior's Shop. The second one is on the Second Screen near Leene Bell.

Once you explored enough, go north of the Leene Bell and there will be Lucca's Invention ready to the north. Step 6 will take place right now (read above). Once Marle gets candy go north on the screen with Lucca's Invention. Lucca and her father Taban will see you and tell you that no one wants to try out the device. She will ask you and you say yes. Talk to Marle and then step on the device to the left. You will get transported to the device on the right. You can do this as many times as you want. But only once is required.

After doing it at least once, talk to Marle. She will ask if she can try it.

Marle will step onto the beacon and Lucca and Taban will get the device ready. Once it's ready, Marle starts to transport, but her Pendant glows, and she screams and disappears! Lucca will yell that shows over and everyone will leave except for Crono and Taban. A gate appears in the center, and you say that you want to help Marle get back. It appears she has been transported to another Time Age! Lucca will tell you that you should step on the gate, and that she will come if any help is required. Once you get control of yourself, step onto the gate and get thrown into a different time period!

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MIDDLE AGES, 600 A.D
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TOWNS/SHOPS/CITIES-

CHORAS VILLAGE-

Located on the southeastern side, Choras was still standing back in the old days. Toma stays here, and so do the carpenters. The Northern Ruins are to the north.

Shop:

Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Ether 800G
Mid Ether 2000G
Heal 10G
Revive 200G
Shelter 150G

DORINO VILLAGE-

This is a village that got destroyed between 600 A.D and 1,000 A.D, but it's here in the Middle Ages. It's located north of Porre and south of Truce. The Denadoro Mountains are to the southeast, and Zenan Bridge is to the north.

Shop:

Tonic 10G

Mid Tonic 100G

Heal 10G

Revive 200G

Shelter 150G

PORRE VILLAGE-

The port town was also standing back in 600 A.D. Tata lives here, and the Cursed Woods are home to Frog. Fiona's House is in the desert to the north.

Shop:

Gold Suit 1300G

Beret 700G

Tonic 10G

Mid Tonic 100G

Heal 10G

Revive 200G

Shelter 150G

TRUCE VILLAGE-

Crono's House is not here, hehehe. But Lucca's Great Grandfather lives here, he built the Leene Bell. Guardia Castle is to the west and Zenan Bridge is to the south.

Shop:

Iron Blade 350G

Dart Gun 800G

Karate Gi 300G

Bronze Helm 200G

Tonic 10G

Heal 10G

Revive 200G

Shelter 150G

DUNGEONS/PLACES WITH MONSTERS IN THEM-

OZZIE'S FORT-

Three of Magus' henchmen make their home here once you defeat Magus and get the Epoch. Be sure to stop by before going to the Black Omen.

MAGUS' LAIR-

Magus, the starter of the war in 600 A.D, lives here. A long dungeon where you will have a lot of boss fights. You will come here to have Frog avenge Magus for Cyrus' death.

CATHEDRAL-

After Marle is kidnapped, you will come here to search for clues. But the nuns are actually monsters and they attack you! Frog saves you, and a path opens deep into the cathedral that leads to the kidnapped Queen Leene.

CURSED WOODS-

Frog lives here, and you will have to constantly come here when repairing the Masamune. It's straightforward.

DENADORO MOUNTAINS-

Part of the Masamune is located here, on top of the Denadoro Mountains. You will need to venture to the top and battle Masa and Mune, the guardians of the Masamune, in order to get the hilt. It's a long dungeon, but there are some nice treasures lying around.

MAGIC CAVE-

This straightforward cave will only be revealed once Frog gets the Masamune. It leads to Magus' Lair.

TRUCE CANYON-

This is where you begin your adventure in the Middle Ages. There is a gate here that leads back.

GUARDIA FOREST-

The forest hasn't changed much. You will have to be going back and forth through this to get to Guardia Castle and main land.

SUNKEN DESERT-

When Fiona asks you to help her turn the desert into greens, you will need to go down here and defeat the evil Retinite, who has been keeping the desert alive. This will be available once you destroy the Blackbird.

GIANT'S CLAW-

Once you get Epoch, you can travel here. It is located in the same place the old Tyrano Lair was, and the layout is a lot the same. The Rust Tyrano guards the Rainbow Shell.

NORTHERN RUINS-

You need the carpenter from Choras to fix this. It's basically the same as the ruins in 1,000 A.D, except the treasures that were in 1,000 A.D are better.

OTHERS PLACES-

ZENAN BRIDGE-

When you come to the Middle Ages to seek out Frog, you will find out that there is a big battle at Zenan Bridge. You'll need to help out the Guardia Knights in the battle with Magus Troops. At the end you will face Zombor.

FIONA'S VILLA-

Fiona is a woman that want to turn the desert into forest, but the Retinite is against that.

SUN KEEP-

Like in all the ages, the Sun Keep is on the northeast island of the land.

GUARDIA CASTLE-

The center of all of 600 A.D. You will be coming here a lot.

THE QUEEN RETURNS

Truce Canyon, 600 A.D-

ENEMIES: Blue Imp, Green Imp, Roly, Roly Rider, Imp Ace, Blue Eaglet

TREASURES: Tonic, Power Glove

BOSSSES: None

PARTY: Crono

You will start in Truce Canyon at the top, open the treasure and go left. Go down the ladder for treasure. Go left and you will face a couple of Blue Imps. Beat them up and go left for another treasure. Zgo back right and down and you will see Blue Imps playing Soccer 1 vs 1. If you want to kill them touch them and you will fight two Blue Imps and the ball, which is a Roly. Go north for a treasure box, then go south to exit.

You will find yourself on the world map. Your destination is Guardia Castle. Buy all you need in Truce Village, then head northwest to Guardia Forest.

GUARDIA FOREST, 600 A.D-

ENEMIES: Roly, Roly Rider, Green Imp, Blue Eaglet

TREASURES: Power Tab, Shelter, Speed Tab

BOSSSES: None

PARTY: Crono

Enter and go left, cut corners with the trees and touch them. If you go into a clearing you will fight eaglets or imps. Anyway go north and east, cut corners with the tree and go left, once again cut the corner and avoid the clearing and go north. Chances are you will fight some enemies here, but it won't be a problem. Go east and north past the sign to Guardia castle.

GUARDIA CASTLE, 600 A.D-

ENEMIES: None

TREASURES: 100G, Tonic, 2 Ethers, Red Vest, Power Tab, Bronze Mail

BOSSSES: None

PARTY: Crono, Lucca

When you enter the guards won't really know who you are. But head north and talk to the King, he will tell you that the Guest Room is to the left and Queen Leene's Room is to the right. Talk to the Chancellor, he is acting odd and will leave. Follow him upstairs on the left, and on the top talk to him. He will mock you. Go south and right and get the treasure boxes. Go back down to the King's Room and then go right and upstairs to Queen Leene's Room.

Talk to the maids and they will leave. The Queen will reveal that she is Marle and that everyone thinks that she is the real queen who has been kidnapped by the infamous monster Yakra. Her pendant shines and she will scream and... disappear.

Get the treasures and go back down and right. Talk to the maid, she will ask you if you said something funny. Say NO and go north and downstairs all the way. At the bottom you will meet Lucca.

Lucca tells you that everyone thinks she is Queen Leene because the queen disappeared a long time ago and that Marle needs to disappear too. She then gives you a brief history of the Leene family and teels you that the reason everyone thinks Marle is Queen Leene is because Marle is really Princess Nadia, the King's Daughter, of the present! Now you will need to save the real queen in order to free Marle. Go back and talk to the King,

and go south. Before exiting, go left and downstairs. You can rest here. Once you do go back upstairs and go all the way right and downstairs to the dining room. Talk to the guard on the floor and the maid will get his food ready. He will get up and gobble it. Go back upstairs and exit the castle.

THE QUEEN IS GONE

GUARDIA FOREST, 600 A.D

Go to Guardia Forest and go right instead of left, don't avoid battles this time, since you need to gain levels. Go south and then before going left to the main entrance, go right into a clearing. The glimmering object is a Power Tab. Get it and use it on Crono to make his Attack go up. Now go left and exit the forest.

TRUCE VILLAGE, 600 A.D

ENEMIES: None
TREASURES: None
BOSSSES: None
SHOPS:
Iron Blade 350G
Dart Gun 800G
Karate Gi 300G
Bronze Helm 200G
Tonic 10G
Heal 10G
Revive 200G
Shelter 150G
PARTY: Crono, Lucca

In Truce Village buy all you need. Because a dungeon is next. Explore the island a little. Zenan Bridge is broken and you learn that there is war between the humans and mystics. The Mystics' king, Magus, is planning to use Lavos, a great destroying villain that ruin the world right now. Only the Masamune can defeat him. Once you're done exploring, go west of Guardia Forest and go past the small forest path and enter the cathedral, the big building to the west of Guardia Castle.

CATHEDRAL, 600 A.D

ENEMIES: Naga-ette, Diablos, Gnasher, Mad Bat, Hench
TREASURES: Speed Belt, Shelter, Heal, Defender, 100G, Mid Ether, Power Tab, Iron Sword, Maiden Suit, Naga-ette Bromide, 2 Ethers, 2 Tonics, Steel Saber, Revive
BOSSSES: Yakra
PARTY: Crono, Lucca, Frog

The place looks pretty peaceful, doesn't it? Well, it's not. Talk to the nuns, then go to the center and examine the little sparkle. It is a hairpin. When you try to pick the hairpin up, all the nuns will run up to you and get mad, they will turn into Naga-Ettes! Time to fight.

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Sub-Boss:

4 Naga-ettes
HP: 60 each
Weakness: Fire
Charm: None
Items Won: None

Just use Lucca's Fire Techs to deplete them. This is very easy, but could be harder if you don't use techs. Their attack isn't too bad, so don't worry. Lucca has the Sight Scope equipped so you will now know how much HP each one has left.

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Once you beat them, Lucca will talk to you. A Naga Ette will jump out and try to attack her, but a frog slashes it's guts and saves you. His name is Frog, but you can rename him. He is also in search of the missing Queen Leene, so he joins you.

Play the organ to the left and (How did Crono learn to play that so fast?) a door will open. Go through the door that leads to the inner depth of the Cathedral, a long dungeon.

When you enter, go left and try to avoid the Diablos'. They have only 50HP, but it will take a while to kill all of them. Once you reach the end of the path to the left, go north through the door and go upstairs. Enter the first door you see a nab the treasure on the shelf and fight the monsters. Exit and go right and up. Get the treasure and then go left and up, check this room out. Exit this room and go back right, down, left, and down the stairs. This time go right instead of down. Avoid the Gnashers because Diablos will fight with them. Go all the way right and up the stairs. Enter this room and get the treasure. Then exit, go left, up, and right to another room. There is a secret entrance to the left, go there and fight the monsters and get the two treasure boxes. Now go all the way back to the part with the long hallway. Go north and the Gnashers will yell "Intruders" at you and attack. This is a fight you can't avoid.

Once you are done fighting the Gnashers and Naga-Ettes, go up through the door to the next room. There is a save point here, save, but don't use a Shelter yet. Go up the stairs and up to a room with spikes. You will see a few Henches but you can't cross the spikes. Exit this room and go right and down the stairs. The stairs will turn into a slide and you will fall down to the Mad Bat. Kill it. You can't go back up from here, but you can from the other side. So head north to the next room. You will see a Skull Switch. Press it and head north to the next room which is a hallway to the other side. Go all the way left and read the sign on the wall, it says "No entrance" well you will enter it later. Keep going left until you reach the end. Go south through the door and you will see another Skull Switch. Don't press this one! If you do it will cause more Mad Bats to appear. Go south and climb the stairs. Save and go north to the room previously blocked with spikes. You will now fight a few Henches. Beat them up and play the organ. This opens up the "No entrance" secret entrance to the north. Go back and down the stair slide any way. Go north and to the center of the hallway and enter the door.

Here is another hallway that traps you in fighting a lot of enemies. Go north and beat up the Diablos and Naga Ettes and Henches. At the end you will see a Save Point. Use a Shelter and save up. Go through the door to the north.

Whoa, what's the Chancellor doing here? And Queen Leene's here too! The

Queen will yell "help!" and the Chancellor will reveal his true form:
Yakra! That's why he's been so quiet! Time for your first boss fight!

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BOSS:
Yakra
HP: 920
DIFFICULTY: 2/5
WEAKNESS: None
CHARM: None
ITEM WON: None

Note that you can't see his HP with the Sight Scope-It's because he's a boss.

Yakra has a nasty counterattack when it's far away from you. It has a 90% of counterattacking, and it can't do it when it's very close to you. This counterattack does about 14HP to all your characters.

Start the battle by waiting for Frog's and Crono's Time Meter to get up, then use X-Cut on him. This does a good amount of damage to him so use it often. Lucca should either heal or use her Fire Attacks.

Sometimes in the battle Yakra will do a special attack that does about 50HP to one character. Heal that character. It also has another counterattack it almost never uses that does about 20HP damage to all. If all of your characters are at low HP, have them all heal each other. Make sure to keep your HP above 40, and use Revives if someone dies.

I made a special Opponent Offense (that's what I call it) thing down there, it tells you how I did the boss fight, and won:

-BATTLE START-

Crono:Frog- X-CUT, 83HP to Yakra.
Yakra- Counterattack, ~10 damage to all.
Lucca- Attack, 18HP to Yakra.

Stats-
Crono: 117/127
Frog: 144/156
Lucca: 98/109
Yakra: 819/920

Crono:Frog- X-CUT, 74HP to Yakra.
Yakra: Counterattack, ~13HP to all.
Lucca: Flame Toss, 38HP to Yakra.
Yakra: Attack, 20HP to Frog.

Stats-
Crono: 102/127
Frog: 111/156
Lucca: 83/109
Yakra: 707/920

That's basically how you start out. Remember what I told you. The boss should be too hard but very long. You should beat him on your first try. If you don't, gain levels in the Cathedral.

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Once you beat Yakra, Queen Leene will thank Crono, Lucca, and especially Frog because she knows him. Get the treasure on the right and then open the treasure box on the left to free the REAL Chancellor. He will thank you and run back to the castle. Talk to Queen Leene and you will be back at the castle.

WE'RE BACK!

GUARDIA CASTLE, 600 A.D-

You will get transported here after talking to Queen Leene back at the Cathedral Dungeon. The King will talk to you and offer you gratitude. Frog will then take his part. He tells you he is no hero, and leaves. Follow him into the entrance of the castle and he will say goodbye. So what's he hero of? You'll find out later.

It's time to get Marle back! Talk to Queen Leene, King Guardia, and the real Chancellor. Then go to the right staiway and go all the way to the top room. Go south, east, and north and you'll see a light. Marle is back! She will get all happy that you saved her and join you. She asks you if you can take her back home to the future Guardia Castle of 1,000 A.D. And she already knows that you know that she is princess Nadia.

Oh and sorry for using the word "that" too often in this FAQ.

GUARDIA FOREST, 600 A.D-

Go back to the main entrance of Guardia Castle and exit. Go through Guardia Forest once again and avoid the worthless battles, unless you want Marle to gain levels. Go on the world map and to Truce Canyon.

TRUCE CANYON, 600 A.D-

There are some new enemies here, the Blue Imps that played soccer are now Green Imps, and sometimes you will fight Imp Aces and Polys. Go to where you came from when you appeared from the present, and there will be a small sphere called a Gate. Lucca will use her wand thingy to open the Gate. Time to go home!

LEENE SQUARE, 1,000 A.D-

Lucca leaves. Marle will ask you to take her home. Leene Square has changed a bit. The shopkeepers went back to the shops in Truce and Melchior left. Go south, past the infamous Leene Bell, and down to the exit.

TRUCE VILLAGE, 1,000 A.D-

If you can afford the Lode Sword then buy it. If you want armor, go south to Porre Village and buy it there. Anyway it's time to go to Guardia Castle. Go back to your house and talk to your mom.

This is urgent: Before going to Guardia Castle, make sure to go in the shop and resupply with Tonics, Shelters, Heals, and/or Revives. It's very important and I didn't do that, and the next boss was very hard for me. Rest up, too. Then head to Guardia Forest.

GUARDIA FOREST, 1,000 A.D-

ENEMIES: Hetake, Avian Chaos, Beetle

TREASURES: Power Tab, Power Ring

BOSES: None

PARTY: Crono, Marle, Lucca

The forest path hasn't changed, but there are now new enemies. Go up from the entrance, and then left. This time you don't need to cut corners because the enemies are in plain view. Go up, right, up, left, up, right, and up to Guardia Castle. Save your game before entering the castle.

GUARDIA CASTLE, 1,000 A.D-

Once you enter, a bunch of guards and the Chancellor will surround. Apparently they think you have kidnapped the Princess (Marle)! Marle tries to tell them that he didn't, but the Chancellor won't believe the crap. So what the Guardia Knights of 1,000 A.D do is take you to court. The Castle itself hasn't changed much either from 600 A.D.

THE TRIAL

GUARDIA CASTLE, 1,000 A.D

ENEMIES(after Trial): Blue Shield, Guard, Omnicrone, Decedent

TREASURES: 1,500G, Bronze Mail, Lode Sword, 9 Mid Tonics, 3 Ethers, 4 Shelters, Bronze Medal

BOSES: Dragon Tank

PARTY: Crono, and later Lucca

A screen will appear above the enormous painting in the trail room, then scroll down to see the Judge, Pierre the lawyer who is on your side, and the Chancellor. Crono will come up to the screen. The Chancellor, Judge, and Pierre will ask you a bunch of questions. It doesn't matter what you answer though. Pierre will always try to defend you while the Chancellor tries to make you sound guilty. And the jury is on his side!

The Chancellor will call up two witnesses from the fair, and remember about those steps? Well, this is the event. If you brought back the kitty to the little girl, she will come up and compliment you. If you ate the lunch in the fair, the man who had it will come up and say mean stuff about you. That's not the real part though. The Judge will tell 7 Witnesses to come up and say if Crono was Not Guilty or Guilty. If he is not they stand on the right. If he is they stand on the left. As soon as he finishes the witnesses start coming. Remember those steps? Well if you didn't do them properly you will get a Guilty, if you did do them properly you will get a Innocent. Here they start coming:

Witness 1:

Guilty: You picked up the pendant before talking to Marle.

Not Guilty: You helped Marle up first.

Witness 2:

Guilty: You tried to sell Marle's pendant.

Not Guilty: You avoided selling Marle's Pendant.

Witness 3:

Guilty: You didn't find the little girl's kitty.

Not Guilty: You found the little kitty.

Witness 4:

Guilty: You didn't waited for Marle to search for candy.

Not Guilty: You waited for Marle to search for candy.

Witness 5:

Guilty: You avoided Marle when entering Lucca's device.

Not Guilty: You talked to Marle when entering Lucca's device.

Witness 6:

Guilty: You ate the guy's lunch.

Not Guilty: You didn't eat the lunch.

Witness 7:

Guilty: You bumped into Marle.

Not Guilty: Marle bumped into you.

Alright, let me say this fact: It doesn't matter what you get, but it's better of being Not Guilty than guilty. The comments from the Chancellor and Pierre will be different, but you still get thrown in jail because they think you kidnapped her. Marle will come in and try to stop the guards, but they won't care.

You will get thrown in jail. The execution will take place in 3 days. When you are in jail and get control of Crono, there will be two paths from now on. The easy path: Wait 3 days (a day is about 20 seconds), or the harder path: Bust out. I'll guide you through both.

Path 1: Break out-

* NOTE *

There will be more enemies if you take this longer path.

When you are in jail, you can save. There is a Mid Ether in the bag. Also, you can drink from the cup on the top right. Now run to the jail door and press A. The guard will tell you to pipe down. Do it 2 more times and the guard will open the door, come in, and get mad at you. Once he hits you, run out of the jail door and the guards will fight you. They have 60HP each, and it won't be real tough. After beating them, go left and into this cell, don't forget to press the switch to open it. There are two secret entrances here. When you enter this cell turn left and you'll enter another cell. Nab the treasure and go through the hole and you will be on one side of the tower. Whoa... Guardia Castle looks a lot smaller on the world map. Where did they get such a huge tower? Remember this and go all the way back to where you started. Save if you want to, but on the other hand don't because it counts on your Save Record. Go to the right and you will appear in a place with a bunch of stairways and in the middle there are a bunch of weird shield monsters. You can actually go past them in the middle, but it's tough, so you need to fight them. They have a very strong defense but when they turn around hit them. They have only 24HP. After killing both of them, go down to the bottom right stairway and head down. You will appear on a bridge connecting to another part of Guardia's Towers. Go past the 2-D type of passage and enter the right tower. You will fight an Omnicrone and a Guard in this passage. Hit the switch and enter the cell for a bunch of treasures. Go back to the tower bridge and go all the way back to the hall with the Blue Shields. They are back. Kill them and go to the top left staircase. This is another prison room. Fight the two guards and push the switch. Nab all the treasure and back to the Blue Shield room. This time go to the top right staircase. Another bridge here leads to the right tower. Fight the

two guards and enter the right tower. Take the hallway to the right and avoid the path up. Instead go right and enter the cell. You will see a man here. Save him, he is Fritz, the shop keeper's son. He will give you an award in Truce Village A.D 1,000 if you save him. Go up and fight the skeletons, then open the treasure box on the far right. Go back into the room with the guillotine, and go south and west. Head up this time, and then go left. Kill the guard here. Another bridge here. Follow it to the west tower and enter it. There are more Blue Shields here so kill them. Go to the bottom left staircase and below to the prison cell room. Hit both the switches and get the treasures in these rooms. Go back up and go to the top left staircase. Hit both switches and grab the treasure, then go to the left cell and through the hole in the wall. Remember this place? Jump all the way down and you will appear back at the beginning. But the treasure is worth it. Go all the way back to the hallway with the guillotine, and go up and left. Cross the bridge and then defeat the Blue Shields in the four staircase room, and take the top right staircase this time. In this room there is another staircase, take it up and you will find yourself in a royal looking room. Lucca will come to save you! Fight the guards and go up to meet the Warden. He will faint seeing you because he thinks you will kill him. Touch him for a Mid Tonic, then read the manual operating the Dragon Tank. Go upstairs and you complete Path 1.

Path 2: Execution-

* NOTE *

The only enemies in this path will be the Blue Shields.

In your cell, wait 3 days until it's execution time. The supervisor and Warden will come and take you away. While leading you will see dying criminals in jail trying to get out. They will finally take you to the guillotine room. Right when they are about to cut your head off, Lucca appears and kills everyone with her new Zonker-38 Gun! It's not equippable though. Exit the room and go south through the door and then west, turn north and go left. Cross the big bridge and find yourself in the four staircase room. Defeat the Blue Shields. If you want treasure, then read my Path 1 Guide. Once you destroy the Blue Shields take the staircase on the top right. Take the other staircase in the next room and you'll appear in the castle room. Go up and read the manual. Go north and you complete path 2.

Both paths lead to the same boss. So save and use a shelter, head upstairs to the last bridge and you'll see the Chancellor, he will get frightened that you escaped and send out the Dragon Tank, made of three parts, to kill you!

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BOSS:

Dragon Tank
Tank Head
Grinder

HP:

266 (Dragon Tank)
600 (Tank Head)
208 (Grinder)

DIFFICULTY: 4/5

WEAKNESS: None
CHARM: None
ITEM WON: None

This battle was very hard for me because I forgot to re-supply myself with Tonics. Well, you still have to battle. You must destroy the Tank Head first so it won't heal. The Tank Head has the most HP, but if you kill it first the other parts won't be able to get healed. Don't use Flame Toss, use Double Techs if you have them, otherwise have Crono attack and Lucca heal. After you destroy the Tank Head, go for the Grinder, then finally the Dragon Tank.

The Grinder has an attack that takes a while to charge up, but when it is, the Grinder runs over you and does about 30HP damage. The Dragon Tank has a bunch of bomb attacks that cause up to 25HP damage. So be careful and you will win. Make sure you have stuff like Revive so if someone dies you can bring them back to fighting status, but then heal them quickly! Cause they will be recovered with really low HP.

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Crono will do a finishing move with his sword on the Tank and destroy it. The guards and Chancellor will be there, and when the Dragon Tank blows up it takes the small part of the bridge with it. The Chancellor and guards fall but hold on to the bridge, which makes a people bridge which you can cross over. The Chancellor will keep saying stuff at you and won't stop, so you have no choice but to go left. And don't mess around standing on the Chancellor and yelling "I'm the King of the World!!" Hehehe.. Go left to the main castle, and go down. The guards will see you. If you go downstairs more then the guards won't let you through. Exit to the main room to meet up with Marle. The guards will bow down to her and will try to obey her, but the Chancellor comes and tells the guards to kill Crono and Lucca. How did the Chancellor get down so fast? Marle shrieks at the Chancellor, but the King comes and tells Marle it's for the best. Marle joins you and runs off to Guardia Forest. The guards run after you.

In Guardia Forest you run to the left and get to a dead end. However, there is a Gate! You jump into the gate. Where are you off to now?

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THE FUTURE, 2,300 A.D
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TOWNS/SHOPS-

ARRIS DOME-

A ruined dome to the east of Lab 16 and west of Lab 32. The survivors here are more healthy than the ones in Trann Dome, but they are still very hungry.

Shop:

- Auto Gun 1200G
- Iron Suit 800G
- Iron Helmet 500G
- Tonic 10G
- Mid Tonic 100G
- Heal 10G
- Revive 200G
- Shelter 150G

TRANN DOME-

You will find out where you are when you enter this place south of Bangor Dome. However, no one tells you how the Future got into this mess.

Shop:

Auto Gun 1200G

Iron Suit 800G

Iron Helmet 500G

Tonic 10G

Mid Tonic 100G

Heal 10G

Revive 200G

Shelter 150G

DUNGEONS/PLACES WITH MONSTERS IN THEM-

FACTORY-

North of the Proto Dome rests the ruined Factory. Robots are still made here and guard the place. You need to come here to enable access back in time. Robo will help you out.

LAB 16-

The first dungeon you go in the Future. It's hard, because the rats running around steal from you, and you can't get the stuff stolen back. Avoid them.

LAB 32-

This is Johnny's racetrack. You can race him to the other side, or go through by the straightforward ruin fighting Mutants. You are required to race Johnny the first time you come here. You must go through Arris Dome first.

GENOCIDE DOME-

Another factory where Robo was made. It's a long walk to the end, and the evil Mother Brain is up there.

DEATH PEAK-

The snowy peak is near the Keeper's Dome. You will need to climb it to save Crono from Lavos back in 12,000 B.C.

SEWER ACCESS-

This leads to the Keeper's Dome. Sir Krawlle owns this place, and won't let you pass.

OTHER-

KEEPER'S DOME-

This is where Belthasar lives, he is transformed into a Nu. He built the Epoch also, which is stored here.

SUN KEEP-

Like all the other Sun Keeps, it is in the northeast corner. In this time period you get the Sun Stone.

SUN PALACE-

This is where the Moon Stone is. The guardian is the Son of Sun, and he is very hard boss to kill.

PROTO DOME-

There are enemies here at first, but there is also an Enertron. This is where you get Robo, and also where you transport back to the Present, err... End of Time.

BANGOR DOME-

You get transported here after escaping Guardia Castle in 1,000 A.D.

BEYOND THE RUINS

* ROM NOTE *

This is the part where most people have trouble with the ROM. All they see is mist. Well this is a transparency mistake when the ROM was made, but there is a way to fix it. Just push 3. This will make you see your characters and the area, but you cannot see the text. To fix it, go to Video, and put it on Vi 16. Then enable the background by pressing 3. It might be a little jumpy with the control and music at first, but then it will be fine.

BANGOR DOME, 2,300 A.D-

ENEMIES: None

TREASURES: After opening seal: Full Ether, Wallet, Charm Top

BOSSSES: None

PARTY: Crono, Marle, Lucca

You will appear in some area inside. Your party members Lucca and Marle will not know where this is. Marle will check a sealed door above, her pendant shimmers but nothing happens. Once you get control of Crono, go south and exit.

You are now on the world map, whoa! Something really happened here! The whole place is destroyed. To the northeast you see a destroyed and ravaged city, but don't go there yet. Go south of Bangor Dome and you'll see another dome near the coastline. Enter it.

TRANN DOME, 2,300 A.D-

ENEMIES: None

TREASURES: After opening seal: Gold Stud, Full Ether, Magic Tab

BOSSSES: None

SHOP:

Auto Gun 1200G

Iron Suit 800G

Iron Helmet 500G

Tonic 10G

Mid Tonic 100G

Heal 10G

Revive 200G

Shelter 150G

PARTY: Crono, Lucca, Marle

There are people here! They are all starving, when you talk to them they will tell you something about the whole destruction. It is in the future. There is a man standing next to a small machine. If you talk to him he'll tell you about this machine. It's the Enertron, which restores your health completely, but still leaves you hungry :(there is man who sells you weapons and items. Talk to him and resupply on what you need, then

exit Trann Dome and go northeast to the destroyed city I told you about earlier-Lab 16.

LAB 16, 2,300 A.D-

This dungeon is crawling with rats. If you touch them, they will steal an item from you. You can't get it back though, so don't try to touch the rats again, cause they'll steal another item. You can't fight these rats either. So avoid them at all costs. Also the Shadows are immune to attacks, so use Techs related to magic, such as Flame Toss. From the starting point, go north and east. Turn north and fight the Octopods and Meat Eaters. Destroy the Meat Eaters first so they won't heal. After beating them, go west and north. Avoid the Craters, and go east and watch out for the rat. Follow the path and open the chest, some Octopods and a Meat Eater will attack, beat them and you will get a Berserker I think. Go north and then west, go south, west, and north. Then go east and follow the path to the next screen. This place does not have any rats, but the enemies are harder. The Mutants look tough, and they are. You need to defeat 2 of them to exit. One the first time, and the other one the second time. Go east and don't touch the old broken down car, or you'll fight a pack of Shadows. Go south from the destroyed car. Go east on the first turn and you will trigger a fight with the Mutant. It has 300HP and powerful attacks, so be careful. If you don't want to fight this Mutant, then go south and fight two packs of Shadows. After either defeating the Mutant or Shadows, go northeast and fight the next Mutant. After defeating it, go north and exit the dungeon.

Go east to enter Arris Dome.

ARRIS DOME, 2,300 A.D-

This is an old dome where people are starving. Go north and an old man that looks perfect will notice you and ask who you are. Talk to everyone and then talk to the old man. He is Doan. He tells you that a man went down to the Arris Dome Chasms in search of food. He has not returned. Now go to the Enertron, then go to the left and talk and buy some stuff:

Shop:

- Auto Gun 1200G
- Iron Suit 800G
- Iron Helmet 500G
- Tonic 10G
- Mid Tonic 100G
- Heal 10G
- Revive 200G
- Shelter 150G

Once you get what you need, save, then go down to the chasm. Doan will comment you and will think you are crazy. Once down there, you will see two computers. You need the password to access them, so go to the left of the left computer. Then go through the door. You will enter a tricky ductwork of catwalks; thankfully there are no enemies here. Go right from the entrance, and then up. Then go right again and up again. You will see a weird rat. Talk to it and there will be a note attached to it saying that whoever goes further will be attacked. Go all the way left from the rat, then go up. Go right then and then up once more. You will find yourself in a big room, when you go further the alarm will ring, and a big robotic bit comes down along with little bits to attack you! And boy the thing is huge. Looks like the note on the rat was right, you will be attacked, by this thing!

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BOSS:
Guardian
Bits x2

HP:
Guardian (1,200 HP)
Bit (200 HP)

DIFFICULTY: 3/5
WEAKNESS: None
CHARM: None
ITEM WON: None

This fight isn't easy, but not hard either. Start the battle by defeating the bits as quickly as possible, because if the two small ones remain along with the big one, they will use a Delta Attack that might kill you. Do not use Fire! It does 0 damage. Marle should have Aura and you should have Aura Whirl as a Double Tech. Use it when you are in trouble. Once you kill the two small bits, the Guardian will start a 5 to 0 countdown. When it gets to 0, it will bring back the two smaller bits, and you will have to destroy them again. Keep doing this and make sure you have some revives. The main Guardian can't attack when his pals aren't around, but he does cast the annoying Delta Attack along with his buddies.

Wiseone says: You can just destroy one bit so the big Guardian thing won't countdown.

I reply: Yeah, but when one bit is remaining along with the Guardian, they cast Amplifire on one person, which does about 50HP. And they are very fast when using this.

The Guardian will use Breakdown once it's depleted of HP. Breakdown doesn't do anything but kill itself.

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Once you defeat the Guardian and get control of Crono, go north the door. There will be a dead person on the ground. This is the man Doan was talking about. Marle and Lucca will check out the room, then find a note of the dead man. It says something about the rat you saw earlier on the catwalk and the password. There is no food here, but you find a seed. After getting the seed, go back to the room and fought the Guardian in and go south to the catwalk. You'll see the rat. It will run away from you and you need to catch it. Not a problem. Just run toward it and touch it. If it gets to the end then it will disappear, so you have to exit the catwalk room and go back in. The rat will be there and will run away again. It always takes the same route, so don't worry if it stumbles somewhere you don't know. Once you catch it, it will tell you the password: Hold L, R, and A when you are touching the computer. So go back to the room where the two computers where. Go to the right one with the sparkle and hold the buttons on your keyboard to which you assigned L, R, and A. If it doesn't work and you keep trying, read Magus's FAQ. It should say how to do this. Once you do this a bridge will appear on the right. Cross it over and go through the door. There are some enemies here, including rats. Go north and beat them up, then grab the treasure inside the chest. Go back down and climb the left stairs onto the grating. Go all the way up and climb the stairs down. The Bugs here are patrolling, but you could get past them, that is, if you are very careful. Go down to see another bug patrolling. Avoid him or fight him-

it's up to you. Go south past the wooden bridge and climb the stairs up and follow the grating up. At the end go down the stairs and up to the door. This room will be pretty big. It's infested with Proto 2's. Go up and right, fight the Proto 2 if you want to, then go up the ladder to the grating. Follow the grating right, up, left, and down the stairway. Go up and fight the Proto 2. Then keep going up and turn right and climb onto the grating. Go right, up and left down the stairs. There is another computer here and a Proto 2. Hold L, R and A when facing the computer to open the door above it. Now back right onto the grating, then go right, down and left. Get off the grating, go down, left, and up the grate once again. Go up then right. Go into the door you opened by the computer. This is the main computer room. Lucca will access it and you will see the past - 1999 A.D. It's a peaceful day, then something comes out of the ground. It's a big monster, called Lavos. It destroys the whole Future. All is left now is the ruins of the domes. So this is what happened! You and Marle and Lucca are the only ones who know about traveling back and forth through time. Can you change history somehow, and make the Future peaceful? Or will you die trying? You also learn about Proto Dome, which has the Gate leading back to the Present. That's your mission now: go east to Proto Dome. Go all the way back to the main room with Doan and the villagers. Doan will ask you if you brought back any food, but you tell him all you found is the Seed. Marle says it gives the people luck. They take it, and try not to suffer. Doan also tells you how to get to Proto Dome. You need to go through Lab 32 by using a bike car. He gives you the Bike Key, needed to operate the bike car. Re-Supply if you need to, and go in the Enertron. Why can't these people follow you to the Time Gate, and go back to another age? Exit Arris Dome. Your destination is now Proto Dome. Go northeast of Arris Dome to enter Lab 32. If you want to gain levels then go southeast to Sewer Access. It's a pretty good place to gain levels, but beware of the boss there.

THE FACTORY RUINS

LAB 32, 2,300 A.D-

When you enter, go east and open a treasure near the wreck. Go north and a bunch of Proto 2s will alert and attack you. Just when the fight is about to start, some weird bike man gets in the scene and stops it. All the Robots say he's the man! Anyway Johnny doesn't like your appearance, when you tell him you need to get to the east side, he'll make a deal with you. A race! You can't refuse, so once you're ready get in the bike. Johnny will give you instructions. He says that you have 3 Turbo Boosters, which you can use to get a speed boost. But you only have 3, and you can't use them all at the same time. Now the race starts. At the bottom you can see how far you are from the finish. The whole race is pretty weird, though. Because either Johnny gets in front of your bumps, or you try to bump him away from not getting past you. I suggest that near the end you stay away from Johnny in the back, then use your Turbo Boosters. The race is not that easy, but you need to do it. If you lose you have to try again. If you win you get to go further. Also, once you win, go left to enter Lab 32 itself. The enemies here are Mutants, and this time they are packed in 2 or 3. It won't be easy. When you see a chest, go after it and you will be attacked by 5 Shadows. They are easy to kill because they have 1 HP. However, they are immune to physical attack, so you magic attack. Once you kill them, take the chest's contents. It is the Race Log, use it whenever you race Johnny and it will keep track of your 3 best times. You can race Johnny whenever you want. Anyway go south from the east exit of the highway and head to Proto Dome to the south. On your way you will pass an old ruin. This is the Factory,

you will go here after visiting Proto Dome.

PROTO DOME, 2,300 A.D-

Go west and eliminate the Buggers, then go north and eliminate the second batch of Buggers. This will get rid of all the enemies in the dome. Use the Enertron to the left, then go down the grating on the right, head up and then left. You will stop to see an old robot that has been inactive for years. Lucca will try to fix it, but Marle will think that it will attack. Lucca tells them that they attack because someone bad tells them to. So you will spend the day helping Lucca repair the old robot.

Finally, once the repairs are done, the robot comes active and starts acting as you're his master. When your party members tell him your names, Robo starts calling you sir Crono and the others Miss Lucca, hehe. Well, he stops after that, and Lucca asks his name. He says it's R66-Y. Lucca says that's OK, but Marle doesn't like that name, so YOU get to name him. His default name is Robo. But you can name him something like R66-Y or Robot, hehehe. Anyway you will see the door leading to the gate above you locked. Robo knows about this door and knows how to open it. You need to take him and one of your party members to the Factory to the north to open it. Robo joins your party with high HP. Now you need to either take Marle or Lucca. I suggest Marle cause she's got Aura and Aura Whirl and all the good healing techs. So take her and exit the dome. If you need items, go back to Arris Dome. Otherwise go north.

FACTORY, 2,300 A.D-

Enter the factory and you will see some conveyor belts. Go to the computer in front of you and Robo will activate the Factory. An Acid will drop to attack you. It has 10HP, but you will damage it very low, from 1-9. Once killing it go to the right conveyor belt and keep going up. Get to the green elevator and go down. It takes you to the Robot Production room. Go down and take the ladder. Now go west, north, and up the ladder to a room you can't see. It holds a chest hidden. Now once you get it go back down the ladder and south, then take the ladder nearest to you. Climb it down and go west. Go ALL the way west and get the treasure. Now go ALL the way east and up the ladder. Then go east and climb down the ladder below you. Go down and left, and enter the door. A Proto 3 will be there, guarding the room and enjoying it's time, when it spots you! Now time to fight. They have a lot of HP, but they don't pose a really big threat. Once you kill it go west and you will ride the conveyor belt. It will take you to the next room. You will fight another Proto 3 and 2 Debuggers. Use Cyclone and Laser Spin. Try to use attacks that damage all the enemies. Go west again and get on the conveyor belt. It will take you to the next room, where you'll fight 2 Proto 3s and 4 Debuggers. Once again use Laser Spin and Cyclone. After killing them go west again, and ride the conveyor belt down. You will see yourself going east on the belt now. On the first point with the ladder get off quickly! If you miss, you can run back to get there, but if there is a robot in front of you, you are blocked. Get off at the first ladder and go down in the door. Now in the next room go down and right. You'll face a few bugs. Kill them and go up the ladder. You will appear on a big bridge. Go all the way up and then turn east on your first turn. Go up then and enter the door. Defeat the Proto 3's and look on the computer. It will tell you the code for the crane activation, which is XA and BB. Exit the room on the south and go down, west, and now up. Go left and into the first door you see above. Go up and you'll see two Proto 3's on patrol. If you fight them and beat them, some Debuggers will come for you to fight. After beating them or avoiding them, get the two chests on the left, then go down. You are now in the Crane Control Room. It will ask you to enter the code to control the crane. Enter XA and the crane will move the barrel blocking your way, then enter BB to move the second barrel. Now go to the room above you and

then right, down and exit that room. This time go left and down the ladder. Go west through the path where the barrel was originally. Enter the door at the end and you will see a computer. It will tell you the code to the Main Part of the Factory. The code is ZABIE, and translated into XABY. Exit the room and then go right, up the ladder, right, and down all the way past the bridge. At the end enter the door, go down the ladder, then left and up to the door. Get on the conveyor belt and go right. Exit on the next stop and get the chest. Then get back up on the conveyor belt and go right until you stop moving. From here hold down on the keyboard or control pad. Now go east, up, climb the ladder, and up again onto the green elevator. It will take you to the top, the main entrance of the Factory. Go down and left, and fight the Debuggers. Then go left and up on this elevator. You will go down a level. On this floor there is a Save Point near you. Save, then go left and up. Through the door there is another computer, access it and an opening will open on the right. You will also fight Acids and Alkalines. Alkalines are the same as Acids, but have 1 less HP. They are not as dangerous as Acids. Go into the hatch on the right (what you opened) and climb down. Now go left in this room and keep fighting Alkaline in your way. At the end of the room go down through the door and fight the Acid. Go down through another door and then east, another Acid and Alkaline group block your way. Defeat them and go through the door above you. In this room go to the computer on the top right and that will shut down all the lasers. You will also fight a bunch of Alkaline and Acids. Defeat them all and then grab the two treasure son both sides of the room. Now go to hatch in this room on the bottom left. Enter and go right, then up, if you keep going right it will take you to an elevator, which is basically a shortcut to the surface. So keep going up and you'll see a locked door. Go to the left and on the computer it will ask you to enter the password. Remember it? It's ZABIE, so enter XABY on your keyboard or controller. The locked door will now open, go through it and Robo will look at the big Lock Computer. He will shut it down, but an alert goes up and now you have to run! Keep running down and the doors will be closing in front of you. At the last door Robo will hold it back while you two run through, then he barely survives after holding it for that long. The elevators are now out of order due to the alert, so you have to take the ladder on your left. Take it up into the next room, then go right and down through the door, and then west. Go through both doors and you will see a bunch of weird blue robots coming out of the hatches, there are 6 of them. Robo will recognize them as his friends. R67-Y, R68-Y, R69-Y (hehehe). But the Blue Robots aren't happy with him because he apparently lead intruders inside. And they think that the intruders are Crono and Marle or Lucca. Robo tells the R-Series that the 'intruders' are his friends, but the R-Series are ordered to keep any intruders out of the Factory, and Robo has failed that task. Therefore they thrash him and throw him into the hatch. You will get mad, and the 6 R-Series will battle you. Time for a boss fight!

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BOSS:
R-Series

HP: 150 each
DIFFICULTY: 1/5
PARTY: Crono, Marle
WEAKNESS: Cyclone
CHARM: None
ITEM WON: None

This is a very easy fight. Use Crono's Cyclone to attack 3 of them on the first row, and Marle or Lucca to heal. They can use an attack that physically damages both of your characters, and they also have a punch attack. Cyclone does about 100HP damage to 3 of them, so two Cyclones get rid of three robots. Just make sure that Crono is alive. Once 3 robots are gone they will start to do more Physical ALL attacks. Just use Cyclone 2 more times and they're history.

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Once you get rid of the R-Series, your two person party will pick up Robo and take him back to the Proto Dome. Lucca will repair him and he is active once again! Even better: the Lock on the door is now opened, allowing you to travel back once again! Robo decides to come with you and joins your party. Now enter the gate. You will be traveling... forward???

THE END OF TIME

END OF TIME-

When you enter this weird place, you will notice some gates around you. Go down south and you will see a place with a man sleeping there. Touch the sparkle on the table to recover your HP, MP, and status. Save at the save point, then talk to the old man. He seems strange, because he says "Ah more visitors" he says that you are in the End of Time, and from here you can go anywhere you have been to, including some new places, in an era. The man, called Gaspar, tells you that he will be your guide. Your destination now is Medina Village, 1 out of the three gates available. Before you leave, check the door behind Gaspar. Enter and you will see a weird creature named Spekkio. He will probably be a Kilwala Chicken right now. He tells you about magic. He tells you to run around the sides of the room three times, touching each corner. Do that, then talk to Spekkio. He gives all but Robo magic, then he asks if you test it out by battling him. As you get stronger, he will get stronger and change forms. Here are his forms:

Croaker:
HP: 400

Kilwala:
HP: 800

Goblin:
HP: 1,800

Omicrone:
HP: 5,000

Masa and Mune:
HP: 12,000

Red Nu:
HP: 20,000

Anyway, Robo will not learn magic. You can go south of Gaspar to another time: Lavos's Day. Don't do it yet! You will die. So get your party, I recommend Crono, Marle, and Robo, and go to the Medina Gate.

GATE GUIDE:

A
D B
G E C
H F
I

A=Truce Canyon, 600 A.D
B=Medina Village, 1,000 A.D
C=Guardia Forest, 1,000 A.D
D=Turano Lair Ruins, 65 Million B.C
E=Proto Dome, 2,300 A.D
F=Earthbound Island, 12,000 B.C
G=Bangor Dome, 2,300 A.D
H=Mystic Mountain, 65 million B.C
I=Leene Square, 1,000 A.D

THE VILLAGE OF MAGIC

MEDINA VILLAGE, 1,000 A.D-

This village is a place of mystics-monsters that hate humans. So they will hate you. You will come out of a cupboard of one of the houses. Talk to the imps, then try to exit. They will tell you to get out of the town. Outside go to the Market and talk to the Hench, he will see you and try to get rid of you. You will fight an Omnicrone and a Hanch. Kill them and the owner will sell you stuff, but don't buy crap from him. Everything here is expensive, even the items. So don't buy anything. Go to the inn to fight a few Diablos and Hench. After beating them you can rest. After exploring Medina Village, go southwest on the Present World and you'll see a house. Enter it. Melchior the Swordsmith lives here, and you can buy weapons and items from him.

Shop:

Red Katana 4500G
Robin Bow 2850G
Plasma Gun 3200G
Hammer Arm 3500G
Titan Vest 1200G
Tonic 10G
Mid Tonic 100G
Heal 10G
Shelter 150G

After getting everything you need, Melchior will tell you that you need to go through Heckran's Cave in order to get to Truce Village. Go north from Melchior's Hut and into the cave. This is the cave of Heckran, a powerful mystic.

HECKRAN'S CAVE, 1,000 A.D-

At the entrance you'll fight a few Henches. After beating them up go north and west until you get to the ladder, go down the ladder and east. Get the contents inside the chest, then go down the ladder. Watch out for the Jinn Bottle on the left, it has strong defense. If you touch it you will also need to fight a few Octoblushes. Anyway go west and down and you'll go onto the next screen. Go down the stairway and onto the next one, go down again. Here you'll fight Tempurites. They are weak against magic, but very strong against attacks, so watch out. Kill them and go

west where there is a small pond in the middle. Go past it and open the chest. Go back east and then down to the next screen. Here go down the staircase and west to trigger a fight with Rolypolies. They are very easy to kill, so after making short work of them go west and up the stairs to get the good stuff inside the treasure chest. Go back east and up the stairs to the previous screen. Go up and left, go past the lake where you go the previous treasure and go north until you are able to go on the above platform. Defeat the Tempurites and go up for treasure, then go down all the way and into the next screen. Fight the Rolypolies then go west and up the stairs to fight Cave Bats. Then go west into the door. Go north and fight and kill the Jinn Bottle and Octoblushes. Then go up into the next screen. You are back in the main room, except you're somewhere else in it. Go down into the water and go west below the bridge. Keep going and then turn north below the bridge. Go up and onto the ground. Save and use a Shelter, then go north. Heckran, the cave's guardian, sees you and engages you into combat.

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BOSS: Heckran
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HP: 2100
DIFFICULTY: 4/5
PARTY: Crono, Marle, Robo
WEAKNESS: None
CHARM: None
ITEM WON: None

The boss is pretty tough if you don't know the trick. First, start attacking him with Double Techs like Rocket Roll or Fire Whirl. Since the boss is Water based, fire would do good damage. He does a lot of damage but not quite that much if you do good techs. Also don't use regular attacks, this boss a quite good defense.

When the boss rolls into a ball and sez "Go ahead, try and attack!" DO NOT ATTACK, if you do with any type of attack, magic or techs or regular, he will counter with a powerful Water Wave, which does over 100HP damage to ALL your characters. Stay still and heal while he's like that. When it says "Brief Counterattack Break" then attack him until he says "Go ahead, Try and attack!" Keep repeating this strategy until the boss dies.

Just a little side note: I forgot about the "Go ahead, try and attack!" thing so I attacked him anyway cuz I didn't know. I beat this battle barely, with Marle having about 40HP left. I'm serious.

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After beating Heckran he will use up his dying breath and die. Marle will say that you can change history by defeating the evil Magus, the mystic master, in 600 A.D. Only the Masamune can kill him. Once you get control of Crono go north and climb the stairs. You will swept from this water cave into the Vortex Pool next to Lucca's house in Truce Village. You will then be washed up near the house. Go inside it and talk to Taban, Lucca's father. He will give you the Taban Vest. Equip it on Lucca. Then go to Leene Square and up to the transporting device Lucca made. Enter the left one and go to the End of Time. A new gate is opened that leads to Truce Canyon. Go there into Middle Ages for a new quest: Defeat Magus.

THE HERO APPEARS

TRUCE CANYON, 600 A.D-

You should know the path. Go through once again and you will probably face newer enemies. Kill them and go down and exit.

Resupply at the Market and go to Guardia Forest, go through once again and up to Guardia castle. Go to the throne room and talk to the Chancellor. The King is sick, so go visit him to the left upstairs. Climb it all the way up and then enter the King's Chambers. Talk to him and he will tell you that there will be a battle at Zenan Bridge to the south between Guardia Knights and Magus's troops. If you didn't get the treasures here get them, then go down to the Throne Room. Exit it and go right before exiting the castle, then go north and enter the kitchen. Go down and talk to the chef and maids. Then go upstairs and try to leave the castle, the chef will run up to you and will thank you, then give you Jerky. Leave the castle and go through Guardia Forest. Save and rest, then go down to Zenan Bridge.

ZENAN BRIDGE, 600 A.D-

Talk to the soldiers and then the captain (Gold Armored guy). If you don't have the Jerky then you can't go forward, so you need to go Guardia Castle to get it. After you get it talk to the captain and he will take it. Then a dying soldier comes and says that a bunch of Magus's troops are attacking. The captain of the guard will rely on you. You can now proceed forward to Zenan Bridge. Commander Ozzie of Magus's troops will be there. He will stick a bunch of Deceased on you and himself. DON'T ATTACK OZZIE. It's just a waste of time. Attack the Deceased until they die, then attack Ozzie. Ozzie will run away forward. Follow him and you'll have him stop. He will stick more Deceased on you. Kill them and then attack Ozzie. Don't attack Ozzie first though. Ozzie will run away once again. What a wimp. Run after him and you will reach the end of the bridge. Your party will think Ozzie's giving up, but he's not! He summons more Deceased, but these are different. They all combine and form into one big skeleton - Zombor!

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BOSS:

Zombor Top
Zombor Bottom

HP:

Zombor Top: 960
Zombor Bottom: 800

DIFFICULTY: 2/5

PARTY: Crono, Marle, Robo

WEAKNESS:

Zombor Top: Shadow/Ice
Zombor Bottom: Lightning/Fire

CHARM: None

ITEM WON: None

The boss is pretty easy. All you need to do is destroy both parts. Each part has a weakness. The top one is weak against Ice and Shadow, while the bottom is weak against Lightning a Fire. So use that stuff. If you

use Ice or Shadow on the bottom or Lightning and Fire on the top, it will just heal the boss. So don't get mixed up. The boss has a bunch of attacks but none are threats. Make sure to use Aura Whirl when necessary. DESTROY THE TOP PART FIRST. If you do destroy the bottom it will use MP Buster and take away all of the targeted person's MP. Destroying the top part will make the boss much easier. The bottom part uses MP Buster right before it dies.

Wiseone444: You can easily kill him using Robo's Robo Tackle and Rocket Punch on the head. Don't use Laser Beam though.

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Once you kill Zombor Ozzie will get scared of you and escape. Go back to the right side and talk to the captain. He will thank you. Now go the left side and exit the bridge to find yourself on the south side of the main island.

The village Dorino is next to you. Go to the Market and buy what you need, then go to the Elder's house. You will hear him talking to the adventurer Toma. Exit Dorino and go south past the desert and into Fiona's House. Get the two treasures and leave. Go south into Porre Village. You'll learn about Tata, a "hero" boy. Go to his house and talk to his father, then go to the Market and re-supply. Now go west into the Cursed Woods.

CURSED WOODS, 600 A.D-

It's a straightforward walk north, but the enemies aren't easy. When you encounter Gnawers with T'Poles, try attacking the Gnawers first. When near death the Gnawers suck away ALL HP from the T' Pole frogs, killing them. But they also hear their HP. So anyway go north and you'll see a Nu. If you get in a fight with Gnawers or T'Poles, the NU will also be in a fight. If you talk to it, it will say "Stop it you dog!" and try to hide in the woods. Anyway go north and enter the wiggling bush from behind. This is Frog's house! Go inside and talk to him, he says that he is no hero. If you keep talking to him he says the same thing, so grab the treasure on the right side and go up, go south from the Cursed Woods and exit them.

TATA AND THE FROG

Return to Porre and rest or re-supply, now go to the Denadoro Mountains southeast of Dorino Village, where one part of the Masamune lays., the only sword that can defeat Magus.

DENADORO MOUNTAINS, 600 A.D-

When you enter you'll see a Bellbird waking up 3 Goblins, the are very easy because of the very low defense. Go north and up the ladder on the left. You will see the hero boy you heard about, Tata, running away from enemies. You'll fight a Goblin, then Tata will tell you this is dangerous place and you will fight an Ogan. Note that they have a very high defense when their hammers are with them. To destroy their hammers use Fire. They also have good attack with their hammers. Once you kill this guy Tata will run back to the village. Go up the ladder and to the next screen. Go up and turn left when you see a treasure blocked by a cliff. You can go through it and get it. Go north and past the bridge, then up the ladder to the west. Go all the way north here and grab the treasure. Now go back south and east where you saw a second bridge. You will fight an Ogan and

Goblin. Remember, Fire destroys Ogan's defense and attack. Go past the second bridge east, then south, east, and climb the ladder. Be careful of the Ogan. I didn't use Lucca here so I had to destroy Ogan the long way :(. Keep going north and climb the ladder, you are now on the next screen. Go east and defeat the Free Lancer, then go west and up the first turn. Go north and get the treasure, then go back south and east. Before climbing the first ladder you see, go east and defeat the Free Lancer, then get the treasure. Now go west and climb the ladder. On this platform get the treasure on the left, then climb the ladder on the right. Later when you get Frog but him in the head of the party here and he will catch the stuff thrown by the Free Lancer. Watch out for the Ogans here and go west, turn south and then west and down the ladder for another treasure chest, then go back up and east, then north and west to the next screen. Now go west, north, east and up the ladder. Go up and get the treasure. There are no enemies on this screen. Climb the ladder north of the treasure you got and go east to the next screen. Go east and climb the ladder, then kill the Free Lancers and get the treasure to the top right. Go north and west, then north to the next screen. Now you'll be on the summit of the east mountain. When you try to go through you will fight and Ogan and a Goblin, once you defeat them the continuous battle starts. You'll fight Ogans and Free Lancers and Goblins. After beating the fourth battle the whole thing ends. Go west to the next screen, grab the treasure, then go north and get down to the water. If you go south you'll fall off the waterfall. Don't do this unless you want good treasures! Anyway don't fall of the waterfall and go northwest and get up on the ground. Go south and west to the next screen. You're now on the west mountain summit. Go west and past the bridge, talk to Kilwala. He'll say stuff, keep talking to him and he will say different stuff, then he will finally get rid of you by giving you a Magic Tab. If you try to go back east here, you'll fight a bunch of Bellbirds. So go south and down, then go west and down the ladder. Go east and nab the treasure inside the chest, then go southwest and climb the ladder down. Save here and use a Shelter. Also get the Magic Tab that sparkles on the ground. Go east and another Free Lancer will be throwing rocks at you. Avoid him and go south and drop down the ladder. You can't go back now. Go east and avoid fights with the Goblins and Ogans, then go north into the cave. Here you see a weird kid running around. Go north and you'll see the part of the Masamune. When you try to reach it, the kid you saw comes and tells you what you're here for. Say that you are here for the Masamune, and he will call his brother Mune. They will test you and turn themselves into weird creature thingies. Time to fight!

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BOSS: Masa and Mune

HP: 1,000 (both)
DIFFICULTY: 2/5
PARTY: Crono, Marle, and Robo
WEAKNESS: None
CHARM: None
ITEM WON: None

There are two of them, but you only need to defeat one of them to win this. Concentrate on one all the time with stuff like Rocket Roll and Max Cyclone if you have it. They are very fast and do some Double Techs. It's not hard at all, but it's not supposed to be because this is a sub-battle for the next one.

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Once you beat one of them they will REALLY test you this time and fuse into one big monster. Yep, you have to kill it.

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BOSS: Masamune

HP: ~3,500
DIFFICULTY: 3/5
PARTY: Crono, Marle and Robo
WEAKNESS: Slash
CHARM: None
ITEM WON: None

Wow! The music for this fight rules! This fight isn't that hard. There's a trick on beating him, like for most other bosses. Masamune has some pretty strong single attacks, so you really won't need to heal. The problem is that his single attacks damage all his enemies in an area, so it might even damage all three. Use stuff like Cyclone and Ice and Rocket Roll at first. When it says "Tornado Energy powering up" or something like that, get ready to use Slash and do it QUICKLY! It neutralizes the energy of the Tornado. And trust me, you don't wanna know how much the Tornado does to you. If you do miss on Slash, Masamune will use the Tornado, which will do a lot of damage. Use Aura Whirl or Aura Beam quickly. Repeat using Slash when it says "Tornado Energy powering up" and it shouldn't be a problem.

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Once you defeat the Masamune they will say you passed the test and give you the Masamune top. They will also go ride the wind, it is what you need to do to get out of Denadoro Mountains. Step on the wind where the Masamune used to be, and you will be out of Denadoro Mountains in no time! Now head back to Porre and go to Tata's house. He will be there, he will say that he is no hero and everyone thinks he is because he found the legendary Hero's Medal at the local pub. He will give the Hero's Medal to you and his father will get mad at him. Exit Porre and go to the Cursed Woods, get to Frog's house and talk to Frog, he will notice the Hero's Medal, but he still cannot defeat Magus with the full Masamune. Frog will move out of the way and you are now able to get the treasure that he was blocking. It is the other part of the Masamune! Now you need to put the sword together... but how? On the sword it says ROIHCLEM. If you read it backwards it's MELCHIOR. Melchior is that swordsmith who lives near Medina Village in 1,000 A.D. Go back to Truce Canyon, step on the portal and you're in the End of Time. Heal up and then step on the Medina Village portal to transport there. Go south to Melchior's hut and speak with him. He will ask you how in the world you got the Masamune (he doesn't know about time traveling) but that's not important for now. He tells you that the only way to put the Masamune together is to get some Dream Stone. And the only way to get the Dream Stone? You need to travel back to the Prehistoric Age and get it. So Melchior thinks it's impossible now. But it really isn't. Go back to the gate in the Medina Village residence in the cupboard and travel to the End of Time, go to the Mystic Mountains gate and you are now in the Prehistoric Era.

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PREHISTORIC AGE, 65,000,000 B.C
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TOWNS/SHOPS-

IOKA VILLAGE-

This is the main village in the era, you will need to trade for items here to get the latest weapons and armor. They will change when you defeat Magus later on.

Before Fighting Magus:

3 petals, 3 fangs=Ruby Gun
3 Petals, 3 horns=Sage Bow
3 Petals, 3 feathers=Stone Arm
3 fangs, 3 horns=Flint Edge
3 fangs, 3 feathers=Ruby Vest
3 horns, 3 feathers=Rock Helmet

After Fighting Magus:

3 petals, 3 fangs=Dream Gun
3 petals, 3 horns=Dream Bow
3 petals, 3 feathers=Magma Hand
3 fangs, 3 horns=Aeon Blade
3 Fangs, 3 Feathers=Ruby Vest
3 horns, 3 feathers=Rock Helmet

You can get this stuff in the Hunting Range to the north, but almost every other place gives you them too. The Hunting Range is the best place to get them, though.

LARUBA RUINS-

Not really a town but it seems like it. After fighting Magus, this will appear on the map as ruins. Not much do here.

DUNGEONS/PLACES WITH ENEMIES IN THEM-

MYSTIC MOUNTAINS-

This is the place with the gate and where you start out. Just keep going south.

HUNTING RANGE-

You can get a lot of items here used to trade in Ioka. The enemies are also very easy. When it rains, there is a Nu somewhere, catch it and fight it. You can get EXP from it and a Mop if you charm it. The Mop is useless.

DACTYL NEST-

You will need to travel here to get Dactyls so they can take you to Tyrano Lair, the home of the Reptites.

TYRANO LAIR-

This is the home of the Reptites. Ayla wants to get revenge on them for destroying Laruba Village.

FOREST MAZE-

A long forest that takes you to a Reptite Lair.

REPTITE LAIR-

You need to come here because the Reptite King stole your Gate Key.

OTHER-

SUN KEEP-

It was still here. In the northeast corner.

TYRANO RUINS-

After destroying the Tyrano Lair, it will become a ruin, with a gate to 12,000 B.C.

THE DREAM STONE

MYSTIC MOUNTAINS, 65 Million B.C-

When you first get here, you'll appear falling down. You'll fall down on the main mountain. There are a bunch of Reptites running around! They see you and get in a fight with you. It's easy. Just use Laser Spin and it will be probably kill them all. Once you kill all of them you'll earn a lot of experience points. More Reptites will come now. Your party is afraid, but someone who lives in the prehistoric Age comes and starts driving away the Reptites! While she does that you take on the remaining ones. Again, use Laser Spin to kill them. The cave girl who drove away the Reptites comes and looks at you. She says that you are very strong, then asks if you could come to her village, Ioka, to celebrate so she could give you the Dream Stone which she has. Name her or leave her default (Ayla). She will run off south. Follow her south and fight the Kilwalas and Runners. Then exit the mountain. Go east and north to the few huts. This is Ioka Village.

IOKA VILLAGE, 65 Million B.C-

Go to the chief's hut on the northwest. Ayla is here. Talk to her and she will organize a party tonight for your coming and your strength(!) The screen will fade and you're allies are at the party. Talk to Ayla, then talk to everyone else. Talk to Kino on the southeast, he doesn't seem to be happy at all. Once you talk to everyone, go back on the stands and talk to Ayla again. Talk to your party members and they will start to join the stuff going on here. Walk around a little more, then talk to Ayla. She will agree to give you the Dreamstone if you battle her in a soup eating contest. Now you will start the contest. Repeatedly press A to eat more soup. At the end, whoever ate more soup wins. It is either Crono or Ayla. This is extremely easy. Take a pen and jam it on the key that's assigned 'A' on your keyboard and you will do it in no time. If you lose you need to try again. Don't give up. It's not hard. Well finally after you get the Dreamstone you get drunk and rest on the ground. The next day, you wake up and see a bunch of footsteps. The Gate Key is gone! Go to Ayla's hut and talk to her. She joins you in order to search for the Dreamstone. Now you can freely explore Ioka Village. Go to the hut on the right of the Chief's Hut and talk to the guy that looks like the chief. Here you can trade stuff found in the Prehistoric Age for weapons. To get a lot of this, go to the Hunting Range to the north of Ioka. There, the Croakers, Amphibites, Rain Frogs, Anions, and Ions give you a lot of these when you beat them. They are also very easy to beat. Get the weapons you need, because this is the last place to get them before going to Magus's castle. Ayla doesn't need a weapon. She uses her fists. To continue your quest to get back the Gate Key, go south of Ioka Village to the Forest Maze.

FOOTSEPS! FOLLOW!

FOREST MAZE, 65 Million B.C-

This is a pretty complicated maze you need to go through. Enter and you will meet Kino, the guy you saw at the party, to the right. He says that he stole the Gate Key because he thought Ayla doesn't like him anymore but likes Crono more. Ayla says she likes Kino best and if she dies Kino gets to be the chief of Ioka. Kino says sorry and tells you about the Gate Key. It's been stolen by Reptites! He says that they went south to the Reptite Lair. Kino goes back, when you get control of Crono, go east and down. Go down the ladder and get both chests. Go down again and east. Follow the footsteps on the dirt, when they're on the grass you can't see them, but you can figure out where they go. Go down and east, try to climb the vines and get the treasures. At the end you will see the exit. Go down and enter the Reptite Lair.

REPTITE LAIR, 65 Million B.C-

Enter and go south, the east to the cave door. Go inside it and onto the next screen. Here go down the stairs next to you and avoid the enemies around. Go to the hole on this screen. It's to the north of the middle. It will drop you in a small room. Touch the hole in this room to fight Evilweevils. After beating them drop into the hole to another room. Touch the hole in this room and you will fight a Megasaur. On order to beat them, you must cast Lightning. This will lower their defenses greatly so you can attack them. Otherwise it could take a very long time. Now jump into the hole into a large room. Avoid the enemies here, but beat them if you want good treasures and good Experience. Go to the far right and enter the cave entrance. Go up all the way here, fighting the Winged Apes and Shitakes. Defeat the Winged Apes quickly. They pick up the Shitakes and throw them at you for good damage. At the end you will fight another Megasaur and Reptites. Beat them and a save point will appear. Save and use a Shelter. To exit the Reptite Lair, go down and enter the first cave entrance on the left. Climb the ladders up and enter the cave, fight the Winged Ape and enter the hole to the room near the entrance. Otherwise, just save and go up to the next room. Here go north and you will meet Azala, the King of Reptites and Ayla's worst enemy. He doesn't want to give you back the Gate Key, so he sticks Nizbel, his great dinosaur, on you. Now he settles back to watch the fight.

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BOSS: Nizbel

HP: ~4,000
DIFFICULTY: 3/5
PARTY: Crono, Ayla, Robo
WEAKNESS: Lightning
CHARM: Third Eye
ITEM WON: None

This boss can be really hard if you don't use Lightning. Like the Megasaurs, you must use Lightning to weaken his defense. Use Lightning 1 or 2 on him then attack with your best attacks. If you have Volt Bite, use it. It does A LOT of damage to Nizbel. Have Robo heal while Ayla and Crono concentrate on attacking. After a while Nizbel will release all the Lightning energy you did to him on you, and it will hurt A LOT. Like about 200HP of damage. Quickly heal after this, and use Revives when needed. Volt Bite does a lot of damage on him, bit it's not easy to get. Remember~Use Lightning to beat this boss!

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After beating Nizbel, Azala gets surprised but still calls you Apes. He gives you back the Gate Key and runs off, saying that Reptites will rule the world later.

THE MASAMUNE!

Back in the Chief's Hut, Ayla thanks you for everything. Now that you have the Dream stone and Gate Key, return to the Mystic Mountains. Put Marle back in your party Ayla leaves. Don't equip her with anything new though. Go to the Mystic Mountains and climb them to the top then jump down into the gate. Heal up in the End of Time, then go to the Medina Village Gate. Go south of the town and to Melchior's Hut. Talk to him and he will be surprised after he sees the two Masamune parts and the Dream stone. Go downstairs. If you have Robo in your party he will help make the Masamune, if you have Lucca she will instead. While making it Melchior will be telling you something. After the Masamune is fixed Robo or Lucca picks it up and it shines all through Melchior's house. Go back to the Medina Village gate and go to the End of Time, go to Truce Canyon 600 A.D, and get out of it and go south through Zenan Bridge. Go to the Cursed Woods and enter the wiggling bush. Talk to Frog inside. He will be very surprised, seeing the real Masamune in your hands.

Now Frog will tell you a story on how he ended up being the Frog, and how he was the "hero".

A long time ago, Cyrus, the best knight in Guardia Castle, decided to try to end the war by going and facing Magus himself along with his companion Glenn. The King and Queen are afraid, but they still wish him luck. As Cyrus exits the castle his companion Glenn goes with him on then first quest: to get the Hero's Medal. They go to a forest and defeat the Frog King and he is forced to give them the Hero's Medal. Now with that and Cyrus's Masamune, they can try to defeat Magus easier.

Finally they meet Magus, along with his companion Ozzie, on the Denadoro Mountains. When Magus and Ozzie mock Cyrus, Cyrus leaps to Magus and strikes him, but Magus counterattacks with a lightning blow. Then, Magus uses a lightning attack on Cyrus and kills him =(Glenn gets scared and runs - but there is nowhere to run. Magus and Ozzie knock him off the cliff.

While Frog is telling the story you are asleep. Frog continues.

Glenn, due to Magus's spell, was turned into a Frog. He was laying unconscious on the ground when the Hero's Medal dropped on him. He got up and picked up the Hero's Medal. This is how he became the hero. Frog is Glenn.

Frog finishes up the story. The next day he decides to go with you to avenge Cyrus's death using the Masamune along with the Hero's Medal. Frog will join your party. Take Marle out and exit Frog's Burrow. Go south and try to fight some enemies around here. You should be able to learn Triple Raid, a powerful Triple Technique, soon, if you have Crono, Robo, and Frog. Also Frog's equipment right now is crap. Exit the Cursed Woods and go all the way north to Truce Canyon and enter the Gate to the End of Time. Go to Spekkio's place and get the Water magic for Frog, a good addition for later on. Go back to Truce Canyon 600 A.D. and go to Dorino Village. Go south to Porre, and then go northeast to the Magic Cave.

MAGIC CAVE, 600 A.D-

As you enter, Frog will remember the time he used to be Cyrus's best friend, and how Cyrus decided to try to eliminate Magus once and for all. After this, back in the Magic Cave, Frog raises the Masamune up high and with the help of Crono a very loud beam whooshes itself into the cave and opens it. Equip the Masamune. Enter the cave and follow the path. It's very linear and the enemies are pretty tough, like the Gremlins. At the end you will see a man dead with a note. The note says to attack an enemy called a Juggler, in Magus's lair, the opposite way of it's defense. GO north and exit Magic Cave. You're on the world map again. Go north and enter the woods and to the castle: Magus's Lair.

MAGUS'S CASTLE

MAGUS'S LAIR, 600 A.D-

When you enter, you will see the huge tower of Magus's Lair. A bunch of bats go off, and Frog will talk. Once you get control of Crono, walk north and enter the place. You'll be in the main hall. Go north up the stairs and then go left, then up the stairs again. Here go all the way north, you will meet some people you have seen. At the far end enter the door and explore the room, then exit and go back south to the main hall. Go all the way east and up the stairs at the end, in the next room go north and you will see some kids guarding a treasure. Go north past them and north through the door and explore this room, then go back south to the main hall and there will be a Save Point. Touch it, it really isn't a Save Point! Instead, Ozzie, one of Magus's best henchmen appears and tells you that you need to defeat all 100 monsters in Magus's Lair. He disappears and throws a few enemies at you. The Magus's Lair music will now start playing. Don't be afraid of Ozzie's comment "You need to defeat all 100 monsters" 100 monsters is the TOTAL number of enemies in here, you don't need to fight all of them. Anyway, go right and up the stairs. Talk to the kids guarding the treasure, and they will ask you if you want it. If you say yes, they will turn into Shadows, so use magic on them. Get the treasure, then go north. All the people here are illusions. If you talk to them, they will turn into monsters. Avoid them and head north through the door. There will be a monster here. Frog will say that this is Flea, the famous magician. Defeat the monster and Frog will find out it's not Flea. The real Flea is the bat that's been following you! Flea says she's a he, and ummm... he looks like a girl. Well nevermind, she'll challenge you.

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BOSS: Flea
HP: 4,000
DIFFICULTY: 2/5
PARTY: Crono, Robo, Frog
WEAKNESS: None
CHARM: None
ITEM WON: None

If you have Triple Raid then use it, it will do about 800 damage to Flea! Otherwise go and fight a little and get it. Flea has some pretty annoying attacks but they won't be that bad. If you need to heal then do it with Frog, and use stuff like Max Cyclone for the Robo and Crono Double Tech. Nothing new here.

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Once you beat Flea, she will taunt you before disappearing. Now you have beaten one of the two of Magus's elite henchmen. Backtrack to the main entrance room. Then go to the west door. Here is another room with lots of enemies, but if you know the path you can avoid them all, since they give you no crap. Enter the door at the north and you will meet the second Elite Henchman - Sir Slush.. er.. Slash. Now he really is mad at Frog for calling him that!

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BOSS: Slash
HP: ~3,587
DIFFICULTY: 1/5
PARTY: Crono, Robo, Frog
WEAKNESS: None
CHARM: None
ITEM WON: None

You will fight Slash twice without any breaks in between. This is the first time you fight him. He is a pushover. All you need to do is use your Triple Tech Triple Raid. It does over 1,000 HP to Slash. Slash's attacks aren't very damaging, he isn't fighting with his main weapon, you know.

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Now Slash takes out his sword, The Slasher, and begins to fight dirty!

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BOSS: Slash
HP: ~5,227
DIFFICULTY: 3/5
PARTY: Crono, Robo, Frog
WEAKNESS: None
CHARM: None
ITEM WON: None

This is way harder than the first match. Slash has some very damaging attacks with his sword. But his defense stays the same. Use Triple Raid once again. Frog should use healing often when you are weakened by Slash. I don't really remember much about this fight, but with Triple Techniques, it's not too hard.

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Sir Slash disappears. Pick up the Slasher sword he left behind and equip it. Now that you beat both of the Elite henchmen, go back to the main room. There should be a save point there. Step on it, and it'll transport you to the interior of Magus's Lair. That was not a save point, by the way, but rather one of Ozzie's tricks. Go north and you will engage in one of those fights that take more than one battle with no breaks. You know, the battle in Denadoro Mountains. These fights are a piece of cake. Grimalkins are easy to kill, and so are the Sorcerers. Once you finish all the fights, Ozzie will see you and call Slash and Flea, but little does he know that you took care of the already! He runs away. Follow him to the next room. Here Ozzie will be controlling blades that can hit you over conveyor belts. When the blade is up step on the conveyor belt and run past the blade. If you get hit, your HP is greatly reduced. At the

end Ozzie will see you and run off once again. Enter the door and you will be outside Magus's Castle. This part is kind of like Donkey Kong, except that when you touch a Roly Bomber, you fight them. You can use the ladders to avoid the Roly Bombers. This part also has the annoying Jugglers. Remember the note in the Magic Cave? Use magic on the Jugglers when their defense is attack, and attack when their defense is set to magic. Keep climbing and enter the door at the top. Ozzie is here. The room looks plain, but there are hidden trapdoors below. Immediately hug the west wall and go down to the corner. Hug the bottom wall and go east to the next corner. Now hug the east wall and go north halfway, then turn west and walk there a little bit, and north. Make sure you are in the middle of the hallway. Then go north, and immediately turn west where Ozzie is. If you fall down, you will fight some Decedents and fake save points. When you climb the stairs you will be back in the trapdoor room. Once you face Ozzie he will run off. Follow him upstairs. Once again you will have to fight your way Donkey Kong style avoiding the enemies, especially the Jugglers. Remember what I told you about the Jugglers. Keep climbing and you will eventually see the doorway, enter it. Another 3 battles without breaks, these are much harder. At the last one you will face 4 Jugglers. That will take a long time to defeat. Ozzie will see you and run off. At the next room, there is another 4 battles without breaks. There is a way to avoid them, however. Fight the first one, then go behind the statue and go north behind it. You won't trigger any fights. At the end, go into the doorway, and you will go into Ozzie's chambers. Time to fight him!

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BOSS: Ozzie
HP: 5555
DIFFICULTY: 1/5
PARTY: Crono, Robo, Frog
WEAKNESS: None
CHARM: None
ITEM WON: None

Ozzie has trapped himself in a crystal. If you hit him, he will hit you back with a spell. When you hit him you do no damage. To win this, select attack and move your cursor to the left and target the crane. You will kill it and a trapdoor in the room will open. Now do that again: Select attack and move your cursor to the left and kill the crane. Another trapdoor will open and Ozzie will mock you. Do this again and a trapdoor will open near you. Do this once more and a trapdoor opens beneath Ozzie! He falls.

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Once you take care of Ozzie, two save points appear. Step on the right one, save, and use a Shelter. Then step on the left one to get teleported deeper in the castle. There are stairs leading down. Quickly run down them. As you run bats will start following you. At the bottom there is a door. If you don't enter it quickly, you will have to fight all those bats. Enter the door and you will be in a dark chamber. As you go north the torches light up. Surprise! Magus is there. He mocks Frog. Frog gets mad. Time to fight. Beat this battle for Cyrus. Avenge Cyrus's death!

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BOSS: Magus
HP: ~6,500

DIFFICULTY: 5/5

PARTY: Crono, Robo, Frog

WEAKNESS: Masamune

CHARM: None

ITEM WON: None

Equip the Hero's Medal on Frog, just in case, before going into this fight. This is a very tough fight, hardest so far. Don't use Triple Raid. It barely does any damage to him. To defeat him, look at the message bar and wait for his weakness to appear. He will use a spell after the message bar disappears. The spell he uses will really hurt you. He will also use Geyser, but that doesn't hurt you a lot. Remember to heal and make sure to revive dead members. Frog's Masamune will lower Magus's magic defense. Mid Tonics are a must in this battle, especially when you don't have any good healing spells, Frog's Slurp is a healing spell but it's a crappy one. Halfway through the fight, Magus will stop using spells. The message bar will say that he is powering up a spell. Start to quickly attack him. Keep attacking him until he uses his main spell, Dark Matter. It does over 230 HP of damage. So be sure to heal with Mid Tonics. He will do the same thing again. Repeat the pattern until you run out of Mid Tonics, but if you used, like, 30 of them in this battle, Magus is probably near death. I ran out of Mid Tonics, but still luckily beat him. Using Crono's Lightning is also a good idea. Oh by the way, the music in this battle is awesome! Keep trying and you will defeat Magus.

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After beating Magus, he disappears, but he is still alive. A big gate opens up and you're sucked in it! First, you should celebrate because you beat Magus, second, you should get back to playing! You will see Crono in bed and Marle coming to wake him. What's going on?

FORWARD TO THE PAST

IOKA VILLAGE, 65 Million B.C-
You will awake in Ioka Village in the prehistoric age. So this is where the gate took you. Ayla will be here, she will tell you that Reptites are all over the place. Once you get control of Crono, talk to Kino. He will tell you that Ayla went to Laruba Village, a hidden village where the denizens hide out from Reptites. Exit the Chief's hut and go north. In one of the forests there should be a new path leading to Laruba Village. Go in it.

LARUBA VILLAGE, 65 Million B.C-
When you enter you will find that the village was burned by the Reptites! The people here blame in on Ayla, because when she was coming to the village, the Reptites followed her, and found it. Ayla will get so mad that she will barge in the Tyrano Lair and defeat Azala, king of the Reptites. She runs off to get a dactyl, to fly to Tyrano Lair. Talk to the chief, and be sure to check out the Nu in the back. It will give you a Silver Rock and let Crono's name be changed. Exit Laruba and head to Ioka. Buy Mid Tonics and Revives, so you can re-supply after the long and epic battle with Magus. Now head to the Dactyl Nest, north of the Hunting Range.

UNNATURAL SELECTION?

DACTYL NEST, 65 Million B.C-

Enter and head north, fighting off the Shists, who turn into Pahoehoes. Be sure to kill them first because the Cave Apes pick them up and throw them at you. Go north to the ladder and you will get attacked by Avian Rexes. They are easy to defeat, climb the ladder and go left and south. Go right past the bridge. It is easy to avoid Shists since they don't move. Go north and climb the ladder to the next screen. Here go right and north and you will get attacked by more Avian Rexes. After defeating them, climb the ladder and head north, climb the next ladder and go left, south, east, avoiding the Shists. Climb the ladder past the bridge and head north then left to get attacked by Avian Rexes. Defeat them and climb the ladder to the next screen. Here you will see Ayla getting dactyls. Go to her and talk to her and you will also get dactyls. Now you are able to fly anywhere in the Prehistoric Era. Your destination is the Tyrano Lair east of Ioka Village, but it might be a good idea to stop at Ioka and re-supply. After doing that land near the Tyrano Lair and enter.

TYRANO LAIR, 65 Million B.C-

You are here to rescue Kino and the other villagers first. First, go up and fight the apes and the Brown Reptites, which have more HP than the regular Reptites. Go through the right skull, and go north and down the stairs. Defeat the Reptite Guards here then go to the cell switch and open the cell to free the villagers. Head east and north, then down the stairs. Here go south and you will see Kino and a few Reptites. Defeat the Reptites and Ayla will try to bust the jail door open. Open it and Kino will be freed. After a bit of quirky dialogue, you get to control yourself again. Follow Kino and go back to where you started (but don't exit). Kino will open the skull for you on the left. Go through this skull and north to go upstairs. Here, go right and step on the switch to make the enemies fall down a hole. Continue right and down. Then, here fight the Volcanoes. They sure are weird enemies, because they will sometimes kill themselves and their teammates. Beat them for a bunch of EXP. Then go right and up to the door. Push the switch in this room to open a locked gate. Exit this room and head back west and north to the room with the staircase leading down. Go west and step on the switch to open the trapdoor for the monsters there. Then go west and south. Go west again and through the gate (If you didn't press the switch than one time then this would be locked). This room has pits that would drop you to the bottom floor. Don't drop through the pits, and try getting the treasures. The exit is on the northwestern side so go there. Climb the staircase to the above floor and go south. There will be a lot of battles in this place, but lots of Experience to get too! Beat them all and go to the door on the far right. There are two switches in this room. The right one open the skull on the north and the left one makes the enemies fall through a pit. Step on the right one and go through the skull door. Press the switch here and head back south to the outside. Go to the center door and enter. You will see Nizbel! No... that's Nizbel II. Talk to him and he will say that Azala's in the back. So how do you get there? Well, walk carefully behind Nizbel to the back. Go north to the staircase and Nizbel II will stop you. He will say that the Great Nizbel died in this room then fight you. Ummm, he's wrong. The Great Nizbel died in Reptite lair (you killed him).

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BOSS: Nizbel II
HP: ~4,500
DIFFICULTY: 2/5
PARTY: Crono, Ayla, Frog

WEAKNESS: Lightning
CHARM: Third Eye
ITEM WON: None

The fight is pretty easy. Nizbel II is stronger than the first Nizbel, but if you have Volt Bite this should be a breeze. Using Volt Bite does about 800HP damage to Nizbel II. Have Frog heal when Nizbel II releases the lightning energy. Keep using Volt Bite, even when Nizbel II's defenses are up. He has a bash attack but it doesn't hurt much. Eventually you will beat him.

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When you beat Nizbel II, you're able to move forward. Go up the stairs to the next floor, then exit. You'll be at the outside. Fight the enemies and go all the way to the right. Then enter the room. Here, there are 3 switches and some enemies. Pressing the left switch makes a pit where the enemies are, pressing the right switch makes a pit on the other side, and pressing the center switch creates a save point. After pressing the center switch, go north and open the skull door, then press the switch there and get the treasure chest. Go back to the outside layer of the fortress and this time go to the center. You'll be stopped by a Terrasaur, then 2 others will drop. Beat them and enter the door. You will meet Azala. His secret weapon will demolish the "Apes", what he says, and then he goes to check on it in the back. Take the treasures in this room including the Cerra Topper and equip it. Go north and Azala will be there, along with his weapon, the Black Tyrano!

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BOSS: Azala and the Black Tyrano

HP:

Azala - ~2,500

Black Tyrano: 10,500

DIFFICULTY: 3/5

PARTY: Crono, Ayla, Frog

WEAKNESS:

Azala - Water

Black Tyrano - None

CHARM:

Azala - Shield

Black Tyrano - Magic Tab

ITEM WON: None

Expect to have a long but fun fight. What do you expect when fighting a T-Rex? Anyway, if you try to attack the Black Tyrano you will barely do any damage to it. And if you can kill it before killing Azala, then you must be one good player (except if you're playing on New Game +). Start out using stuff like Spire or Volt Bite on Azala. You will do about 200HP to him though, but not much spells will do any higher. The Black Tyrano can eat a party member and spit him/her out draining about 300HP from the party member and giving itself about that much. Azala is psychic and uses Telekinesis on party members for low damage. Just keep using Double Techs, or possibly the Triple Tech 3-D Attack to cause a bunch of damage to Azala. When he is dead, he will use Azala Break and die. Now it's time to defeat the Black Tyrano! Heal up and wait for the message "Removes Df, and is storing pwr" on the screen bar. When it disappears, you are able to attack Black Tyrano for lost of damage. Volt Bite and Spire do lots of damage, as are others. The Black Tyrano will start counting down from 5 to 0. You have lots of time to mess around and do damage on the Black

Tyrano between that countdown. When the countdown reaches 0, he will use a spell that does about 300HP to all party members. Make sure to have your HP above 300. After that just wait for him to start storing power again and repeat the attacks and techniques and you will eventually beat him.

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After beating the Black Tyrano, Azala is still there, lying on the ground half dead. He tells you about the Red Star, how it will fall on the Earth and destroy all life. He says it will fall in the ape territory. But it is falling down in the wrong direction. Kino and a bunch of other dactyls appear in time to save you. Ayla tries to take Azala but Azala refuses. As you fly out of the fortress, it explodes.

You will find yourself along with Ayla and the other party member at some cliff. They will be talking about Lavos, the demonic creature on the Red Star (The same dude that destroyed 1999). Ayla says that they should return to Tyrano Lair to check up on things. Now you will see yourself on the world map along with your dactyls near. Save, and head inside the ruins of the Tyrano Lair. HMMMMMM... There is a gate in there! Ayla will not automatically join your party permanently. After that, enter the gate to be transported somewhere.. somewhere you have never been to.

THE MAGIC KINGDOM

TOWNS/SHOPS-

TERRA CAVE-

An isolated cave on the ice island. This is where the villagers live. It also is chained to a floating mountain.

Shop:

- Demon Edge 17000G
- Comet Arrow 7800G
- Mega Blast 9800G
- Megaton Arm 15000G
- Flash Blade 18000G
- Lumin Robe 6500G
- Flash Mail 8500G
- Glow Helmet 8500G
- Tonic 10G
- Mid Tonic 100G
- Full Tonic 700G
- Heal 10G
- Revive 200G
- Shelter 150G
- Ether 800G

LAST VILLAGE-

This village only appears once the Ocean Palace and the floating island has been destroyed. The survivors live here.

Shop:

- Star Sword 25000G
- Sonic Arrow 10000G
- Shock Wave 11000G
- Kaiser Arm 21000G

Rune Blade 24000G
Hurricane 35000G
Aeon Suit 9000G
Aeon Helmet 7800G
Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Heal 10G
Revive 200G
Shelter 150G
Ether 800G
Mid Ether 2000G

ENHASA-

The first Magic Kingdom town. Many people study magic here.

Shop:

Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Ether 800G
Heal 10G
Revive 200G
Shelter 150G

KAJAR-

Another Magic Kingdom town. A shop will be available on your second visit.

Shop:

Alloy Blade 21000G
Big Hand 18000G
Pearl Edge 22000G
Lode Vest 8500G
Lode Helmet 6500G
Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Heal 10G
Revive 200G
Shelter 150G
Ether 800G

ZEAL PALACE-

The main palace and the head of Magic Kingdom. Queen Zeal, the Mammon Machine, and Schala are all here.

DUNGEONS/PLACES WITH ENEMIES IN THEM:

BLACKBIRD-

After the Magic Kingdom fall, Dalton will throw you in here. You need to escape and find all your equipment here.

MT. WOE-

The floating mountain that's chained to Terra Cave. The Guru of Life is trapped at the peak.

OCEAN PALACE-

Here, you need to stop Zeal from releasing Lavos.

OTHER:

CAVE-

This cave has the gate leading to Tyrano Lair Ruins.

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FAST-TRACK WALKTHROUGH

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If you're in a hurry and don't want to read all the stuff above, take a look at my fast-track walkthrough below. It should help you find what you need.

*-This means that the place is a town or shop.

**--This is a simple dungeon.

***--This is a very long and complex dungeon

When there is no marks, that means that the place is something else.

Truce Village*:

-Talk to your mom for 200G

-Go to Leene Square

Leene Square*:

-Go to the square, talk to Marle

-Find the girl's lost kitty

-Don't eat the lunch on the table

-Talk to Melchior

-Defeat Gato (60HP)

-Go to the north gate

-Talk to Marle

-Talk to Lucca

-Go to the portal

-Talk to Marle

-Follow Marle into the gate

Truce Canyon**:

-Go through, fight Blue Imps

-Get the treasures

-Exit to the south

Truce Village*:

-Go to the weapon shop

-Buy what you need

-Rest

Guardia Forest**:

-Go through, get the Power Tab

Guardia Castle:

-Talk to the king

-Follow the Chancellor upstairs

-Talk to the Chancellor upstairs

-Go to the east tower and talk to Marle

-Go downstairs, talk to Lucca

-Exit the castle

Cathedral**:

- Talk to the nuns, pick up the hairpin
- Fight the Naga-Ettes
- Talk to Frog
- Play the piano
- Go to the north door, go north
- Save, and press the right skull switch
- Enter the door that had spikes, defeat the enemies there
- Play the piano there
- Go to the north where the sign was
- Go north and save
- Defeat Yakra (920HP)
- Open the chests, free the chancellor
- Talk to Queen Leene

Guardia Forest**:

- Go through the forest

Guardia Castle:

- Talk to the King and Queen Leene
- Talk to Frog
- Go to the right tower, talk to Marle
- Go out

Guardia Forest**:

- Go through the forest

Truce Canyon**:

- Go to the top
- Enter the gate

Leene Square*:

- Talk to Lucca
- Escort Marle to Guardia Castle

Guardia Forest**:

- Go through the new forest

Guardia Castle:

- Talk to Marle
- Talk to the Chancellor, get thrown to court
- Wait for the Judge's decision
- Get thrown in jail

Guardia Prison**:

- Break out, or wait for the execution day
- Find Lucca
- Read the Warden's note
- Fight the Dragon Tank (600, 266, and 200HP)
- Escape and talk to the chancellor, then King

Guardia Forest**:

- Go east of the Guardia Castle exit
- Go into the gate

Bangor Dome:

- Examine the crest door
- Get out

Trann Dome*:

- Talk to the starving people, learn about where you are
- Buy items, weapons and armor
- Go into the Enertron
- Exit

Lab 16**:

- Go through, avoid the rats
- Get the Lode Bow
- Fight the Mutants at the end
- Exit

Arris Dome*:

- Talk to Doan, go into the Enertron
- Go to the lower Arris Dome

Arris Dome Lower**:

- Examine the computer, go left
- Follow the catwalk north
- Defeat the Guardian (1200HP) and Bits (200HP)
- Go north, get the seed
- Go south, catch the rat
- Get the password
- Go to the main deck, enter the password
- Go east, go through the mini dungeon
- Find out about Lavos
- Exit to the upper Arris Dome, talk to Doan
- Get the Bike Key, get out

Lab 32:

- Talk to the Proto 2's
- Talk to Johnny
- Race Johnny and win
- Exit the Lab

Proto Dome:

- Defeat the debris enemies
- Fix Robo
- Leave Lucca or Marle behind
- Go to the Factory

Factory***:

- Go through to the right part, find the password XABY
- Go to the left part from the main room
- Find the computer and enter XABY
- Examine the supercomputer
- Run back to the main room in the left section
- Fight the R-Series (150HP)
- Pick up Robo and carry him to Proto Dome

Proto Dome:

- Fix Robo, go to the door to the north, enter the gate

End of Time*:

- Talk to Gaspar
- Talk to Spekkio
- Learn Magic
- Heal up and make your party
- Go to the Medina Village 1,000 A.D Gate

Medina Village*:

- Talk to the imps
- Go to the shop, defeat the Omnicrones
- Learn about Magus
- Go southwest of Medina Village

Melchior's Hut*:

- Buy the weapons

Heckran's Cave**:

- Go through
- Defeat Heckran (2100HP) and learn more about Magus
- Go north of Heckran into the whirlpool

Truce Village*:

- Go to Leene Square

Leene Square:

- Enter the gate near the portal

End of Time*:

- Enter the Truce Canyon gate

Truce Canyon**:

- Go through

Zenan Bridge:

- Talk to the captain, get an errand

Guardia Forest**:

- Go through the forest to Guardia Castle

Guardia Castle:

- Talk to the king in his room
- Go downstairs to the kitchen, talk to the chef and maids
- Try to exit and get stopped by the chef, get the Jerky

Guardia Forest**:

- Go through the forest

Zenan Bridge:

- Talk to the captain
- Hand over the Jerky
- Go through the bridge, fight the Deceased
- At the end, fight Zombor(960 and 800HP)
- Exit the bridge to the other side

Dorino Village*:

- Re-supply on items
- Go to the elder's house
- Talk to Toma

Porre Village*:

- Learn about Tata
- Learn about the hero

Cursed Woods**:

- Go through, go to the wiggling bush
- Enter and talk to Frog
- Go back to Porre

Denadoro Mountains***:

- Go to the north, find Tata, defeat the goblins
- Go through both mountains
- Fight Masa and Mune(1000HP) then defeat Masamune(3600HP)
- Get the broken part of the Masamune
- Ride the wind back to Porre Village

Porre Village*:

- Go to Tata's house, talk to Tata, earn the Hero's Medal
- Go to the Cursed Woods

Cursed Woods**:

- Go north and enter the wiggling bush
- Talk to Frog
- Open the jar that was previously blocked by Frog, find the second part of the Masamune
- Learn about the person who made the sword - Melchior
- Exit the Cursed Woods

Truce Canyon**:

- Go to the gate

End of Time*:

- Go to the Medina Village Gate, 1,000 A.D

Medina Village*:

- Go south to Melchior's hut

Melchior's Hut*:

- Talk to Melchior, learn about the Dream Stone

Medina Village*:

- Go to the gate

End of Time*:

- Go to the Mystic Mountains gate

Mystic Mountains**:

- Fall down, defeat the Reptites
- Find Ayla, run after her to the world map

Ioka Village*:

- Enter the Chief's hut, talk to Ayla
- Have a party
- Have a soup contest with Ayla
- Get the Dream Stone

Hunting Range**:

- Hunt for items, trade them in Ioka Village for good stuff

Forest Maze***:

- Talk to Kino
- Go through the maze
- Follow the footsteps

Reptite Lair**:

- Fall down holes made by enemies, or default holes
- Use Lightning on Megasaurs
- Find Azala
- Fight Nizbel (~4,000)

-Get the Gate Key back

Mystic Mountains**:

-Go to the gate

End of Time*:

-Enter the Medina Village gate

Medina Village*:

-Go south to Melchior's hut

Melchior's Hut*:

-Fix the Masamune

Medina Village*:

-Enter the gate

End of Time*:

-Enter the Truce Canyon gate

Truce Canyon**:

-Go out

Cursed Woods**:

-Go to Frog's hideout, talk to Frog

-Learn about Cyrus

-Get Frog

Magic Cave**:

-Give Frog the Masamune

-Open the cave

-Go through, read the note about the Juggler at the end

Magus's Lair***:

-Enter, explore a little bit

-Find Ozzie

-Defeat Flea (4,000HP)

-Defeat Slash (~3,581 and ~5,227HP)

-Enter the main lair

-Avoid Ozzie's traps

-Find Ozzie and defeat him (5,555HP)

-Defeat Ozzie by targeting the cranes on the sides

-Find Magus and Defeat him (~6,500HP)

-Get blown back in time

Ioka Village*:

-Talk to Kino and Ayla

-Follow Ayla north

Laruba Ruins:

-Talk to Ayla and the elder, talk to the Nu in the back

-Follow Ayla

Dactyl Nest**:

-Go to the top, have Ayla join your party

-Get on the dactyl

-Fly to the Tyrano Lair

Tyrano Lair***:

-Save Kino and the villagers in the prison

- Use Lightning on the Terrasaurs
- Keep climbing up
- Defeat Nizbel II (~4,500HP)
- Use Volt Bite on Nizbel II
- Find the Save Point
- Find Azala, get the Cera Topper Helmet
- Defeat Azala (~2,500HP) and the Black Tyrano(10,500HP)
- Escape from the lair
- Enter the gate in the Lair Ruins

Earthbound Island:

- Enter the skyway and take it to the Magic Kingdom

Magic Kingdom:

- Enter Enhasa

Enhasa*:

- Find Janus
- Read the books in order (Water, wind, fire)
- Enter the secret door, fight the six Nus

Skyway:

- Go down to Earthbound Island

Earthbound Island:

- Go north to the next skyway

Skyway:

- Go up to the big Magic Kingdom island

Kajar*:

- Talk to the people, find the Black Rock

Blackbird:

- Talk to the guards
- Talk to Dalton

Cave:

- Go through

Cave 2:

- Go through

Zeal Palace:

- Find Schala and Janus
- Put Marle in your party
- Go to the Mammon Machine
- Power up Marle's pendant
- Go to the Throne Room door
- Open it up with the new pendant
- Talk to Zeal, Dalton, Prophet and Schala
- Fight Golem (7,000HP)
- Get kicked of the Magic Kingdom

Tyrano Lair Ruins:

- Go outside
- Fly to the Mystic Mountains

Mystic Mountains:

- Go the gate

End of Time:

- Talk to Gaspar
- Go to the Proto Dome gate

Proto Dome:

- Exit

Lab 32:

- Go through or race through

Sewer Access:

- Follow the two frogs there
- Don't touch the items, nor the save point
- Find and defeat Sir Krawlie (~630HP)
- Exit

Keeper's Dome:

- Talk to the Nu
- Read the stuff
- Find Belthasar and the Epoch
- Move the Epoch to the Dark Ages
- Go west, to the Terra Cave

Terra Cave*:

- Talk to the people
- Save
- Enter the right cave
- Fight the Imp and Beasts
- Go to Mt. Woe

Mt. Woe***:

- Climb up
- Fight Rubbles
- Defeat Giga Gaia (~9,632HP)
- Free the Guru
- Go back to Terra Cave, get the Ruby Knife

Zeal:

- Go here, go to the throne room and fight Dalton
- Enter the Ocean Palace portal

Ocean Palace***:

- Go through. Activate both switches
- Go down the elevator
- Find the save point
- Go forward, fight Golem Twins
- Go find Zeal, fight and die at Lavos

Last Village*:

- Find the lady and tell her to plant her plant. SAY YES.
- Talk to the people, get caught by Dalton

Blackbird***:

- Find all your equipment and items
- Defeat Golem Boss
- Defeat Dalton
- Get the Epoch

Peak:

-Fight Magus one way or the other, or let him join your party. (If you fight him, you will not only get to hear awesome music, but avenge Cyrus!)

Leene Square:

- Win the Crono Clone in Norstein Bekkler's Lab
- Get it in Crono's House

Keeper's Dome:

- Talk to Belthasar for Death Peak access

Death Peak***:

- Go through and block wind using the trees
- Defeat the Lavos Spawns
- Get to the peak, save Crono

Choras Village*:

- Talk to the carpenters (Middle Age)
- Fix Northern Ruins
- Go through the ruins and get the Valkyrie and the upgraded Masamune

Blue Pyramid:

- Get the Swallow sword or armor

Fiona's Villa (Only if you let the Last Village lady plant her plant):

- Talk to Fiona (this is Middle Ages)
- Have Robo in your party
- Go to the Sunken Desert

Sunken Desert**:

- Go south
- Defeat the Retinite
- Go back to Fiona's Villa and leave Robo there

Fiona's Villa(Present):

- Talk to Robo
- Have a campfire, get control of Lucca
- Lucca will appear in her house. Move her to her mom, Lara
- Enter the password "LARA" (L, A, R, A buttons) on the machine
- Save Lara

Ozzie's Fort**:

- Enter and fight Flea and Slash
- Fight Flea, Slash, and Ozzie
- Fight Ozzie and have the cat kill him
- Get the treasures
- Make sure to steal the items from the 3 bosses!

Genocide Dome***:

- Go through, change the conveyor belts.
- Find the dolls
- Fight Atropos XR
- Fight Mother Brain

Sun Palace:

- Kill Son of Sun
- Get the Moon Stone

Sun Keep (Prehistoric):

- Put the Moon Stone inside

Sun Keep (Present):

-Find out the Moon Stone has been stolen

Porre (Present)*:

-Talk to the mayor

-Buy Jerky

Porre (Middle Ages)*:

-Talk to the lady in the Mayor's house

-Give her the Jerky FOR FREE

Sun Keep (Future):

-Get the Sun Stone

Choras Village(Middle Ages)*:

-Talk to Toma and get his pop

Choras Village(Present)*:

-Pour the pop over Toma's grave

Giant's Claw***:

-Go through, fight Rust Tyrano

-Get the Rainbow Shell

Guardia Castle(Middle Ages):

-Give the Rainbow Shell to the King

Guardia Castle(Present):

-Bring Marle

-Talk to the King and Chancellor

-Get the Rainbow Shell from the basement

-Visit the Trial

-Kill Yakra XIII

Black Omen***:

-Go through

-Kill all the Mutants

-Kill the Lavos Spawn

-Fight Zeal

-Fight the Mammom Machine

-Fight Zeal again

Lavos Day:

-Get ready to face Lavos!

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APPENDIX A---TECHNIQUES

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DOUBLE TECHNIQUES:

+++++

CRONO AND MARLE-

+++++

Aura Whirl

Type: Recover

Crono: Cyclone MP 2

Marle: Aura MP 1

Ice Sword

Type: Water + Attack

Crono: Spin cut MP 4

Marle: Ice MP 2

Ice Sword 2

Type: Water + Attack

Crono: Confuse MP 12

Marle: Ice 2 MP 8

+++++
CRONO AND LUCCA-

+++++
Fire Whirl

Type: Fire + Attack

Crono: Cyclone MP 2

Lucca: Flame Toss MP 1

Fire Sword

Type: Fire + Attack

Crono: Spin cut MP 4

Lucca: Fire MP 2

Fire Sword 2

Type: Fire + Attack

Crono: Confuse MP 12

Lucca: Fire 2 MP 8

+++++
CRONO AND ROBO-

+++++
Rocket Roll

Type: Fire + Attack

Crono: Cyclone MP 2

Robo: Laser Spin MP 3

Max Cyclone

Type: Attack

Crono: Spincut MP 4

Robo: Laser Spin MP 3

Super Volt

Type: Lightning + Attack

Crono: Lightning 2

Robo: Laser Spin

+++++++
CRONO AND FROG-

+++++++
X-Strike/Cut

Type: Attack

Crono: Cyclone MP 2

Frog: Slurp Cut MP 2

Sword Stream

Type: Water + Attack

Crono: Spincut MP4

Frog: Water MP 2

Spire

Type: Lightning + Attack

Crono: Lightning 2 MP 8

Frog: Leap Slash MP 8

+++++++
CRONO AND AYLA-

+++++++
Drill Kick

Type: Attack

Crono: Cyclone MP 2

Ayla: Rollo Kick MP 2

Volt Bite

Type: Lightning + Attack

Crono: Lightning MP 2

Ayla: Cat Attack MP 3

Falcon Hit

Type: Attack

Crono: Spincut MP 4

Ayla: Rock Throw MP 4

+++++++
MARLE AND LUCCA

+++++++
Antipode

Type: Shadow + Attack

Marle: Ice MP 2

Lucca: Fire MP 2

Antipode 2

Type: Shadow + Attack

Marle: Ice 2 MP 8

Lucca: Fire 2 MP 8

Antipode 3

Type: Shadow + Attack

Marle: Ice 2 MP 8

Lucca: Flare MP 20

MARLE AND ROBO

Aura Beam

Type: Recover

Marle: Aura MP 1

Robo: Cure Beam MP 2

Ice Tackle

Type: Water + Attack

Marle: Ice MP 2

Robo: Robo Tackle MP 4

Cure Touch

Type: Recover

Marle: Cure 2 MP 5

Robo: Heal MP 3

MARLE AND FROG

Ice Water

Type: Water + Attack

Marle: Ice MP 2

Frog: Water MP 2

Glacier

Type: Water + Attack

Marle: Ice 2 MP 8

Frog: Water 2 MP 8

Double Cure

Type: Recover

Marle: Cure 2 MP 5

Frog: Cure 2 MP 5

MARLE AND AYLA

+++++

Twin Charm

Type: Assist

Marle: Provoke MP 1

Ayla: Charm MP 4

Ice Toss

Type: Water + Attack

Marle: Ice MP 2

Ayla: Rock Throw MP 4

Cube Toss

Type: Water + Attack

Marle: Ice 2 MP 8

Ayla: Rock Throw MP 4

+++++

LUCCA AND ROBO

+++++

Fire Punch

Type: Fire + Attack

Lucca: Fire MP 2

Robo: Rocket Punch MP 1

Fire Tackle

Type: Fire + Attack

Lucca: Fire 2 MP 8

Robo: Robo Tackle MP 4

Double Bomb

Type: Fire + Attack

Lucca: Mega Bomb MP 15

Robo: Area Bomb MP 14

+++++

LUCCA AND FROG

+++++

Red Pin

Type: Fire + Attack

Lucca: Fire MP 2

Frog: Leap Slash MP 4

Line Bomb

Type: Fire + Attack

Lucca: Mega Bomb MP 15

Frog: Leap Slash MP 4

Frog Flare
Type: Fire + Attack
Lucca: Flare MP 20
Frog: Frog Squash MP 15

+++++
LUCCA AND AYLA
+++++
Flame Kick
Type: Fire + Attack
Lucca: Fire MP 2
Ayla: Rollo Kick MP 2

Fire Whirl
Type: Fire + Attack
Lucca: Fire 2 MP 8
Ayla: Tail Spin MP 10

Blaze Kick
Type: Fire + Attack
Lucca: Fire 2 MP 8
Ayla: Triple Kick MP 20

+++++
ROBO AND FROG
+++++
Blade Toss
Type: Attack
Robo: Laser Spin MP 3
Frog: Slurp MP 2

Bubble Snap
Type: Water + Attack
Robo: Robo Tackle MP 4
Frog: Water MP 2

Cure Wave
Type: Recover
Robo: Heal Beam MP 3
Frog: Cure 2 MP 5

+++++
ROBO AND AYLA
+++++
Boogie
Type: Assist
Robo: Robo Tackle MP 4
Ayla: Charm MP 4

Spin Kick
Type: Attack
Robo: Robo Tackle MP 4
Ayla: Rollo Kick MP 2

Beast Toss
Type: Attack
Robo: Uzi Punch MP 12
Ayla: Rock Throw MP 4

+++++
FROG AND AYLA
+++++
Slurp Kiss
Type: Recover
Frog: Slurp MP 1
Ayla: Kiss MP 1

Bubble Hit
Type: Water + Attack
Frog: Water MP 2
Ayla: Rollo Kick MP 2

Drop Kick
Type: Attack
Frog: Leap Slash MP 4
Ayla: Triple Kick MP 20

====Triple Techs====

+++++
CRONO, MARLE, AND LUCCA-
Delta Force
Type: Shadow + Attack
Crono: Lightning 2 MP 8
Marle: Ice 2 MP 8
Lucca: Fire 2 MP 8
+++++

+++++
CRONO, MARLE AND ROBO-
Life Line
Type: Recover
Crono: Cyclone MP 2
Marle: Life 2 MP 15
Robo: Laser Spin MP 3
+++++

++++
CRONO, MARLE AND FROG-
Arc Impulse
Type: Water + Attack
Crono: Spin Cut MP4
Marle: Ice 2 MP8
Frog: Leap Slash MP4
++++

++++
CRONO, MARLE AND AYLA-
Final Kick
Type: Shadow + Attack
Crono: Lightning 2 MP 8
Marle: Ice 2 MP 8
Ayla: Triple Kick MP 20
++++

++++
CRONO, LUCCA, AND ROBO-
Fire Zone
Type: Fire + Attack
Crono: Spincut MP 4
Lucca: Fire 2 MP 8
Robo: Laser Spin MP 3
++++

++++
CRONO, LUCCA, AND FROG-
Delta Storm
Type: Shadow + Attack
Crono: Lightning 2 MP 8
Lucca: Fire 2 MP 8
Frog: Water 2 MP 8
++++

++++
CRONO, LUCCA, AND AYLA-
Gatling Kick
Type: Shadow + Attack
Crono: Lightning 2 MP 8
Lucca: Fire 2 MP 8
Ayla: Triple Kick MP 20
++++

++++
CRONO, ROBO AND FROG
Triple Raid
Type: Attack
Crono: Cyclone MP 2
Robo: Robo Tackle MP 4
Frog: Slurp Cut MP 2
++++

++++
CRONO, ROBO AND AYLA
Twister
Type: Shadow + Attack
Crono: Cyclone MP 2
Robo: Laser Spin MP 2

Ayla: Tail Spin MP 10

+++++

+++++

CRONO, FROG AND AYLA

3-D Attack

Type: Attack

Crono: Cyclone MP 2

Frog: Slurp Cut MP 2

Ayla: Triple Kick MP 20

+++++

* NOTE *

These next Triple Techs require different Rocks to be equipped (I.E Gold Rock, Silver Rock, etc.).

+++++

MARLE, LUCCA, AND MAGUS

Dark Eternal

Type: Shadow + Attack

Marle: Ice 2 MP 8

Lucca: Fire 2 MP 8

Magus: Dark Matter MP 20

+++++

+++++

LUCCA, ROBO, AND MAGUS

Omega Flare

Type: Shadow + Attack

Lucca: Flare MP 20

Robo: Laser Spin MP 8

Magus: Dark Bomb MP 8

+++++

+++++

AYLA, ROBO AND FROG

Spin Strike

Type: Attack

Ayla: Tail Spin MP 20

Robo: Robo Tackle MP 3

Frog: Leap Slash MP 8

+++++

+++++

AYLA, LUCCA AND MARLE

Poyozo Dance

Type: Assist Attack

Ayla: Tail Spin MP 10

Lucca: Hypno Wave MP 1

Marle: Provoke MP 1

+++++

+++++

MARLE, FROG AND ROBO

Grand Dream

Type: Recover + Attack

Marle: Life 2 MP 15

Frog: Frog Squash MP 15

Robo: Cure Beam MP 3

+++++

=====

ROCKS

=====

For the last few Triple Techs listed above you need different rocks to perform them. Here are the rocks, what Triple Techs they do, and where to find them:

Black Rock

Location: Enhasa

Triple Tech: Dark Eternal

Blue Rock

Location: Giant's Claw

Triple Tech: Omega Flare

Gold Rock

Location: Denadoro Mountains (Lead Frog to the place the birds throw rocks at you. Frog catches them to get the Gold Rock)

Triple Tech: Grand Dream

Silver Rock

Location: Laruba Ruins

Triple Tech: Spin Strike

White Rock

Location: Black Omen

Triple Tech: Poyozo Dance

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APPENDIX B---SUPPLIES

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-WEAPONS-

CRONO

+++++

Name	Buy	Sell	Attack
Wood Sword	N/A	50	3
Iron Blade	350	175	7
Steel Saber	800	400	15
Lode Sword	4000	2000	20
Red Katana	4500	2250	30

+++++

Flint Edge Trade 3250 40

Aeon Blade Trade 6250 70

Demon Edge 17000 8500 90

Alloy Blade 21000 10500 110

Star Sword 25000 12500 125

Vedic Blade N/A 15000 135

Kali Blade N/A 17500 150

Shiva Edge N/A 20000 170

Bolt Sword N/A 2500 25

Slasher N/A N/A 43

Slasher 2 N/A N/A 155

Swallow N/A 19000 145

RainbowSword N/A 30000 220

MARLE

++++
Name Buy Sell Attack
++++
Bronze Bow N/A 40 3

Iron Bow 850 425 15

Lode Bow N/A 850 20

Robin Bow 2850 1425 25

Sage Bow Trade 2100 40

Dream Bow Trade 2900 60

Comet Bow 7800 3900 80

Sonic Arrow 10000 5000 100

Valkyrie N/A 19000 180

Siren N/A 14000 140

LUCCA

+++++

Name Buy Sell Attack

+++++

Air Gun N/A 150 5

Dart Gun 800 400 7

Auto Gun 1200 600 15

Plasma Gun 3200 1600 25

Ruby Gun Trade 2900 40

Dream Gun	Trade	3700	60

Megablast	9800	4900	80

Shock Wave	11000	5500	110

Wonder Shot	N/A	16000	250

ROBO

Name	Buy	Sell	Attack
Tin Arm	N/A	500	20

Hammer Arm	3500	1750	25

Mirage Hand	N/A	2750	30

Stone Arm	Trade	3750	40

Doom Finger	N/A	4900	50

Magma Hand	Trade	5600	70

Megaton Arm	15000	7500	90

Big Hand	18000	9000	105

Kaiser Arm	21000	10500	120

Giga Arm	N/A	12000	135

Terra Arm	N/A	14000	150

Crisis Arm N/A 1 1

AYLA

+++++
Name Buy Sell Attack
+++++
Fist N/A N/A Varies

Bronze Fist ??? ??? A lot

FROG

+++++
Name Buy Sell Attack
+++++
Bronze Edge N/A 175 6

Iron Sword N/A 550 10

Masamune N/A N/A 75

Flash Blade 18000 9000 90

Pearl Edge 22000 11000 105

Rune Blade 24000 12000 120

Masamune 2 N/A N/A 200

MAGUS

+++++
Name Buy Sell Attack
+++++
Dark Scythe N/A 10000 120

Hurricane 35000 17500 135

Star Scythe N/A 21000 150

Doom Sickle N/A 1 160

-HEAD GEAR-

```
+++++
Name      Buy      Sell      DFP
+++++
Hide Cap  N/A      25       3
-----
```

Bronze Helm 200 100 8

Iron Helm 500 250 14

Beret 700 350 17

Gold Helm N/A 600 18

Rock Helm Trade 1000 20

Cera Topper N/A 1250 23

Glow Helm 2300 1150 25

Lode Helm 6500 3250 29

Aeon Helm 7800 3900 33

Prism Helm N/A 400 40

Doom Helm N/A 4750 29

Dark Helm	N/A	6000	35
-----------	-----	------	----

Gloom Helm	N/A	6500	42
------------	-----	------	----

Taban Helm	N/A	N/A	24
------------	-----	-----	----

Sight Cap	N/A	10000	30
-----------	-----	-------	----

Memory Cap	N/A	10000	30
------------	-----	-------	----

Time Hat	N/A	15000	36
----------	-----	-------	----

Vigil Hat	N/A	25000	45
-----------	-----	-------	----

Ozzie Pants	N/A	N/A	35
-------------	-----	-----	----

Haste Helm	N/A	6000	35
------------	-----	------	----

Rainbow Helm	N/A	8000	35
--------------	-----	------	----

Mermaid Cap	N/A	8000	35
-------------	-----	------	----

-ARMORS-

Name	Buy	Sell	DFP
Hide Tunic	N/A	40	5

Karate Gi	300	150	10
-----------	-----	-----	----

Bronze Mail	520	260	16
-------------	-----	-----	----

Maiden Suit	N/A	280	18
-------------	-----	-----	----

Iron Suit	800	400	25
-----------	-----	-----	----

Titan Vest	1200	600	32
------------	------	-----	----

Gold Suit	1300	650	39
-----------	------	-----	----

Ruby Vest	N/A	1800	45
-----------	-----	------	----

Dark Mail	N/A	1900	45
-----------	-----	------	----

Mist Robe	N/A	3400	54
-----------	-----	------	----

Meso Mail	N/A	3000	52
-----------	-----	------	----

Lumin Robe	6500	3250	63
------------	------	------	----

Flash Mail	8500	4250	64
------------	------	------	----

Lode Vest	8500	4250	71
-----------	------	------	----

Aeon Suit	9000	4500	75
-----------	------	------	----

Zodiac Cape	N/A	5000	80
-------------	-----	------	----

Taban Vest	N/A	N/A	33
------------	-----	-----	----

Taban Suit	N/A	N/A	79
------------	-----	-----	----

Ruby Armor	N/A	7000	78
------------	-----	------	----

Nova Armor N/A 5500 82

Moon Armor N/A 6500 85

Prism Dress N/A 4400 99

Gloom Cape N/A 8200 84

Raven Armor N/A 7900 76

Red Vest N/A 2900 45

White Vest N/A 2900 45

Black Vest N/A 2900 45

Blue Vest N/A 2900 45

Red Mail N/A 4100 70

White Mail N/A 4100 70

Black Vest N/A 4100 70

Blue Vest N/A 4100 70

-ITEMS-

Name	Buy	Sell	Effect
Tonic	10	5	50HP heal

Mid Tonic	100	50	200HP heal
Full Tonic	700	350	500HP heal
Ether	800	400	10MP heal
Mid Ether	2000	1000	30MP heal
Full Ether	6000	3000	60MP heal
Hyper Ether	10000	5000	All MP heal
Elixir	N/A	10000	Heal all Stuff fully.
Megalixir	50000	25000	Everything heal to everyone.
Heal	10	5	Status goes to normal.
Revive	200	100	Revives ally
Shelter	150	75	Rest at Save Point
Power Meal	N/A	1	Removes Lock
Lapis	N/A	250	200HP heal all
Barrier	N/A	2500	Increase MagDef (in battle)

Shield	N/A	2500	Increase Def (in battle)
Power Tab	N/A	5	+1 Power
Magic Tab	N/A	5	+1 Magic
Speed Tab	N/A	5	+1 Speed
Petal	N/A	N/A	Trade
Fang	N/A	N/A	Trade
Horn	N/A	N/A	Trade
Feather	N/A	N/A	Trade
Jerky	9900	10000	Buy in Porre
Bike Key	N/A	N/A	Race Johnny
Race Log	N/A	N/A	Records race time
Gate Key	N/A	N/A	Use to warp
Seed	N/A	N/A	Beat Guardian
Dream Stone	N/A	N/A	Repair Masamune
Pendant	N/A	N/A	Get new stuff

when powered up

Ruby Knife N/A N/A From Melchior

Tools N/A N/A Repair Ruins

Chrono Trigger N/A N/A Free Crono

Prism Shard N/A N/A Guardia Castle

Moon Stone N/A N/A Sun Palace

Sun Stone N/A N/A Evolves from
 Moon Stone

Toma's Pop N/A N/A West Cape

Yakra Key N/A N/A Beat Yakra13

-ACCESSORIES-

+++++

Name Equip Effect

+++++

Bandana All +1 Speed

Ribbon All +2 Strike

Power Glove All +2 Power

Defender All +2 Vigor

Magic Scarf All +2 MagDef

Amulet All Protects vs all stats

Charm Top Ayla Charm % Increase

Dash Ring All +3 Speed

Hit Ring All +10 Strike

Power Ring All +6 Power

Magic Ring All +6 MagDef

Wall Ring All +10 Mag Def

Silver Earring All HP up 25%

Gold Earring All HP up 50%

Silver Stud All Reduce MP cost 50%

Gold Stud All Reduce MP Cost 75%

Sight Scope All Shows Enemy HP (no boss)

Rage Band All 50% counterattack

Frenzy Band All 75% Counterattack

Third Eye All Doubles Evade

Wallet All Turns EXP into Gold

Green Dream All Revive all

Berserker All AI controls ally

Power Scarf All +4 Power

Speed Belt All +2 Speed

Hero's Medal Frog Use with Masamune

Muscle Ring All +6 Vigor

Flea Vest All +12 MagDef

Magic Seal All +5 MP, Mag Def

Power Ring All +10 Def, Power, Stamina

Sun Shades All Attack up

Prism Specs All Max Attack up

Black Rock Marle, Magus, Lucca Triple Tech

Blue Rock Lucca, Magus, Robo Triple Tech

Gold Rock Frog, Marle, Robo Triple Tech

White Rock Ayla,Lucca,Marle Triple Tech

Silver Rock Robo,Ayla,Frog Triple Tech

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APPENDIX C---ENEMIES
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-PREHISTORIC AGE ENEMIES-

+++++
Name HP Weakness
+++++
Amphibite 100

Anion 152

Avian Rex 327 Lightning

Azala ~2500 Water

Black Tyrano 10500

Cave Ape 436

Croaker 100

Evil Weevil 158 Magic

Fly Trap 316 Attacks

Gold Eaglet 400

Kilwala 160

Megasaur 830 Lightning

Nizbel ~4000 Lightning

Nizbel II ~4500 Lightning

Nu 1234

Pahoehoe 250

Rain Frog 100

Reptite B 336 Magic

Reptite G 92 Magic

Runner 196

Shist 250

Shitake 158 Magic

Terrasaur 1090 Lightning

Volcano 257 Water

Winged Ape 450

-DARK AGES ENEMIES-

```

+++++
Name      HP      Weakness
+++++

```


Barghest 450

Basher 150

Beast 830

Blue Beast 5000 Fire

Blue Scout 300 Water

Byte 192

Dalton 3000

Dalton Plus ~3500

Gargoyle 260

Giga Gaia ~9632

Golem 7000

Golem Boss 15000

Golem Twins 10000 Magic

Jinn 450

Lasher 666

Mage 480

Man-Eater 250

Mud Imp ~1222

Red Beast 5000 Water

Red Scout 300 Shadow/Fire

Rubble 515

Scouter 300 Lightning

Stone Imp 300

Thrasher 666

Turret 700

-MIDDLE AGES ENEMIES-

```

+++++
Name      HP      Weakness
+++++
Bellbird  94

```

Blue Eaglet 16

Blue Imp 13

Deceased 110

Diablos 50

Flea 4000

Flea Plus 4000

Flunky 390 Magic

Free Lancer 108

Gnasher 90 Fire

Gnawer 210

Goblin 132 Attack

Great Ozzie 6000

Green Imp 32

Gremlin 110

Grimalkin 120

Groupie 390 Magic

Hench 49 Magic

Hench 2 180 Fire

Imp Ace 54

Juggler 450 Magic/Atk

Mad Bat 18

Magus ~6500 Masamune

Masa 1000

Masamune ~3500 Slash Tech

Mune 1000

Naga-ette 60 Magic

Ogan 146 Fire

Outlaw 182

Ozzie 5555

Poly 99

Roly 24

Roly Bomber 99 Magic

Roly Rider 30

Slash ~3581

Slash 2 ~5227

Sorcerer 220 Fire

Super Slash 4000

T' Pole 150

Vamp 120 Magic

Yakra 920

Zombor Body 800 Lightning/Fire

Zombor Head 960 Water/Shadow

-PRESENT ENEMIES-

```

+++++
Name      HP      Weakness
+++++
Avian Chaos  45

```

Beetle 12

Blue Shield 24

Cave Bat 108

Decedent 67 Magic

Dragon Tank 266

Grinder 208

Guard 60

Head (D.Tank) 600

Heckran 2100

Hetake 14

Jinn Bottle 97

Octoblush 80 Magic

Omicrone 218

Rolypoly 50

Tempurite 88

-FUTURE ENEMIES-

```

+++++
Name      HP      Weakness
+++++
Acid      10      Lightning

```

Alkaline 9 Lightning

Bit 200

Bug	89	
Bugger	100	Lightning
Crater	80	
Debugger	120	Lightning
Egder	160	Magic
Guardian	1200	
Meat Eater	75	Fire
Mutant	300	Shadow
Nereid	138	Shadow
Octopod	130	Lightning/Atk
Proto 2	128	Shadow
Proto 3	256	Shadow
R Series	150	Cyclone
Rat	45	Shadow
Shadow	1	Magic

Sir Krawlie ~630 Shadow

-DEATH PEAK ENEMIES-

+++++

Name HP Weakness

+++++

Krakker 500

Lavos Spawn 4000

Macabre 582 Lightning

-NORTHERN RUINS ENEMIES-

+++++

Name HP Weakness

+++++

Base 88

Cyrus ???

Defunct 1450 Fire

Reaper 1450 Fire

Sentry 1280 Fire

-SUNKEN DESERT ENEMIES-

+++++

Name HP Weakness

+++++

Hexapod 1000

Mahavor 400 Water/Shadow

Retinite ~11500

-OZZIE'S FORT ENEMIES-

+++++

Name HP Weakness

+++++

Great Ozzie ~6000

Flea Plus 4000

Super Slash 4000

-GENOCIDE DOME ENEMIES-

+++++

Name HP Weakness

+++++

Atropos XR 6000

Debuggest 1024 Lightning

Display 1

Laser Guard 400

Mother Brain ~5000

Proto 4 1024 Lightning

-SUN PALACE ENEMIES-

+++++

Name HP Weakness

+++++

Son of Sun ~2193

-GIANT'S CLAW AND GUARDIA ENEMIES-

+++++

Name HP Weakness

+++++

Fossil Ape 1800

Gigasaur 2250 Lightning

Gnasher 90 Fire

Leeper 800 Magic

Lizardactyl 1950

Naga-ette 60 Magic

Rust Tyrano 25000

Yakra XIII ~19999

-BLACK OMEN ENEMIES-

```

+++++
Name      HP      Weakness
+++++
Alien     1350

```

Blob 1050

Boss Orb 850

Cybot 1800

Flyclops 900

Giga Mutant 5800

Giga Mutant 5000

Goon 2800

Incognito 110

Laser Guard 400

Lavos Spawn 10000

Mammon Machine 18000

Martello 1245

Mega Mutant 4500

Mega Mutant 2850

Metal Mute 1980

Panel 1875

Side Kick 1240

Synchrite 2250

Ruminator 1500

Terra Mutant 7860

Terra Mutant 20000

Tubster 1250 Fire

Zeal ~12000

Zeal 2 ~19500

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ENEMY ITEM GUIDE

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-PREHISTORIC AGE ENEMIES-

+++++

Name	Charm	Item Won
Amphibite	2	Horns

Anion		2 Feather
-------	--	-----------

Avian Rex		Feather
-----------	--	---------

Azala		Shield
-------	--	--------

Black Tyrano		Magic Tab
--------------	--	-----------

Cave Ape	Fang	Fang
----------	------	------

Croaker	2	Fangs
---------	---	-------

Evil Weevil	DreamGun	Feather
-------------	----------	---------

Fly Trap	DreamBow	Petal
----------	----------	-------

Gold Eaglet	Ether	Feather
-------------	-------	---------

Kilwala Petal Petal

Megasaur A.Blade Fang

Nizbel ThirdEye

Nizbel II ThirdEye

Nu Mop Many Items

Pahoehoe Petal Petal

Rain Frog 2 Fangs

Reptite B M. Tonic Mid Tonic

Reptite G M. Hand Petal

Runner Horn Horn

Shist Petal Petal

Shitake Petal Petal

Terrasaur Lapis

Volcano Lapis

Winged Ape RubyVest Fang

-DARK AGES ENEMIES-

+++++

Name Charm Item Won

+++++

Barghest Shield

Basher

Beast Mid Ether

Blue Beast Mermaid Cap

Blue Scout Shield

Byte

Dalton Power Meal

Dalton Plus Power Meal

Gargoyle Big Hand

Giga Gaia Speed Tab

Golem Magic Tab

Golem Boss

Golem Twins

Jinn Lapis Lapis

Lasher

Mage Barrier Lapis

Man-Eater Pearl Edge

Mud Imp Speed Tab

Red Beast Elixir

Red Scout Barrier

Rubble Mid Ether

Scouter Lapis

Stone Imp Alloy Blade

Thrasher

Turret

-MIDDLE AGES ENEMIES-

+++++

Name Charm Item Won

+++++

Bellbird Heal Heal

Blue Eaglet Heal

Blue Imp

Deceased

Diablos

Flea

Flea Plus Flea Vest

Flunky

Free Lancer Barrier

Gnasher Tonic

Gnawer

Goblin

Great Ozzie OzziePants

Green Imp Tonic Tonic

Gremlin

Grimalkin

Groupie

Hench

Hench 2

Imp Ace

Juggler

Mad Bat

Magus

Masa

Masamune

Mune

Naga-ette

Ogan Shield

Outlaw

Ozzie

Poly Ether

Roly Tonic

Roly Bomber

Roly Rider

Slash

Slash 2

Sorcerer

Super Slash

T' Pole MidTonic

Vamp

Yakra

Zombor Body

Zombor Head

-PRESENT ENEMIES-

```

+++++
Name            Charm        Item Won
+++++
Avian Chaos            Tonic

```

Beetle

Blue Shield Tonic

Cave Bat Revive

Decedent

Dragon Tank

Grinder

Guard

Head (D.Tank)

Heckran

Hetake Tonic Tonic

Jinn Bottle Shield

Octoblush

Omicrone Ether

Rolypoly Heal

Tempurite

-FUTURE ENEMIES-

```

+++++
Name            Charm    Item Won
+++++
Acid            Barrier

```

Alkaline

Bit

Bug Heal

Bugger

Crater

Debugger

Egder

Guardian

Meat Eater Ether

Mutant FullTonic

Nereid Ether

Octopod MidEther

Proto 2 Tonic

Proto 3 FullTonic

R Series

Rat

Shadow

Sir Krawlie

-DEATH PEAK ENEMIES-

```
+++++
Name      Charm   Item Won
+++++
Krakker
```

```
-----
Lavos Spawn  Elixir  Elixir
-----
```

```
-----
Macabre      F.Ether Ether
-----
```

-NORTHERN RUINS ENEMIES-

```
+++++
Name      Charm   Item Won
+++++
Base
```

```
-----
Cyrus
```

```
-----
Defunct     Elixir  Elixir
-----
```

```
-----
Reaper      Elixir  Elixir
-----
```

```
-----
Sentry      H.Ether H.Ether
-----
```

-SUNKEN DESERT ENEMIES-

```
+++++
Name      Charm   Item Won
+++++
Hexapod    Barrier Lapis
```

```
-----
Mahavor     Shield
-----
```

Retinite SpeedTab

-OZZIE'S FORT ENEMIES-

++++
Name Charm Item Won
++++
Great Ozzie OzziePants

Flea Plus Flea Vest

Super Slash Slasher 2

-GENOCIDE DOME ENEMIES-

++++
Name Charm Item Won
++++
Atropos XR

Debuggest Elixir Shield

Display Elixir

Laser Guard

Mother Brain Blue Mail

Proto 4 Elixir Barrier

-SUN PALACE ENEMIES-

++++
Name Charm Item Won
++++
Son of Sun BlackMail

-GIANT'S CLAW AND GUARDIA ENEMIES-

++++
Name Charm Item Won
++++

Fossil Ape M.Elixir Lapis

Gigasaur R.Armor Barrier

Gnasher Tonic

Leaper Elixir Shield

Lizardactyl Red Mail

Naga-ette

Rust Tyrano White Mail

Yakra XIII W.Mail Megalixir

-BLACK OMEN ENEMIES-

+++++

Name Charm Item Won

+++++

Alien MagicTab Shield

Blob MagicRing Barrier

Boss Orb

Cybot H.Ether Power Meal

Flyclops GoldStud

Giga Mutant Wall Ring

Giga Mutant Hit Ring

Goon NovaArmor

Incognito MuscleRing

Laser Guard

Lavos Spawn Haste Helm

Mammon Machine Megalixir

Martello HyperEther

Mega Mutant Elixir

Mega Mutant Vigil Hat

Metal Mute PowerMeal

Panel SpeedTab

Side Kick

Synchrite Gold Earring

Ruminator

Terra Mutant Muscle Ring

Terra Mutant

Tubster PowerTab Elixir

Zeal M.Elixir M.Elixir

Zeal 2 Prism Dress

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ENEMY LOCATION GUIDE

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-PREHISTORIC AGE ENEMIES-

+++++

Name Location

+++++

Amphibite Hunter's Range

Anion Hunter's Range

Avian Rex Tyrano Lair

Azala Tyrano Lair

Black Tyrano Tyrano Lair

Cave Ape Dactyl's Nest

Croaker Hunter's Range

Evil Weevil Reptite Lair

Fly Trap Dactyl's Nest

Gold Eaglet Forest Maze

Kilwala Mystic Mts.

Megasaur Reptite Lair

Nizbel Reptite Lair

Nizbel II Tyrano Lair

Nu Hunter's Range

Pahoehoe Dactyl's Nest

Rain Frog Hunter's Range

Reptite B Tyrano Lair

Reptite G Reptite Lair

Runner Mystic Mts.

Shist Dactyl's Nest

Shitake Reptite Lair

Terrasaur Tyrano Lair

Volcano Tyrano Lair

Winged Ape Forest Maze

-DARK AGES ENEMIES-

+++++

Name Location

+++++

Barghest Blackbird

Basher Ocean Palace

Beast Beast Lair

Blue Beast Beast Lair

Blue Scout Ocean Palace

Byte Blackbird

Dalton Zeal Palace

Dalton Plus Blackbird

Gargoyle Mt. Woe

Giga Gaia Mt. Woe

Golem Zeal Palace

Golem Boss Blackbird

Golem Twins Ocean Palace

Jinn Ocean Palace

Lasher Ocean Palace

Mage Ocean Palace

Man-Eater Mt. Woe

Mud Imp Beast Lair

Red Beast Beast Lair

Red Scout Ocean Palace

Rubble Mt. Woe

Scouter Ocean Palace

Stone Imp Mt. Woe

Thrasher Ocean Palace

Turret Blackbird

-MIDDLE AGES ENEMIES-

+++++

Name Location

+++++

Bellbird D. Mountains

Blue Eaglet Truce Canyon

Blue Imp Truce Canyon

Deceased Zenan Bridge

Diablos Cathedral

Flea Magus's Lair

Flea Plus Ozzie's Fort

Flunky Magus's Lair

Free Lancer Denadoro Mts.

Gnasher Cathedral

Gnawer Cursed Woods

Goblin Denadoro Mts.

Great Ozzie Ozzie's Fort

Green Imp Guardia Forest

Gremlin Magic Cave

Grimalkin Magus's Lair

Groupie Magus's Lair

Hench Cathedral

Hench 2 Magus's Lair

Imp Ace Guardia Forest

Juggler Magus's Lair

Mad Bat Cathedral

Magus Magus's Lair

Masa Denadoro Mts.

Masamune Denadoro Mts.

Mune Denadoro Mts.

Naga-ette Cathedral

Ogan Denadoro Mts.

Outlaw Magus's Lair

Ozzie Magus's Lair

Poly Guardia Forest

Roly Truce Canyon

Roly Bomber Magus's Lair

Roly Rider Guardia Forest

Slash Magus's Lair

Slash 2 Magus's Lair

Sorcerer Magus's Lair

Super Slash Magus's Lair

T' Pole Cursed Woods

Vamp Magic Cave

Yakra Cathedral

Zombor Body Zenan Bridge

Zombor Head Zenan Bridge

-PRESENT ENEMIES-

+++++

Name Location

+++++

Avian Chaos Guardia Forest

Beetle Guardia Forest

Blue Shield Guardia Prison

Cave Bat Heckran's Cave

Decedent Guardia Prison

Dragon Tank Guardia Prison

Grinder Guardia Prison

Guard Guardia Prison

Head (D.Tank) Guardia Prison

Heckran Heckran's Cave

Hetake Guardia Forest

Jinn Bottle Heckran's Cave

Octoblush Heckran's Cave

Omicrone Medina Village

Rolypoly Heckran's Cave

Tempurite Heckran's Cave

-FUTURE ENEMIES-

```

+++++
Name          Location
+++++
Acid          Factory
-----

```


Alkaline Factory

Bit Arris Dome

Bug Arris Dome

Bugger Arris Dome

Crater Lab 16

Debugger Factory

Egder Sewer Access

Guardian Arris Dome

Meat Eater Lab 16

Mutant Labs 16 and 32

Nereid Sewer Access

Octopod Lab 16

Proto 2 Arris Dome

Proto 3 Factory

R Series Factory

Rat Arris Dome

Shadow Labs 16 and 32

Sir Krawlie Sewer Access

-DEATH PEAK ENEMIES-

Name	Location
Krakker	Death Peak

Lavos Spawn Death Peak (3)

Macabre Death Peak

-NORTHERN RUINS ENEMIES-

Name	Location
Base	Hero's Grave

Cyrus Northern Ruins

Defunct Hero's Grave

Reaper Hero's Grave

Sentry Hero's Grave

-SUNKEN DESERT ENEMIES-

Name	Location
Hexapod	Sunken Desert

Mahavor Sunken Desert

Retinite Sunken Desert

-OZZIE'S FORT ENEMIES-

++++
Name Location
++++
Great Ozzie Ozzie's Fort

Flea Plus Ozzie's Fort

Super Slash Ozzie's Fort

-GENOCIDE DOME ENEMIES-

++++
Name Location
++++
Atropos XR Geno Dome

Debuggest Geno Dome

Display Geno Dome

Laser Guard Geno Dome

Mother Brain Geno Dome

Proto 4 Geno Dome

-SUN PALACE ENEMIES-

++++
Name Location
++++
Son of Sun Sun Palace

-GIANT'S CLAW AND GUARDIA ENEMIES-

+++++

Name Location

+++++

Fossil Ape Giant's Claw

Gigasaur Giant's Claw

Gnasher Guardia Castle

Leeper Giant's Claw

Lizardactyl Giant's Claw

Naga-ette Guardia Castle

Rust Tyrano Giant's Claw

Yakra XIII Guardia Castle

-BLACK OMEN ENEMIES-

+++++

Name Location

+++++

Alien Black Omen

Blob Black Omen

Boss Orb Black Omen

Cybot Black Omen

Flyclops Black Omen

Giga Mutant Black Omen

Giga Mutant Black Omen

Goon Black Omen

Incognito Black Omen

Laser Guard Outside BO

Lavos Spawn Black Omen

Mammon Machine End

Martello Black Omen

Mega Mutant Black Omen

Mega Mutant Black Omen

Metal Mute Black Omen

Panel Black Omen

Side Kick Black Omen

Synchrite Black Omen

Ruminator Black Omen

```

Terra Mutant      Black Omen
-----

-----

Terra Mutant      Black Omen
-----

-----

Tubster           Black Omen
-----

-----

Zeal              End
-----

-----

Zeal 2            End
-----

```

ACCESORIES

```

+++++
Name      Equip      Effect
+++++
Bandana   All          +1 Speed
-----
Ribbon    All          +2 Strike
-----
Power Glove All        +2 Power
-----
Defender  All          +2 Vigor
-----
Magic Scarf All        +2 MagDef
-----
Amulet    All          Protects vs all stats
-----
Charm Top  Ayla        Charm % Increase
-----
Dash Ring  All          +3 Speed
-----
Hit Ring   All          +10 Strike
-----
Power Ring All          +6 Power
-----
Magic Ring All          +6 MagDef
-----
Wall Ring  All          +10 Mag Def
-----
Silver Earring All      HP up 25%
-----
Gold Earring All      HP up 50%
-----
Silver Stud All          Reduce MP cost 50%
-----
Gold Stud  All          Reduce MP Cost 75%
-----
Sight Scope All          Shows Enemy HP(no boss)
-----
Rage Band  All          50% counterattack

```

```

-----
Frenzy Band All 75% Counterattack
-----
Third Eye All Doubles Evade
-----
Wallet All Turns EXP into Gold
-----
Green Dream All Revive all
-----
Berserker All AI controls ally
-----
Power Scarf All +4 Power
-----
Speed Belt All +2 Speed
-----
Hero's Medal Frog Use with Masamune
-----
Muscle Ring All +6 Vigor
-----
Flea Vest All +12 MagDef
-----
Magic Seal All +5 MP, Mag Def
-----
Power Ring All +10 Def, Power, Stamina
-----
Sun Shades All Attack up
-----
Prism Specs All Max Attack up
-----
Black Rock Marle, Magus, Lucca Triple Tech
-----
Blue Rock Lucca, Magus, Robo Triple Tech
-----
Gold Rock Frog, Marle, Robo Triple Tech
-----
White Rock Ayla, Lucca, Marle Triple Tech
-----
Silver Rock Robo, Ayla, Frog Triple Tech
-----

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APPENDIX C---ENEMIES

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-PREHISTORIC AGE ENEMIES-

+++++

Name HP Weakness

+++++

Amphibite 100

Anion 152

Avian Rex 327 Lightning

Azala ~2500 Water

Black Tyrano 10500

Cave Ape 436

Croaker	100	
Evil Weevil	158	Magic
Fly Trap	316	Attacks
Gold Eaglet	400	
Kilwala	160	
Megasaur	830	Lightning
Nizbel	~4000	Lightning
Nizbel II	~4500	Lightning
Nu	1234	
Pahoehoe	250	
Rain Frog	100	
Reptite B	336	Magic
Reptite G	92	Magic
Runner	196	
Shist	250	
Shitake	158	Magic
Terrasaur	1090	Lightning
Volcano	257	Water
Winged Ape	450	

-DARK AGES ENEMIES-

Name	HP	Weakness
Barghest	450	
Basher	150	
Beast	830	
Blue Beast	5000	Fire
Blue Scout	300	Water
Byte	192	
Dalton	3000	
Dalton Plus	~3500	

Gargoyle	260	
Giga Gaia	~9632	
Golem	7000	
Golem Boss	15000	
Golem Twins	10000	Magic
Jinn	450	
Lasher	666	
Mage	480	
Man-Eater	250	
Mud Imp	~1222	
Red Beast	5000	Water
Red Scout	300	Shadow/Fire
Rubble	515	
Scouter	300	Lightning
Stone Imp	300	
Thrasher	666	
Turret	700	

-MIDDLE AGES ENEMIES-

Name	HP	Weakness
Bellbird	94	
Blue Eaglet	16	
Blue Imp	13	
Deceased	110	
Diablos	50	
Flea	4000	
Flea Plus	4000	
Flunky	390	Magic
Free Lancer	108	
Gnasher	90	Fire

Gnawer	210	
Goblin	132	Attack
Great Ozzie	6000	
Green Imp	32	
Gremlin	110	
Grimalkin	120	
Groupie	390	Magic
Hench	49	Magic
Hench 2	180	Fire
Imp Ace	54	
Juggler	450	Magic/Atk
Mad Bat	18	
Magus	~6500	Masamune
Masa	1000	
Masamune	~3500	Slash Tech
Mune	1000	
Naga-ette	60	Magic
Ogan	146	Fire
Outlaw	182	
Ozzie	5555	
Poly	99	
Roly	24	
Roly Bomber	99	Magic
Roly Rider	30	
Slash	~3581	
Slash 2	~5227	
Sorcerer	220	Fire
Super Slash	4000	
T' Pole	150	
Vamp	120	Magic

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Yakra                920
-----
Zombor Body  800   Lightning/Fire
-----
Zombor Head   960   Water/Shadow
-----

```

-PRESENT ENEMIES-

```

+++++
Name           HP      Weakness
+++++
Avian Chaos   45
-----
Beetle        12
-----
Blue Shield   24
-----
Cave Bat      108
-----
Decedent      67      Magic
-----
Dragon Tank   266
-----
Grinder       208
-----
Guard         60
-----
Head (D.Tank) 600
-----
Heckran       2100
-----
Hetake        14
-----
Jinn Bottle   97
-----
Octoblush    80      Magic
-----
Omicrone     218
-----
Rolypoly     50
-----
Tempurite    88
-----

```

-FUTURE ENEMIES-

```

+++++
Name           HP      Weakness
+++++
Acid          10      Lightning
-----
Alkaline      9       Lightning
-----
Bit           200
-----
Bug           89
-----
Bugger       100     Lightning
-----

```

Crater	80	
Debugger	120	Lightning
Egder	160	Magic
Guardian	1200	
Meat Eater	75	Fire
Mutant	300	Shadow
Nereid	138	Shadow
Octopod	130	Lightning/Atk
Proto 2	128	Shadow
Proto 3	256	Shadow
R Series	150	Cyclone
Rat	45	Shadow
Shadow	1	Magic
Sir Krawlie	~630	Shadow

-DEATH PEAK ENEMIES-

Name	HP	Weakness
Krakker	500	
Lavos Spawn	4000	
Macabre	582	Lightning

-NORTHERN RUINS ENEMIES-

Name	HP	Weakness
Base	88	
Cyrus	???	
Defunct	1450	Fire
Reaper	1450	Fire
Sentry	1280	Fire

-SUNKEN DESERT ENEMIES-

+++++

Name	HP	Weakness
Hexapod	1000	
Mahavor	400	Water/Shadow
Retinite	~11500	

-OZZIE'S FORT ENEMIES-

Name	HP	Weakness
Great Ozzie	~6000	
Flea Plus	4000	
Super Slash	4000	

-GENOCIDE DOME ENEMIES-

Name	HP	Weakness
Atropos XR	6000	
Debuggest	1024	Lightning
Display	1	
Laser Guard	400	
Mother Brain	~5000	
Proto 4	1024	Lightning

-SUN PALACE ENEMIES-

Name	HP	Weakness
Son of Sun	~2193	

-GIANT'S CLAW AND GUARDIA ENEMIES-

Name	HP	Weakness
Fossil Ape	1800	
Gigasaur	2250	Lightning
Gnasher	90	Fire
Leaper	800	Magic

Lizardactyl 1950

Naga-ette 60 Magic

Rust Tyrano 25000

Yakra XIII ~19999

-BLACK OMEN ENEMIES-

+++++

Name HP Weakness

+++++

Alien 1350

Blob 1050

Boss Orb 850

Cybot 1800

Flyclops 900

Giga Mutant 5800

Giga Mutant 5000

Goon 2800

Incognito 110

Laser Guard 400

Lavos Spawn 10000

Mammon Machine 18000

Martello 1245

Mega Mutant 4500

Mega Mutant 2850

Metal Mute 1980

Panel 1875

Side Kick 1240

Synchrite 2250

Ruminator 1500

Terra Mutant 7860

Terra Mutant 20000

Tubster 1250 Fire

Zeal ~12000

Zeal 2 ~19500

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ENEMY ITEM GUIDE
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-PREHISTORIC AGE ENEMIES-

+++++

Name	Charm	Item Won
Amphibite	2 Horns	

Anion		2 Feather
-------	--	-----------

Avian Rex		Feather
-----------	--	---------

Azala	Shield	
-------	--------	--

Black Tyrano	Magic Tab	
--------------	-----------	--

Cave Ape	Fang	Fang
----------	------	------

Croaker	2 Fangs	
---------	---------	--

Evil Weevil	DreamGun	Feather
-------------	----------	---------

Fly Trap	DreamBow	Petal
----------	----------	-------

Gold Eaglet	Ether	Feather
-------------	-------	---------

Kilwala	Petal	Petal
---------	-------	-------

Megasaur	A.Blade	Fang
----------	---------	------

Nizbel	ThirdEye	
--------	----------	--

Nizbel II	ThirdEye	
-----------	----------	--

Nu	Mop	Many Items
----	-----	------------

Pahoehoe	Petal	Petal
----------	-------	-------

Rain Frog		2 Fangs
-----------	--	---------

Reptite B	M. Tonic	Mid Tonic
-----------	----------	-----------

Reptite G	M. Hand	Petal
-----------	---------	-------

Runner	Horn	Horn
--------	------	------

Shist	Petal	Petal
-------	-------	-------

Shitake	Petal	Petal
---------	-------	-------

Terrasaur	Lapis	
-----------	-------	--

Volcano Lapis

Winged Ape RubyVest Fang

-DARK AGES ENEMIES-

+++++

Name Charm Item Won

+++++

Barghest Shield

Basher

Beast Mid Ether

Blue Beast Mermaid Cap

Blue Scout Shield

Byte

Dalton Power Meal

Dalton Plus Power Meal

Gargoyle Big Hand

Giga Gaia Speed Tab

Golem Magic Tab

Golem Boss

Golem Twins

Jinn Lapis Lapis

Lasher

Mage Barrier Lapis

Man-Eater Pearl Edge

Mud Imp Speed Tab

Red Beast Elixir

Red Scout Barrier

Rubble Mid Ether

Scouter Lapis

Stone Imp Alloy Blade

Thrasher

Turret

-MIDDLE AGES ENEMIES-

Name	Charm	Item Won
Bellbird	Heal	Heal
Blue Eaglet		Heal
Blue Imp		
Deceased		
Diablos		
Flea		
Flea Plus	Flea Vest	
Flunky		
Free Lancer	Barrier	
Gnasher		Tonic
Gnawer		
Goblin		
Great Ozzie	OzziePants	
Green Imp	Tonic	Tonic
Gremlin		
Grimalkin		
Groupie		
Hench		
Hench 2		
Imp Ace		
Juggler		
Mad Bat		
Magus		
Masa		
Masamune		
Mune		
Naga-ette		

Ogan Shield

Outlaw

Ozzie

Poly Ether

Roly Tonic

Roly Bomber

Roly Rider

Slash

Slash 2

Sorcerer

Super Slash

T' Pole MidTonic

Vamp

Yakra

Zombor Body

Zombor Head

-PRESENT ENEMIES-

+++++
Name Charm Item Won
+++++
Avian Chaos Tonic

Beetle

Blue Shield Tonic

Cave Bat Revive

Decedent

Dragon Tank

Grinder

Guard

Head (D.Tank)

Heckran

Hetake Tonic Tonic

Jinn Bottle Shield

Octoblush

Omicrone Ether

Rolypoly Heal

Tempurite

-FUTURE ENEMIES-

+++++
Name Charm Item Won
+++++

Acid Barrier

Alkaline

Bit

Bug Heal

Bugger

Crater

Debugger

Egder

Guardian

Meat Eater Ether

Mutant FullTonic

Nereid Ether

Octopod MidEther

Proto 2 Tonic

Proto 3 FullTonic

R Series

Rat

Shadow

Sir Krawlie

-DEATH PEAK ENEMIES-

+++++
Name Charm Item Won
+++++

Kraker

Lavos Spawn Elixir Elixir

Macabre F.Ether Ether

-NORTHERN RUINS ENEMIES-

+++++
Name Charm Item Won
+++++
Base

Cyrus

Defunct Elixir Elixir

Reaper Elixir Elixir

Sentry H.Ether H.Ether

-SUNKEN DESERT ENEMIES-

+++++
Name Charm Item Won
+++++
Hexapod Barrier Lapis

Mahavor Shield

Retinite SpeedTab

-OZZIE'S FORT ENEMIES-

+++++
Name Charm Item Won
+++++
Great Ozzie OzziePants

Flea Plus Flea Vest

Super Slash Slasher 2

-GENOCIDE DOME ENEMIES-

+++++
Name Charm Item Won
+++++
Atropos XR

Debuggest Elixir Shield

Display Elixir

Laser Guard

Mother Brain Blue Mail

Proto 4 Elixir Barrier

-SUN PALACE ENEMIES-

++++
Name Charm Item Won
++++
Son of Sun BlackMail

-GIANT'S CLAW AND GUARDIA ENEMIES-

++++
Name Charm Item Won
++++
Fossil Ape M.Elixir Lapis

Gigasaur R.Armor Barrier

Gnasher Tonic

Leaper Elixir Shield

Lizardactyl Red Mail

Naga-ette

Rust Tyrano White Mail

Yakra XIII W.Mail Megalixir

-BLACK OMEN ENEMIES-

++++
Name Charm Item Won
++++
Alien MagicTab Shield

Blob MagicRing Barrier

Boss Orb

Cybot H.Ether Power Meal

Flyclops GoldStud

Giga Mutant Wall Ring

Giga Mutant Hit Ring

Goon NovaArmor

Incognito MuscleRing

Laser Guard

```

Lavos Spawn      Haste Helm
-----
Mammon Machine  Megalixir
-----
Martello         HyperEther
-----
Mega Mutant     Elixir
-----
Mega Mutant     Vigil Hat
-----
Metal Mute      PowerMeal
-----
Panel           SpeedTab
-----
Side Kick
-----
Synchrite       Gold Earring
-----
Ruminator
-----
Terra Mutant    Muscle Ring
-----
Terra Mutant
-----
Tubster         PowerTab  Elixir
-----
Zeal            M.Elixir  M.Elixir
-----
Zeal 2          Prism Dress
-----

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ENEMY LOCATION GUIDE
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-PREHISTORIC AGE ENEMIES-

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+++++
Name           Location
+++++
Amphibite     Hunter's Range
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Anion          Hunter's Range
-----
Avian Rex     Tyrano Lair
-----
Azala         Tyrano Lair
-----
Black Tyrano  Tyrano Lair
-----
Cave Ape      Dactyl's Nest
-----
Croaker       Hunter's Range
-----
Evil Weevil   Reptite Lair
-----
Fly Trap      Dactyl's Nest
-----
Gold Eaglet   Forest Maze
-----

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Kilwala	Mystic Mts.
Megasaur	Reptite Lair
Nizbel	Reptite Lair
Nizbel II	Tyrano Lair
Nu	Hunter's Range
Pahoehoe	Dactyl's Nest
Rain Frog	Hunter's Range
Reptite B	Tyrano Lair
Reptite G	Reptite Lair
Runner	Mystic Mts.
Shist	Dactyl's Nest
Shitake	Reptite Lair
Terrasaur	Tyrano Lair
Volcano	Tyrano Lair
Winged Ape	Forest Maze

-DARK AGES ENEMIES-

Name	Location
Barghest	Blackbird
Basher	Ocean Palace
Beast	Beast Lair
Blue Beast	Beast Lair
Blue Scout	Ocean Palace
Byte	Blackbird
Dalton	Zeal Palace
Dalton Plus	Blackbird
Gargoyle	Mt. Woe
Giga Gaia	Mt. Woe
Golem	Zeal Palace
Golem Boss	Blackbird

Golem Twins	Ocean Palace
Jinn	Ocean Palace
Lasher	Ocean Palace
Mage	Ocean Palace
Man-Eater	Mt. Woe
Mud Imp	Beast Lair
Red Beast	Beast Lair
Red Scout	Ocean Palace
Rubble	Mt. Woe
Scouter	Ocean Palace
Stone Imp	Mt. Woe
Thrasher	Ocean Palace
Turret	Blackbird

-MIDDLE AGES ENEMIES-

Name	Location
Bellbird	D. Mountains
Blue Eaglet	Truce Canyon
Blue Imp	Truce Canyon
Deceased	Zenan Bridge
Diablos	Cathedral
Flea	Magus's Lair
Flea Plus	Ozzie's Fort
Flunky	Magus's Lair
Free Lancer	Denadoro Mts.
Gnasher	Cathedral
Gnawer	Cursed Woods
Goblin	Denadoro Mts.
Great Ozzie	Ozzie's Fort
Green Imp	Guardia Forest

Gremlin	Magic Cave
-----	-----
Grimalkin	Magus's Lair
-----	-----
Groupie	Magus's Lair
-----	-----
Hench	Cathedral
-----	-----
Hench 2	Magus's Lair
-----	-----
Imp Ace	Guardia Forest
-----	-----
Juggler	Magus's Lair
-----	-----
Mad Bat	Cathedral
-----	-----
Magus	Magus's Lair
-----	-----
Masa	Denadoro Mts.
-----	-----
Masamune	Denadoro Mts.
-----	-----
Mune	Denadoro Mts.
-----	-----
Naga-ette	Cathedral
-----	-----
Ogan	Denadoro Mts.
-----	-----
Outlaw	Magus's Lair
-----	-----
Ozzie	Magus's Lair
-----	-----
Poly	Guardia Forest
-----	-----
Roly	Truce Canyon
-----	-----
Roly Bomber	Magus's Lair
-----	-----
Roly Rider	Guardia Forest
-----	-----
Slash	Magus's Lair
-----	-----
Slash 2	Magus's Lair
-----	-----
Sorcerer	Magus's Lair
-----	-----
Super Slash	Magus's Lair
-----	-----
T' Pole	Cursed Woods
-----	-----
Vamp	Magic Cave
-----	-----
Yakra	Cathedral
-----	-----
Zombor Body	Zenan Bridge
-----	-----
Zombor Head	Zenan Bridge
-----	-----

-PRESENT ENEMIES-

Name	Location
Avian Chaos	Guardia Forest
Beetle	Guardia Forest
Blue Shield	Guardia Prison
Cave Bat	Heckran's Cave
Decedent	Guardia Prison
Dragon Tank	Guardia Prison
Grinder	Guardia Prison
Guard	Guardia Prison
Head (D.Tank)	Guardia Prison
Heckran	Heckran's Cave
Hetake	Guardia Forest
Jinn Bottle	Heckran's Cave
Octoblush	Heckran's Cave
Omicrone	Medina Village
Rolypoly	Heckran's Cave
Tempurite	Heckran's Cave

-FUTURE ENEMIES-

Name	Location
Acid	Factory
Alkaline	Factory
Bit	Arris Dome
Bug	Arris Dome
Bugger	Arris Dome
Crater	Lab 16
Debugger	Factory
Egder	Sewer Access
Guardian	Arris Dome

Meat Eater	Lab 16

Mutant	Labs 16 and 32

Nereid	Sewer Access

Octopod	Lab 16

Proto 2	Arris Dome

Proto 3	Factory

R Series	Factory

Rat	Arris Dome

Shadow	Labs 16 and 32

Sir Krawlie	Sewer Access

-DEATH PEAK ENEMIES-

+++++	
Name	Location
+++++	
Krakker	Death Peak

Lavos Spawn	Death Peak (3)

Macabre	Death Peak

-NORTHERN RUINS ENEMIES-

+++++	
Name	Location
+++++	
Base	Hero's Grave

Cyrus	Northern Ruins

Defunct	Hero's Grave

Reaper	Hero's Grave

Sentry	Hero's Grave

-SUNKEN DESERT ENEMIES-

+++++	
Name	Location
+++++	
Hexapod	Sunken Desert

Mahavor	Sunken Desert

Retinite	Sunken Desert

-OZZIE'S FORT ENEMIES-

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+++++
Name           Location
+++++
Great Ozzie    Ozzie's Fort
-----
Flea Plus      Ozzie's Fort
-----
Super Slash    Ozzie's Fort
-----
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-GENOCIDE DOME ENEMIES-

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+++++
Name           Location
+++++
Atropos XR     Geno Dome
-----
Debuggest      Geno Dome
-----
Display        Geno Dome
-----
Laser Guard    Geno Dome
-----
Mother Brain   Geno Dome
-----
Proto 4        Geno Dome
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-SUN PALACE ENEMIES-

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+++++
Name           Location
+++++
Son of Sun     Sun Palace
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-GIANT'S CLAW AND GUARDIA ENEMIES-

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+++++
Name           Location
+++++
Fossil Ape     Giant's Claw
-----
Gigasaur       Giant's Claw
-----
Gnasher        Guardia Castle
-----
Leaper         Giant's Claw
-----
Lizardactyl    Giant's Claw
-----
Naga-ette     Guardia Castle
-----
Rust Tyrano    Giant's Claw
-----
Yakra XIII     Guardia Castle
-----
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-BLACK OMEN ENEMIES-

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+++++
Name           Location
+++++
Alien          Black Omen
-----
Blob           Black Omen
-----
Boss Orb       Black Omen
-----
Cybot          Black Omen
-----
Flyclops       Black Omen
-----
Giga Mutant    Black Omen
-----
Giga Mutant    Black Omen
-----
Goon           Black Omen
-----
Incognito      Black Omen
-----
Laser Guard    Outside BO
-----
Lavos Spawn    Black Omen
-----
Mammon Machine End
-----
Martello       Black Omen
-----
Mega Mutant    Black Omen
-----
Mega Mutant    Black Omen
-----
Metal Mute     Black Omen
-----
Panel          Black Omen
-----
Side Kick      Black Omen
-----
Synchrite      Black Omen
-----
Ruminator      Black Omen
-----
Terra Mutant   Black Omen
-----
Terra Mutant   Black Omen
-----
Tubster        Black Omen
-----
Zeal           End
-----
Zeal 2         End
-----
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BOSS GUIDE
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BOSS:
Yakra
HP: 920
DIFFICULTY: 2/5
WEAKNESS: None
CHARM: None
ITEM WON: None

Note that you can't see his HP with the Sight Scope-It's because he's a boss.

Yakra has a nasty counterattack when it's far away from you. It has a 90% of counterattacking, and it can't do it when it's very close to you. This counterattack does about 14HP to all your characters.

Start the battle by waiting for Frog's and Crono's Time Meter to get up, then use X-Cut on him. This does a good amount of damage to him so use it often. Lucca should either heal or use her Fire Attacks.

Sometimes in the battle Yakra will do a special attack that does about 50HP to one character. Heal that character. It also has another counterattack it almost never uses that does about 20HP damage to all. If all of your characters are at low HP, have them all heal each other. Make sure to keep your HP above 40, and use Revives if someone dies.

I made a special Opponent Offense (that's what I call it) thing down there, it tells you how I did the boss fight, and won:

-BATTLE START-

Crono:Frog- X-CUT, 83HP to Yakra.
Yakra- Counterattack, ~10 damage to all.
Lucca- Attack, 18HP to Yakra.

Stats-
Crono: 117/127
Frog: 144/156
Lucca: 98/109
Yakra: 819/920

Crono:Frog- X-CUT, 74HP to Yakra.
Yakra: Counterattack, ~13HP to all.
Lucca: Flame Toss, 38HP to Yakra.
Yakra: Attack, 20HP to Frog.

Stats-
Crono: 102/127
Frog: 111/156
Lucca: 83/109
Yakra: 707/920

That's basically how you start out. Remember what I told you. The boss should be too hard but very long. You should beat him on your first try.

If you don't, gain levels in the Cathedral.

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BOSS:

Dragon Tank
Tank Head
Grinder

HP:
266 (Dragon Tank)
600 (Tank Head)
208 (Grinder)

DIFFICULTY: 4/5
WEAKNESS: None
CHARM: None
ITEM WON: None

This battle was very hard for me because I forgot to re-supply myself with Tonics. Well, you still have to battle. You must destroy the Tank Head first so it won't heal. The Tank Head has the most HP, but if you kill it first the other parts won't be able to get healed. Don't use Flame Toss, use Double Techs if you have them, otherwise have Crono attack and Lucca heal. After you destroy the Tank Head, go for the Grinder, then finally the Dragon Tank.

The Grinder has an attack that takes a while to charge up, but when it is, the Grinder runs over you and does about 30HP damage. The Dragon Tank has a bunch of bomb attacks that cause up to 25HP damage. So be careful and you will win. Make sure you have stuff like Revive so if someone dies you can bring them back to fighting status, but then heal them quickly! Cause they will be recovered with really low HP.

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BOSS:

Guardian
Bits x2

HP:
Guardian (1,200 HP)
Bit (200 HP)

DIFFICULTY: 3/5
WEAKNESS: None
CHARM: None
ITEM WON: None

This fight isn't easy, but not hard either. Start the battle by defeating the bits as quickly as possible, because if the two small ones remain along with the big one, they will use a Delta Attack that might kill you. Do not use Fire! It does 0 damage. Marle should have Aura and you should have Aura Whirl as a Double Tech. Use it when you are in trouble. Once you kill the two small bits, the Guardian will start a 5 to 0 countdown. When it gets to 0, it will bring back the two smaller bits, and you will

have to destroy them again. Keep doing this and make sure you have some revives. The main Guardian can't attack when his pals aren't around, but he does cast the annoying Delta Attack along with his buddies.

Wiseone says: You can just destroy one bit so the big Guardian thing won't countdown.

I reply: Yeah, but when one bit is remaining along with the Guardian, they cast Amplifire on one person, which does about 50HP. And they are very fast when using this.

The Guardian will use Breakdown once it's depleted of HP. Breakdown doesn't do anything but kill itself.

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BOSS:

R-Series

HP: 150 each

DIFFICULTY: 1/5

PARTY: Crono, Marle

WEAKNESS: Cyclone

CHARM: None

ITEM WON: None

This is a very easy fight. Use Crono's Cyclone to attack 3 of them on the first row, and Marle or Lucca to heal. They can use an attack that physically damages both of your characters, and they also have a punch attack. Cyclone does about 100HP damage to 3 of them, so two Cyclones get rid of three robots. Just make sure that Crono is alive. Once 3 robots are gone they will start to do more Physical ALL attacks. Just use Cyclone 2 more times and they're history.

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BOSS: Heckran

HP: 2100

DIFFICULTY: 4/5

PARTY: Crono, Marle, Robo

WEAKNESS: None

CHARM: None

ITEM WON: None

The boss is pretty tough if you don't know the trick. First, start attacking him with Double Techs like Rocket Roll or Fire Whirl. Since the boss is Water based, fire would do good damage. He does a lot of damage but not quite that much if you do good techs. Also don't use regular attacks, this boss a quite good defense.

When the boss rolls into a ball and sez "Go ahead, try and attack!" DO NOT ATTACK, if you do with any type of attack, magic or techs or regular, he will counter with a powerful Water Wave, which does over 100HP damage to ALL your characters. Stay still and heal while he's like that. When it says "Brief Counterattack Break" then attack him until he says "Go ahead,

Try and attack!" Keep repeating this strategy until the boss dies.

Just a little side note: I forgot about the "Go ahead, try and attack!" thing so I attacked him anyway cuz I didn't know. I beat this battle barely, with Marle having about 40HP left. I'm serious.

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BOSS:

Zombor Top
Zombor Bottom

HP:

Zombor Top: 960
Zombor Bottom: 800

DIFFICULTY: 2/5

PARTY: Crono, Marle, Robo

WEAKNESS:

Zombor Top: Shadow/Ice
Zombor Bottom: Lightning/Fire

CHARM: None

ITEM WON: None

The boss is pretty easy. All you need to do is destroy both parts. Each part has a weakness. The top one is weak against Ice and Shadow, while the bottom is weak against Lightning and Fire. So use that stuff. If you use Ice or Shadow on the bottom or Lightning and Fire on the top, it will just heal the boss. So don't get mixed up. The boss has a bunch of attacks but none are threats. Make sure to use Aura Whirl when necessary. DESTROY THE TOP PART FIRST. If you do destroy the bottom it will use MP Buster and take away all of the targeted person's MP. Destroying the top part will make the boss much easier. The bottom part uses MP Buster right before it dies.

Wiseone444: You can easily kill him using Robo's Robo Tackle and Rocket Punch on the head. Don't use LaserBeam though.

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BOSS: Masa and Mune

HP: 1,000 (both)

DIFFICULTY: 2/5

PARTY: Crono, Marle, and Robo

WEAKNESS: None

CHARM: None

ITEM WON: None

There are two of them, but you only need to defeat one of them to win this. Concentrate on one all the time with stuff like Rocket Roll and Max Cyclone if you have it. They are very fast and do some Double Techs. It's not hard at all, but it's not supposed to be because this is a sub-battle

for the next one.

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BOSS: Masamune

HP: ~3,500
DIFFICULTY: 3/5
PARTY: Crono, Marle and Robo
WEAKNESS: Slash
CHARM: None
ITEM WON: None

Wow! The music for this fight rules! This fight isn't that hard. There's a trick on beating him, like for most other bosses. Masamune has some pretty strong single attacks, so you really won't need to heal. The problem is that his single attacks damage all his enemies in an area, so it might even damage all three. Use stuff like Cyclone and Ice and Rocket Roll at first. When it says "Tornado Energy powering up" or something like that, get ready to use Slash and do it QUICKLY! It neutralizes the energy of the Tornado. And trust me, you don't wanna know how much the Tornado does to you. If you do miss on Slash, Masamune will use the Tornado, which will do a lot of damage. Use Aura Whirl or Aura Beam quickly. Repeat using Slash when it says "Tornado Energy powering up" and it shouldn't be a problem.

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BOSS: Nizbel

HP: ~4,000
DIFFICULTY: 3/5
PARTY: Crono, Ayla, Robo
WEAKNESS: Lightning
CHARM: Third Eye
ITEM WON: None

This boss can be really hard if you don't use Lightning. Like the Megasaurs, you must use Lightning to weaken his defense. Use Lightning 1 or 2 on him then attack with your best attacks. If you have Volt Bite, use it. It does A LOT of damage to Nizbel. Have Robo heal while Ayla and Crono concentrate on attacking. After a while Nizbel will release all the Lightning energy you did to him on you, and it will hurt A LOT. Like about 200HP of damage. Quickly heal after this, and use Revives when needed. Volt Bite does a lot of damage on him, bit it's not easy to get. Remember~Use Lightning to beat this boss!

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BOSS: Flea
HP: 4,000
DIFFICULTY: 2/5
PARTY: Crono, Robo, Frog
WEAKNESS: None

CHARM: None
ITEM WON: None

If you Triple Raid then use it, it will do about 800 damage to Flea!
Otherwise go and fight a little and get it. Flea has some pretty annoying
attacks but they won't be that bad. If you need to heal then do it with
Frog, and use stuff like Max Cyclone for the Robo and Crono Double Tech.
Nothing new here.

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BOSS: Slash
HP: ~3,587
DIFFICULTY: 1/5
PARTY: Crono, Robo, Frog
WEAKNESS: None
CHARM: None
ITEM WON: None

You will fight Slash twice without any breaks in between. This is the
first time you fight him. He is a pushover. All you need to do is use
your Triple Tech Triple Raid. It does over 1,000 HP to Slash. Slash's
attacks aren't very damaging, he isn't fighting with his main weapon, you
know.

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BOSS: Slash
HP: ~5,227
DIFFICULTY: 3/5
PARTY: Crono, Robo, Frog
WEAKNESS: None
CHARM: None
ITEM WON:

This is way harder than the first match. Slash has some very damaging
attacks with his sword. But his defense stays the same. Use Triple Raid
once again. Frog should use healing often when you are weakened by Slash.
I don't really remember much about this fight, but with Triple
Techniques, it's not too hard.

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BOSS: Ozzie
HP: 5555
DIFFICULTY: 1/5
PARTY: Crono, Robo, Frog
WEAKNESS: None
CHARM: None
ITEM WON: None

Ozzie has trapped himself in a crystal. If you hit him, he will hit you
back with a spell. When you hit him you do no damage. To win this, select
attack and move your cursor to the left and target the crane. You will

kill it and a trapdoor in the room will open. Now do that again: Select attack and move your cursor to the left and kill the crane. Another trapdoor will open and Ozzie will mock you. Do this again and a trapdoor will open near you. Do this once more and a trapdoor opens beneath Ozzie! He falls.

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BOSS: Magus
HP: ~6,500
DIFFICULTY: 5/5
PARTY: Crono, Robo, Frog
WEAKNESS: Masamune
CHARM: None
ITEM WON: None

Equip the Hero's Medal on Frog, just in case, before going into this fight. This is a very tough fight, hardest so far. Don't use Triple Raid. It barely does any damage to him. To defeat him, look at the message bar and wait for his weakness to appear. He will use a spell after the message bar disappears. The spell he uses will really hurt you. He will also use Geyser, but that doesn't hurt you a lot. Remember to heal and make sure to revive dead members. Frog's Masamune will lower Magus's magic defense. Mid Tonics are a must in this battle, especially when you don't have any good healing spells, Frog's Slurp is a healing spell but it's a crappy one. Halfway through the fight, Magus will stop using spells. The message bar will say that he is powering up a spell. Start to quickly attack him. Keep attacking him until he uses his main spell, Dark Matter. It does over 230 HP of damage. So be sure to heal with Mid Tonics. He will do the same thing again. Repeat the pattern until you run out of Mid Tonics, but if you used, like, 30 of them in this battle, Magus is probably near death. I ran out of Mid Tonics, but still luckily beat him. Using Crono's Lightning is also a good idea. Oh by the way, the music in this battle is awesome! Keep trying and you will defeat Magus.

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BOSS: Nizbel II
HP: ~4,500
DIFFICULTY: 2/5
PARTY: Crono, Ayla, Frog
WEAKNESS: Lightning
CHARM: Third Eye
ITEM WON: None

The fight is pretty easy. Nizbel II is stronger than the first Nizbel, but if you have Volt Bite this should be a breeze. Using Volt Bite does about 800HP damage to Nizbel II. Have Frog heal when Nizbel II releases the lightning energy. Keep using Volt Bite, even when Nizbel II's defenses are up. He has a bash attack but it doesn't hurt much. Eventually you will beat him.

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BOSS: Azala and the Black Tyrano
HP:
Azala - ~2,500
Black Tyrano: 10,500
DIFFICULTY: 3/5
PARTY: Crono, Ayla, Frog
WEAKNESS:
Azala - Water
Black Tyrano - None
CHARM:
Azala - Shield
Black Tyrano - Magic Tab
ITEM WON: None

Expect to have a long but fun fight. What do you expect when fighting a T-Rex? Anyway, if you try to attack the Black Tyrano you will barely do any damage to it. And if you can kill it before killing Azala, then you must be one good player (except if you're playing on New Game +). Start out using stuff like Spire or Volt Bite on Azala. You will do about 200HP to him though, but not much spells will do any higher. The Black Tyrano can eat a party member and spit him/her out draining about 300HP from the party member and giving itself about that much. Azala is psychic and uses Telekinesis on party members for low damage. Just keep using Double Techs, or possibly the Triple Tech 3-D Attack to cause a bunch of damage to Azala. When he is dead, he will use Azala Break and die. Now it's time to defeat the Black Tyrano! Heal up and wait for the message "Removes Df, and is storing pwr" on the screen bar. When it disappears, you are able to attack Black Tyrano for lost of damage. Volt Bite and Spire do lots of damage, as are others. The Black Tyrano will start counting down from 5 to 0. You have lots of time to mess around and do damage on the Black Tyrano between that countdown. When the countdown reaches 0, he will use a spell that does about 300HP to all party members. Make sure to have your HP above 300. After that just wait for him to start storing power again and repeat the attacks and techniques and you will eventually beat him.

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APPENDIX D - TOWNS AND SHOPS
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TOWNS:

Ioka Village
Location: 65 Million B.C Prehistoric Age

Porre Village
Location: Present and Middle Ages

Dorino Village
Location: Middle Ages

Trann Dome
Location: Future

Upper Arris Dome
Location: Future

Kajar
Location: Magic Kingdom

Zeal Palace
Location: Magic Kingdom

Truce Village
Location: Present and Middle Ages

Choras Village
Location: Present and Middle Ages

Terra Cave
Location: Earthbound Island

Last Village
Location: Earthbound Island

Enhasa
Location: Magic Kingdom

Leene Square
Location: Present

SHOPS:

CHORAS VILLAGE-
Shop:
Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Ether 800G
Mid Ether 2000G

Heal 10G
Revive 200G
Shelter 150G

MEDINA VILLAGE

Shop:

Iron Blade 44800G
Steel Saber 65000G
Demon Edge 65000G
Lumin Robe 65000G
Flash Mail 65000G
Glow Helmet 65000G
Tonic 1280G
Mid Tonic 12800G
Full Tonic 65000G
Heal 1280G
Revive 25000G
Shelter 19200G
Ether 65000G

PORRE VILLAGE-

Shop:

Steel Saber 800G
Iron Bow 850G
Dart Gun 800G
Karate Gi 300G
Bronze Mail 500G
Bronze Helm 200G
Tonic 10G
Heal 10G
Revive 200G
Shelter 150G

TRUCE VILLAGE-

Shop:

Iron Blade 200G
Lode Sword 4000G
Karate Gi 300G
Bronze Helm 200G
Tonic 10G
Heal 10G
Revive 200G
Shelter 150G

MELCHIOR'S HUT-

Shop:

Red Katana 4500G
Robin Bow 2850G
Plasma Gun 3200G
Hammer Arm 3500G
Titan Vest 1200G
Tonic 10G

Mid Tonic 100G
Heal 10G
Shelter 150G

CHORAS VILLAGE(Middle Ages)-

Shop:
Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Ether 800G
Mid Ether 2000G
Heal 10G
Revive 200G
Shelter 150G

DORINO VILLAGE-

Shop:
Tonic 10G
Mid Tonic 100G
Heal 10G
Revive 200G
Shelter 150G

PORRE VILLAGE(Middle Ages)-

Shop:
Gold Suit 1300G
Beret 700G
Tonic 10G
Mid Tonic 100G
Heal 10G
Revive 200G
Shelter 150G

TRUCE VILLAGE(Middle Ages)-

Shop:
Iron Blade 350G
Dart Gun 800G
Karate Gi 300G
Bronze Helm 200G
Tonic 10G
Heal 10G
Revive 200G
Shelter 150G

ARRIS DOME-

Shop:
Auto Gun 1200G
Iron Suit 800G
Iron Helmet 500G
Tonic 10G

Mid Tonic 100G
Heal 10G
Revive 200G
Shelter 150G

TRANN DOME-

Shop:

Auto Gun 1200G
Iron Suit 800G
Iron Helmet 500G
Tonic 10G
Mid Tonic 100G
Heal 10G
Revive 200G
Shelter 150G

IOKA VILLAGE-

Before Fighting Magus:

3 petals, 3 fangs=Ruby Gun
3 Petals, 3 horns=Sage Bow
3 Petals, 3 feathers=Stone Arm
3 fangs, 3 horns=Flint Edge
3 fangs, 3 feathers=Ruby Vest
3 horns, 3 feathers=Rock Helmet

After Fighting Magus:

3 petals, 3 fangs=Dream Gun
3 petals, 3 horns=Dream Bow
3 petals, 3 feathers=Magma Hand
3 fangs, 3 horns=Aeon Blade
3 Fangs, 3 Feathers=Ruby Vest
3 horns, 3 feathers=Rock Helmet

TERRA CAVE-

Shop:

Demon Edge 17000G
Comet Arrow 7800G
Mega Blast 9800G
Megaton Arm 15000G
Flash Blade 18000G
Lumin Robe 6500G
Flash Mail 8500G
Glow Helmet 8500G
Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Heal 10G
Revive 200G
Shelter 150G
Ether 800G

LAST VILLAGE-

Shop:

Star Sword 25000G
Sonic Arrow 10000G
Shock Wave 11000G
Kaiser Arm 21000G
Rune Blade 24000G
Hurricane 35000G
Aeon Suit 9000G
Aeon Helmet 7800G
Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Heal 10G
Revive 200G
Shelter 150G
Ether 800G
Mid Ether 2000G

ENHASA-

Shop:

Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Ether 800G
Heal 10G
Revive 200G
Shelter 150G

KAJAR-

Shop:

Alloy Blade 21000G
Big Hand 18000G
Pearl Edge 22000G
Lode Vest 8500G
Lode Helmet 6500G
Tonic 10G
Mid Tonic 100G
Full Tonic 700G
Heal 10G
Revive 200G
Shelter 150G
Ether 800G

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THE 12 ENDINGS
++++

Ending #1-Original Ending:

How to get: Beat Lavos by going through Black Omen, 1999, or through the Bucket in the End of Time.

Rating: B

Ending #2-The Millennial Fair Gate:

How to get: Need to be on New Game + plus mode. Get Marle and go to Leene Square. When you are at the blue gates (Lucca's invention) go onto the

right pod and you will be transported to Lavos.

Ending: You will see characters from the game as well as cartoon images of the Square Staff. Every character from the game is named differently as a person of Squaresoft. And you can go through the End of Time gates to reach different spots (not the original ones) where you can talk to the staff. This is the hardest to get ending, but it's well worth it.

Rating: A

Ending #3-Frog vs Magus

How to get: Need to be on New Game + mode, get the Masamune and go to the Magic Cave. When Frog has the Masamune equipped go to the Lavos gate and defeat Lavos there. You can't do this after defeating Magus.

Ending: Frog goes to Magus's castle alone to take on Magus. Then the game ends.

Rating: C+

+++++

Q & A

+++++

Q. After the Ocean Palace and Magic Kingdom breakdown, Schala disappears. Where did she go?

A. * Sigh *

SPOILER

SPOILER

SPOILER

SPOILER

SPOILER

SPOILER

SPOILER

SPOILER SPOILER

Play Chrono Cross

SPOILER SPOILER

SPOILER

SPOILER

SPOILER

SPOILER

SPOILER

SPOILER

SPOILER

Q. What the heck is Chrono Cross?

A. Huh? You don't know?! It's the sequel to Chrono Trigger for the Playstation. It's one of the best games ever! Give it a try if you have the Playstation!

Q. I'm having trouble on [Insert Boss name here]! That boss keeps casting a [Elemental spell such as Fire] on me! How do I beat this boss?

A. These are some methods for beating bosses with strong elemental spells, keep in mind that they won't work all the time:

1. Equip an armor or accessory that would counter the element, for example, equip a Ruby Armor if the boss is fire based. This will reduce fire damage 80% (with Ruby Armor, that is). The trick will now work if there is no place to get an armor or accessory that would counter the element, so try out the next method.

2. Use Barrier on your party members so their Magic Defense raises. This way the spells won't do much damage since you are protected by Barriers.

Method 1 is usually the best, but if you can't do it try the second one, both work.

Q. Can I win if I go all-out on a boss?

A. No way! Don't even try going all-out on a boss! You will die very quickly. How would you win a boss if you don't use healing? Well, only if you are playing on New Game + or are on level 99, otherwise don't try it.

Q. What is the best way to damage a boss?

A. Usually, the best way to damage a boss is to use the element that counters the element the boss uses. For example, Fire counters Ice. Lightning counters Wind. For example, if you use Lightning on Masa, you can damage it more than you normally would with something else. Also non-elemental attacks also damage a boss. Triple Techs are the key though.

Q. Why do you use Crono, Frog and Robo all the time?!

A. Now I don't use them all the time, they are just the best part for me. Triple Raid is a good technique, while Frog's healing can substitute Marle. Robo and Crono have good attacks, and Frog can use the Masamune to do high damage. If you need a substitute for one of them, use Ayla. She is also very good.

Q. Is there a difference in to waiting for the execution or breaking out in Guardia Prison? Let me know!

A. No, there isn't. If you wait for the execution things will be a lot easier. But if you are looking forward to a harder path, then you may want to break out of the prison.

Q. In Leene Square, there are a bunch of races in the main area. Can I race too?

A. The answer is short and simple: Yes. But it will be hard to get in. I don't remember this clearly, but I think when the race starts, you must be going along with the other racers. It may seem like you would win, it's not that hard. I'll try to get back with the full answer soon!

Q. How do I know who will win in the Leene Square races?

A. It's random, so the odds are luck.

Q. HEY!! I can't play New Game + on the Chrono Trigger ROM!!!!

A. Unfortunately, you can't. When the words THE END appear at the * AHEM * the end, you can't start over. In Super NES, when the words THE END appear, you can just reset the game and you will see the New Game +. In the ROM, you have to load a state. HOWEVER, some people e-mailed me and told me that there is a way, but you need a newer version. When the game ends, go to reset and it will be there. I'm not so sure though. Here's Eon Strife's definition:

Hi,

1. I've found the way to play New Game+ mode with Zsnes. New Game+ mode uses a save data. So, you need to save the game, not the ZSNES save state, but in-game save. I suggest you save the game in ??? era (Inside Lavos). Then, in the "The End" screen, open Zsnes Gui, use the second pulldown menu and choose "Reset". Then load the ROM, pass the title screen, and you can choose to get "New Game", "New Game+", and load saved data. That's it. BTW, I used Zsnes ver.

1.00 for Dos.

Q. What's the point of Gato in the Leene Square?

A. If you beat Gato, you will earn 15 Silver Points. You can fight him as much as you want. He is not too hard. And no, he is not a cat.

Q. Why isn't the Black Omen in the Prehistoric Age?

A. Because Zeal is from the Dark Ages, and the only age below the Dark Ages is the Prehistoric Age.

Q. What's the point of the Sun Keep?

A. To get the Sun Stone. Place the Moon Stone found at the Sun Palace in the Sun keep of the Prehistoric Age, then go to the Present and find out that it has been stolen. Go back to the Middle Ages and buy the jerky and give it to the woman in the Mayor's house for FREE. Then retrieve the Moon Stone in the present and in the future, go to the Sun Keep and find the Sun Stone. Make the Rainbow Sword or Wonder Shot out of this.

Q. How did Magus travel back in time? And then who is Janus? I'm confused!

A. After beating Magus, he traveled to the Dark Ages and became the Prophet. Now, the young Magus used to live in the Magic Kingdom and was known as Janus. After the Mammon Machine break, Janus, Melchior, Belthasar, and Gaspar all got into a Time Gate. Janus appeared in the Middle Ages, and was found by Ozzie (that's how he became evil). Melchior got to the Present, Belthasar in the future and Gaspar in the End of Time. Still confused? Play the game.

Q. How do you get a cat?

A. Get 80 Silver Points and go to Norstein Bekkler's lab. Go for 80 points and if you win, you will get a cat. The cat will be in Crono's House. Play it again for cat food, and put the cat food in the bowl at your house. Your two cats might have kittens.

Q. In Arris Dome, I can't see anything!

A. It's because of the ROM transparency. Pressing 3 will get rid of it, but the text will also be unseen. So go to video in options and put it on VESA or something like that. That should fix it.

Q. What happens if I DO beat Golem in the Zeal Palace?

A. Nothing. The Queen gets mad at you. But nothing special happens.

Q. I am having trouble beating Magus!! Give me a strategy!

A. Ok, here it is:

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BOSS: Magus

HP: ~6,500

DIFFICULTY: 5/5

PARTY: Crono, Robo, Frog

WEAKNESS: Masamune

CHARM: None

ITEM WON: None

Equip the Hero's Medal on Frog, just in case, before going into this fight. This is a very tough fight, hardest so far. Don't use Triple Raid. It barely does any damage to him. To defeat him, look at the message bar and wait for his weakness to appear. He will use a spell after the

message bar disappears. The spell he uses will really hurt you. He will also use Geyser, but that doesn't hurt you a lot. Remember to heal and make sure to revive dead members. Frog's Masamune will lover Magus's magic defense. Mid Tonics are a must in this battle, especially when you don't have any good healing spells, Frog's Slurp is a healing spell but it's a crappy one. Halfway through the fight, Magus will stop using spells. The message bar will say that he is powering up a spell. Start to quickly attack him. Keep attacking him until he uses his main spell, Dark Matter. It does over 230 HP of damage. So be sure to heal with Mid Tonics. He will do the same thing again. Repeat the pattern until you run out of Mid Tonics, but if you used, like, 30 of them in this battle, Magus is probably near death. I ran out of Mid Tonics, but still luckily beat him. Using Crono's Lightning is also a good idea. Oh by the way, the music in this battle is awesome! Keep trying and you will defeat Magus.

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Enough?

Q. I can't get enough of Chrono Trigger. It's such a great game!

A. Yeah, it is. It was the best RPG for the Super Nintendo, followed by Final Fantasy 3/6. If you never played it, go get a ROM for it or buy it in a store such as Game Crazy.

Q. Some of your strategies didn't work!

A. Why? Do you expect to see everything here correct? This FAQ is NOT 100% Perfect. There are other FAQs for this game too. Read them if mine didn't help much.

Q. I heard I can change my name. How?

A. In Laruba Ruins, go all the way north and you will see a Nu. It will let you change Crono's name. In addition it will give you a Silver Rock.

Q. Where is the Race Log? I want to get a good record on the races.

A. After beating Johnny in a race, go west of where the speed bike is. Don't go in the Speed Bike. West of it is a short dungeon with one chest that is guarded by Shadows (You can't see them). After beating them search the chest for the Race Log. It's used to record you bike race times with Johnny.

Q. I am cruising around in my Epoch and I see this big black floating building! What is it?

A. That is the Black Omen. It's where you can get a good ending by defeating Lavos and Zeal there.

Q. What's behind the Black Tyrano in Tyrano's Lair?

A. Ummm.. THERE IS NO POSSIBLE WAY TO GET THERE. In Giant's Claw, the Rainbow Shell is there. But in Tyrano's Lair it's probably thr T-Rex's Lair.

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GAME GENIE CODES

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EEDD-7F5D Start with a higher max HP

63DD-745D Start with a higher max MP

BDDD-74ED Start with max power

BDDD-777D	Start with max stamina
BDDD-775D	Start with max speed
BDDD-778D	Start with max magic
BDDD-77ED	Start with max hit ratio
BDDF-7D7D	Start with max evade
BDDF-7D5D	Start with max magic defense
A1EE-EFD9	Level 99
22EC-ED60	Gain all techniques

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TRIVIA

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Some e-mailer: I KNOW EVERYTHING ABOUT CHRONO CROSS AND CRONO TRIGGER!
TEST my SMARTS! Anonymous.

Okay... I'll test your smarts on this FAQ. Let's see if you guys know the answers to these questions. E-mail me. I'll put up the people who got the most right on this FAQ! Oh, and remember. These are not only Chrono Trigger, but Chrono Cross too!

-MULTIPLE CHOICE-

1. Who is Glenn?

- A. The Frog in Chrono Trigger
- B. The swordsman in Chrono Cross
- C. A and B
- D. None of the above

2. Where would CHRONO CROSS be located?

- A. At a store
- B. In the Divine Dragon Falls
- C. A and B
- D. None of the above

3. How do you free (CHRONO CROSS SPOILER) Schala (CHRONO CROSS SPOILER END)???

- A. Do this chain: Yellow, Red, Green, Blue, Black, White Elements, then use Chrono Cross
- B. Defeat Lavos
- C. Move the cursor to the upper core and attack it
- D. First, defeat the Time Devourer in Terra Tower, then visit Hermit's Hideaway and go to Lucca's House. There, you will find out how to free Lavos.

-THINKING-

1. Where is Einlanzer 2 located?
2. Where is Einlanzer 1 located?
3. Where is Masamune 1 located?
4. Where is Masamune 2 located?
5. What does the Kilwala give you atop Denadoro Mountains?
6. Who kills Cyrus? (be specific)
7. Where was Frog born?
8. Where was Zappa born?
9. Who is Zappa's son?

10. Who can you free inside the Guardia Prison?
11. True or False: You can go to Porre in Chrono Cross
12. Where does the stream on the upper left of the Chrono Cross overworld lead to?
13. What is the location of Terra Tower?
14. Why was the song "Singing Mountains" taken off Chrono Trigger?
15. In which part of Chrono Trigger do you hear the song "To Far Away Times"?
16. Who drew Crono, Lucca, Marle and other characters in Chrono Trigger?
17. Name one thing Magus and Lynx have in common.
18. How long does Gato live?
19. What height is Turnip?
20. What is Lucca's best weapon and how does she get it?

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That wasn't too hard. If you e-mail me new trivia stuff, I can give you credit and put it up there... but try the ones above out.

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CONTRIBUTOR COMMENTS

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Some comments from readers who e-mailed me are posted there. They are usually things that could help out and tips in the game. So if I can't help out, maybe the comments below will.

Eon Strife:

Hi,

1. I've found the way to play New Game+ mode with Zsnes. New Game+ mode uses a save data. So, you need to save the game, not the ZSNES save state, but in-game save. I suggest you save the game in ??? era (Inside Lavos). Then, in the "The End" screen, open Zsnes Gui, use the second pulldown menu and choose "Reset". Then load the ROM, pass the title screen, and you can choose to get "New Game", "New Game+", and load saved data. That's it. BTW, I used Zsnes ver. 1.00 for Dos.

2. I play the New game+ mode. When I go to Lucca's show (before performing the teleportation, and before Marle disappears), I go to shining dot with Marle and fight Lavos. Can I get the developer ending if Marle comes with me ?

3. About your quiz in your CT faq, I want to know the answer of no. 12 and 14. Could you tell me please ? I am very eager to know, especially about the "Singing Mountain" (It is one of my favourite CT song).

Thanks.

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CREDITS-

Alright I'm not finished but I'll be updating!

Version 2.0

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THANKS-

=====
CJayC-For making Game FAQs and for putting my other FAQs in.

Wiseone444-Telling me some secrets about this game.

Eon Strife-Comments and tips

Dingo Jellybean-For help on the Ocean Palace.

Chrono Trigger Guide by Nintendo-Loads of info on techs and others.
=====

MY E-MAIL POLICIES:

E-MAILING

I get way too many e-mails on games and my FAQs, so I decided to add this little section. Here are the rules of e-mail, follow them!

ACCEPTABLE E-MAIL

- *Help on anything serious
- *Secrets
- *Corrections
- *Info
- *Walkthrough Info
- *Sections to add
- *Thanks Mail
- *FAQ usage (to put in in another site)
- *Chrono Cross information

NON-ACCEPTABLE E-MAIL

- *Hate Mail
- *Nothing about the game mail (i.e "How do I enter the messageboard").
- *Repeat Mail
- *Pointless Help Mail
- *Chain Letters
- *Spam Mail
- *Bombs
- *Worldwide Hacks
- *Worst Virus ever
- *The.. Ok, you get the point..

WHY E-MAIL ME?

- *Cause you want help in the game
- *Cause you want help NOT in the game
- *Cause you're bored
- *Cause you want me to help you write some parts to your FAQ
- *Cause you want to fix something in the FAQ
- *Cause you want to give me some secrets
- *Cause you're a fellow FAQ writer

*Cause you're looking for someone to help you write your first FAQ
*Cause you can smell what The Rock is cookin'
*Cause you just want to send me a mail that's pointless so my e-mail box
will be flooded with these

- Hehehe. Well, that's about a lot of the messages I get, try to see what
you mailed me, it's on that list

WHY HAVEN'T I RESPONDED TO YOUR E-MAIL MESSAGE?

*I didn't get that message
*The stuff you needed help on was INCLUDED IN MY FAQ
*I try to reply to you but it comes back saying "ADDRESS NOT FOUND" (get
a new back-up one)

FAQ FACTS:

Pages to Print: 116

Words: 31,982

~KB: 222

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Lines: 6,564

Next Update: Before October

Haunter120
Haunter150@hotmail.com
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