

Chrono Trigger (Import) FAQ/Walkthrough Final

by ATadeo

Updated on Feb 16, 2001

=====

C H R O N O T R I G G E R

=====

Chrono Trigger Walkthrough and FAQ version 1.25

By: "A" Tadeo

Created: June 23, 2000

Date last Updated: January 11, 2001

Mail me at: c_trigger@edsamail.com.ph

ICQ#: 12218741

Home Page: <http://surf.to/aaronph>

DISCLAIMER

This Walkthrough/FAQ is created for personal use only. You must not use it for anything that gains profit. Specifically Magazines, Game Guides, Commercial Web Sites. You're also not allowed to rip off part/s of this Walkthrough/FAQ and put it on your own Walkthrough/FAQ. Anyone doing this is guilty of "plagiarism", the act of stealing and passing off of ideas and words of another as one's own without crediting the source.

You also cannot use this Walkthrough/FAQ as a guide for you to make your own Walkthrough/FAQ, you must do everything there is to do in the game yourself or have others give info about your game and give them proper credit. You can copy the layout though.

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

INTRODUCTION

Hello everyone! Welcome to my very first walkthrough/FAQ. I decided to create one for myself for many reasons, I want to prove that I can beat a game efficiently, I also want to prove that I can create a good Walkthrough/FAQ, and I also want to share to others what I have done and what have I seen so far regarding the game. I hope I can create this Walkthrough/FAQ well so that you won't get lost in the game. Honestly, I prefer not to play a game from the beginning to the end using a walkthrough. Just play the game and if you somehow left yourself trapped or stuck in a particular place/event in the game, use this guide to help you.

Let's talk about the game itself. In my opinion, Chrono Trigger is the best RPG ever to appear in the Super Nintendo Entertainment System Console. It has the best sound track of an RPG game in the SNES console. And the storyline of

the game is excellent. You'll feel you're a part of the game. Each character has his/her own story, and time periods as well. The story might not be clear at the beginning, but once you play through the game, you'll see how good the story square came up with for Chrono Trigger.

In the game, you'll start off with Crono, a young boy from Truce Village. You'll wake up at his house. He will go to Leene's Square to meet his friend Lucca. When suddenly destiny calls upon him by receiving the pendant from a girl named Marle. Thus, the adventures of Crono and his friends through time begin. I won't spoil the rest of the story for you so you'll enjoy the game.

One last thing, if you find any error at all, wrong places, wrong amount/item/equipments' descriptions, grammatical errors, etc., please e-mail it to me so I can repair it and post it at once. Thank you and enjoy playing Chrono Trigger.

CONTENTS

- i. E-mail Policy
- I. Updates/Revisions
- II. Game Information
 - A. Game Controls
 - B. Game Menus
 - C. Game Basics
 - D. Character Status
 - E. Status Ailments/Abilities
 - F. Magic and the Elements
 - G. How to get/use Techs
- III. Character Information
 - A. Main Characters
 - B. Supporting Characters
 - C. Arch-Enemies
- IV. Walkthrough
- V. Endings
- VI. Techniques List
 - A. Single Techs
 - B. Dual Techs
 - C. Triple Techs
- VII. Weapons
- VIII. Armor
- IX. Helmets
- X. Accessories
- XI. Items
 - A. Normal Items
 - B. Special Items
- XII. Enemy List
- XIII. Sealed Chests and Doors
- XIV. Shops
- XV. New Game+ Information
- XVI. FAQs
- XVII. Gameplay Tips
- XVIII. Other Stuff (New!)
 - A. Words of Wisdom
 - B. Scenes of Humor
 - C. Screwed Up
- XIX. Credits

E-MAIL POLICY

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

Do's

1. Send me a question, which cannot be found on my guide. I will be more than happy to help you.
2. Try to be specific in order for me to understand what you're trying to ask me.
3. You can send in your questions/contributions/other e-mails in text or HTML format. No executables.
4. Check first if you have the latest version of this guide. If you asked a question in a previous version, the answer might already be in a new version.

Don'ts

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

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

UPDATES/REVISIONS

Version 1.25 (Started: January 11, 2001)

- Walkthrough Update:
 - Sewer Access (fixed the directions)
 - Black Omen Tips
 - Sunken Desert Info (getting the treasures)
- Enemy List Complete (I forgot the Amphibite)
- FAQ #1 Update (new sites)
- Credits Section Update

Version 1.24 (Started: January 2, 2001)

- The use of the Beds at the Chief's Hut in 65,000,000 BC
- FAQ #10 Update
- Credits Section Update

Version 1.23 (Started: December 14, 2000)

- Walkthrough Update:
 - New Golem Strategy
- Correction on Ayla's Bronze Fist (should be level 96)
- FAQ #1 Update (new site)
- Screw up Section Update
- Credits Section Update

Version 1.22 (Started: November 26, 2000)

- New Ending (Wow! I didn't expect this one.)
- Weapon List Update
- Credits Section Update

Version 1.21 (Started: November 25, 2000)

- Walkthrough Update:
 - Special note when battling Magus
 - Right Elevator at Factory (everything)
 - New Weapon for Robo at Denadoro Mts.
- Weapon List Update
- Enemy List Update
- Credits Section Update

Version 1.20 (Started: November 18, 2000)

- Walkthrough Update:
 - Crono's Dream after beating Magus
 - Secret Room in Route 2 at Reptite Lair
- Credits Section Updated

Version 1.19 (Started: November 13, 2000)

- Walkthrough Update:
 - New Mother Brain strategy
- Scenes of Humor Section Updated
- Screw Up Section Updated
- FAQ #1 update (new site)
- E-mail Policy revised
- Credits Updated!

Version 1.18 (Started: November 10, 2000)

Now, if only someone could kindly send me a few cheats for the game. I really don't like cheating but a lot of people already asked me about cheat codes. I think the guide is very much complete. I'll just add some strategies and extra stuff if there are some. But you can tell me if I still miss something.

- Walkthrough Update:
 - Unlimited Power Tabs at Black Omen
 - New TerraMutant Strategy
- Scenes of Humor Update
- Credits Section Updated

Version 1.17 (Started: November 4, 2000)

- Walkthrough Update:
 - I've discovered a new Power Tab (Hero's Grave 1000 AD)
 - New Mother Brain Strategy
- Words of Wisdom Section Update (2 Words of Wisdom)
- Enemy List Finished!

Version 1.16 (Started: October 26, 2000)

(I started a new Game in order to know the exact TP gained from the enemies. Whew! That was very tiring. Note: With Chrono Cross at the same time. Also, e-mails were quite few these past days but yesterday, 10/28, I received 8 in a span of 8 hours regarding CT alone. Thanks to all of you. Now, on with the update...)

- Walkthrough Update:
 - Terra Cave Equipment Alternative (See Terra Cave)
- Major Enemy List Update
(Fixed HP,TP and EXP info)
- New GolemTwins Strategy
- Correction on Ayla's Iron Fist
(Ayla will get it when she reaches level 72)
thanks to Lord Hades for the info
- Screw Up section Updated! (interesting)
- Credits Section Updated

Version 1.15 (Started: October 17, 2000)

-
- New Contact Information, Check the top of the page
 - New e-mail address dedicated to Chrono Trigger
 - You can chat with me when you see me (aaron020) on DalNet (IRC)
go to #chrono_games which is my channel

Version 1.14 (Started: September 18, 2000)

-
- Walkthrough Update:
 - The Cake in Medina Village-Residence (where the portal is)
 - Magus' Castle info
 - Another Tab in Geno Dome
 - New Guardian and 2 Bits Strategy
 - Info on Ending #2 (about Marle)
 - New gameplay Tip (recommended!)
 - E-mail Policy (new!)
 - New FAQ
 - Credits Section Updated!
 - Included my Home Page on top of this guide!

Version 1.13 (Started: September 15, 2000)

-
- Walkthrough Update:
 - You MUST speak with the woman, beside the sapling, in Commons 12,000 BC in order to activate Fiona's Side Quest. If you didn't speak to her, Fiona's husband won't be at home.
 - Five Mid Tonics at Guardia Castle (after the Trial)
 - Gameplay tips! (Johnny's Racing)
 - Credits Section Updated

Version 1.12 (Started: September 13, 2000)

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

- Walkthrough Update:
 - Fixed Dalton's HP

- Downside of Ozzie's Pants being equipped (check out helmet list)
- New Words of Wisdom
- Item list updated
(I finally decided to include trading items)
- Credits Section Updated
- MAJOR Spelling/Grammar Check (again)
(This time, with the spell/grammar checker. Only the some of the pronouns are mistakes. I.e. I used the word 'His' for a female character. It took me 40 min. to correct A LOT of mistakes)

Version 1.11 (Started: September 8, 2000)

- Walkthrough Update:
Fixed ending #5 in the walkthrough. The condition is correct but I typed it in the wrong place in the walkthrough.
- Variations for Ending #12 (almost same as #1 except, w/o Crono)
- Correction about Zombor
- Credits Section Updated!
- another spelling/grammar check

Version 1.10 (Started: September 2, 2000)

- Walkthrough update:
Cleared some points at Giant's Claw. Where there are 2 switches monsters on both sides. I incorporated the endings to the walkthrough.
- Hit Stats explanation. Check Character Status section.
- New Giga Gaia Strategy!
- Another Magic Tab location
- Included some Variations of some Endings
- Credits section updated!
- New FAQ at FAQs Section
- Major spelling/grammar check (w/o using spell checker)

Version 1.09 (Started: August 29, 2000)

(To those asking for my Chrono Cross guide, it's on its way :) Please be patient. Thank you. And I stand corrected! CRONO CAN TALK! Check Ending #11. I was totally blown away by that Ending!)

- Complete Endings!!! (finally)
Thanks to Mr. Oliver Debski for telling me when to fight Lavos. I repeated the game once more and I've tried to get new endings. Thanks to Oliver, I managed to see EVERY ending as of now. To tell you the truth, I'm shocked to see more than 10 endings. You can try to see them, and you will. There are 12. :)
- Correction on Lavos' Right Bit HP
- Credits Section Updated
- Weapon List updated
- Enemy List updated
- Words of Wisdom Section Updated
- Scenes of Humor Section Updated
- Credits Section Updated!
- FAQs Section Updated (About Emulation and New Sites for the guide)
- Some spelling and grammar corrections

Version 1.08 (Started: August 25, 2000)

(Thought I was gone, eh? Remember, I promised to update this every time! :) Thanks again to those who sent their e-mails. I appreciate every bit of it.)

- Pillars of Light at the End of Time revealed

- Shop list Updated (new shop!)
- Scenes of Humor updated
- Words of Wisdom updated (CHECK THIS OUT!!!)
(I traveled all over time with the Epoch to get these)
- Screw Up section updated also
- Another Speed Tab location discovered (Toma's Grave)
- Weapons/armors/helmets sections updated
(some are new ones. I also included the Shops in their locations)
- Accessories Section Updated
- Incorporated Sealed Chest in the walkthrough
- New Magic Tab inside Ozzie's Fort
- New Sealed Chest Location
- 9999 Point attack revealed (Check ending #2)
- Info about the persons you'll find inside Magus' Lair
- FAQ Section Updated
- Cleared confusion about L.A.R.A. Code in Side Quest 1
- Credits Section Updated

Version 1.07 (Started: August 21, 2000)

(please take note also that I'm currently working on a guide for the sequel of this game, Chrono Cross. I'd like to tell everyone that I will always update this guide and I'll never abandon it. Thanks.)

- New Golem Twins Strategy
- New Nizbel II strategy
- 2 of the 3 new sections, updated! (the readers approved it!)
- Ayla's Fists upgrades included
(Check weapon list)
- Son of Sun (new strategy)
- Credits Section Updated
- Few Grammatical and Spelling errors, corrected (again)

Version 1.06 (Started: August 15, 2000)

(What an update! I thought I won't have as many. I stayed up every night updating and I finally finished the Charmed Items and the updates that were not included in the previous update. I finished the game within 8 hours with every side quest done. Of course, my characters are at level 70+ so I just breezed through the game until the later parts (Black Omen to Lavos). Also, please check out FAQ #9 in the FAQs section (regarding Other Stuff))

- Continued the Enemy Location and Charmed Items (near completion)
- Corrected the instructions inside the Blackbird
(If you follow the previous one, you'll surely get lost)
- Status Abilities Info Updated
- Sealed Chest/Doors finished!
- Special Items Updated
- Weapon/Armor/Helmet List Updated
- Accessories Updated
- Shops Updated (I included a few Inns)
- Credits Section Updated
- New ending discovered
- New Condition for Ending #2
- Correction about Naga-Ette bromide. Prize is Magic Tab not Speed.
- FAQs Section Updated
- Accessories are alphabetically arranged due to confusion
(The weapons/armors/helmets need not be arranged)
- Few grammatical and spelling errors, corrected

Version 1.05 (Started: August 11, 2000)

(I sent this update early because I might lose track of the updates, which are too many. I'll continue the charmed items and enemy location info next update. Note that I'm repeating the game again.)

- Updated the Walkthrough (I incorporated the endings)
- Small Update on Information regarding monsters (enemy location and charmed items)
- Sealed Chests and Doors info
- Weapon List Updated/Corrected
- New Triple Tech (Triple Raid)
- Tech Corrections
- New Black Omen Info/Correction
- I finally know what the Naga-ette Bromide is for
- 2 New Endings
- Added new condition for Ending #1
- Boss: MASA AND MUNE (combined) new Strategy
- Credits Section Updated
- Additional questions included in FAQs section

Version 1.04 (Started: August 5, 2000)

-
- New Dual and Triple Techs
 - Armors List Updated
 - New Accessories (Gold and Silver Rocks)
 - Boss: MASA AND MUNE new strategy
 - 300G in Mayor's Manor 1000 AD added
 - Credits updated once more! (Thanks again to everyone!)
 - Minor update on Special Items Section
 - Corrected info about Robo's Magic affiliation
 - Prizes by beating Spekkio included
 - FAQ section updated
 - Weapon List Updated
 - New Gameplay Tip

Version 1.03 (Started: July 30, 2000)

-
- Finally, an info about Save Menu Cursor and Save Battle Cursor
 - 2nd Arris Dome section updated (L+R+A Buttons)
 - Boss: GOLEM TWINS new strategy
 - Cleared minor confusion about Poyozo doll at Crono's House in the beginning of the game.
 - New FAQs
 - Credits Section Updated (contributors and readers)

Version 1.02 (Started: July 23, 2000)

-
- credits section updated
 - corrected major error on Side Quest 7
 - Included the Black Omen (Side Quest 7)
 - Updated the Monster, Weapons, Armor, Helms, Accessories lists
 - Updated the Shop list
 - New monsters in enemy list

Version 1.01 (Started: July 17, 2000)

-
- Finally included the 7 Side Quests info
 - Credits Section updated
 - Updated the Tech List
 - Updated the Monster List
 - Updated the Item List
 - Updated the Shops List

- Updated the Weapon/Armor/Helmet/Accessory Lists
 - Added some new Sealed Chest Location
 - Updated the FAQs section
- Check the FAQs, an important info is found there
Thanks to Carl Dexter for the info.

```

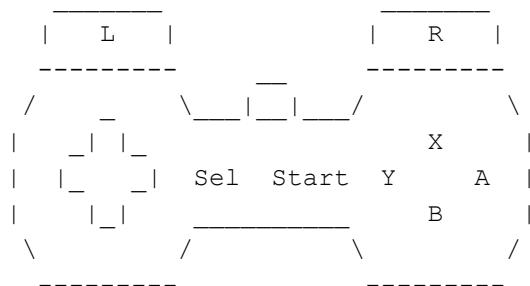
=====
                    GAME INFORMATION
=====

```

```

-----
A. GAME CONTROLS
-----

```



Here's a not so perfect but efficient image of the Super Nintendo Controller.
Here are the descriptions about each button:

- Start Button - Start the Game
- Pause the Game during play
- Select Button - Toggle Map
- L and R Buttons - Scroll down/up in menus respectively
 - Move Time dial in Epoch
 - There's a part in the game where you use the L and R buttons to advance to the next story/event
- Directional Pad - Move the Characters about
 - Browse Menus/Inventory
 - Select Dialogue Options
- X Button - Open the Game Menu
- Y Button - Change/Arrange Party Members
- A Button - Action button (talk, examine, view, etc.)
- B Button - Cancel/Run
 - Used in Race against Johnny (booster)

The XYAB buttons will also be used in various mini-games and events in the game. If you have a turbo button capable Controller then you have an advantage on the different mini-games. I.e. push "A" as fast as you can, whereas in a turbo controller, you just have to hold it.

```

-----
B. GAME MENUS
-----

```

There are various menus that you can see in the game. Push the X button to open the menu. Here are the images of these menus and what they contain and do. It'll also explain to you how to use them.

MAIN MENU

- The main menu is the little horizontal bar in the middle.

```
| A | B | C | D | E | F |
-----
```

- A. Character/Party/Game Information (Picture of Crono)
- B. Items
- C. Techs (TEC)
- D. Configuration (Image of a Window)
- E. Exchange (picture like the ones denoting recycling)
- F. Save Menu (Pen and Paper)

CHARACTER/PARTY/GAME MENU

- you can see here some information about your current party.

```
-----
| Char1 LV99 | ----- Element |
->| HP 999/999 | |Picture of| |
| MP 99/ 99 | |character | Name |
| A200 D210 | ----- LEVEL99 |
|-----| |
| Char2 LV10 | Weapon |
| HP 210/210 | Helmet |
| MP 18/ 18 | Armor |
| A120 D 89 | Accessory |
|-----| |
| Char3 LV50 | pwr. 90 spd. 16 |
| HP 850/875 | hit 24 ev. 20 |
| MP 27/ 89 | mag 28 stam. 98 |
| A190 D101 | M def. 90 |
|-----| |
| Time 11:11 | EXP 332124 |
| 12232G | NEXT 14344 |
-----
```

The 3 boxes to the left are the 3 characters on your party. The arrow point to the currently selected character. You can also view the other characters if you scroll down. The bottom left box shows the time and the amount of money you have. The large box contains information regarding the currently selected character. It has information regarding the character's Level, Status, Equipments currently equipped, elemental affiliation, and Experience.

If you select a character and pressed the A button, you can change the equipments of that character. Just select between the weapon, helmet, armor, accessory, what you want to change. After you've selected weapon, for example. You'll be shown the different weapons you've acquired that are compatible for the character you chose in the left window. You can select from the weapon list which one you want to want to equip. As you browse through the weapons, the box below will tell you of the abilities of the weapons. Example, Crono's Red Katana. The horizontal box that appears below will show "Magic + 2" which is an ability given to Crono. Therefore, Crono's Magic stat will rise by 2. Also, when you scroll you'll see some stats of that character become Blue or Gray. If you put the cursor beside a weapon and a stat of your character turns to blue, it means that the weapon where your cursor is, is stronger than the weapon currently equipped, so I advise pressing A button to equip it. If it turns gray, it means the opposite. It is weaker. To return back to the main menu, just press the B or Cancel button.

ITEMS MENU

- Here, you can see the list of items you currently have in your inventory

```

-----
| picture   Use/Move   Organize |
|-----|
| Restores 50 HP      |
|-----|
| -> Tonic      :70  ITEM |
|   Mid-tonic   :99  ITEM |
|   Full Tonic  :56  ITEM |
|   Ether       :59  ITEM |
|   Mid-Ether   :57  ITEM |
|   Full Ether  :53  ITEM |
|   Elixir      :24  ITEM |
|   HyperEther  :13  ITEM |
|   MegaElixir  :5   ITEM |
|   Heal        :99  ITEM |
|-----|

```

After you open the items menu, the cursor will point to the top item at once. You can see in this menu the items and their quantities. You can see at second horizontal bar the description about the item that is currently selected. If you press the B or Cancel button, the cursor will move to the Use/Move option on top. You can then choose between Use/Move and Organize. If you select organize, the items will be arranged in order from items, Weapons, Armors, Helmets, and Accessories. If you select the Use/Move option, you can choose an item and arrange the items yourself. There are 3 kinds of items, one that can be used only in battles, one that can be used only out of battles, and the other one can be used anytime. There are also the special items that are necessary to the story, like Marle's Pendant. To use an item, you must press the A button twice. If you pushed the A button once, another cursor will appear. If you move the second cursor to another item and pressed A, those items will then exchange places. So, that's how the item menu works.

TECHS MENU

- In here you can view all the techniques your characters have learned so far. You can use some healing techs out of battle also

```

-----
|      char1 Lv99 | | |
->| -P- HP 999/999 | 1  2  3 |
|      MP  99/ 99 | | |
|      MP used    |-----|
|                  | | |
|      Char2 Lv99 | Cyclone |
| -P- HP 999/999 | Slash  |
|      MP  99/ 99 | *Lightning |
|      MP used    | Spin cut |
|                  | *Lightning2 |
|      Char3 Lv99 | *Life   |
| -P- HP 999/999 | Confuse |
|      MP  99/ 99 | *Luminaire |
|      MP used    | | |
|-----|
|                  | Single Tech |
|-----|

```

Once you've opened the Techs window, the cursor will point to a character. If you press left or right on the directional pad, you can view the character's Single, Dual and Triple Techs. 1,2,3 Respectively. If you press the A button, the cursor will be brought to the Techs on the right box. You will be shown the ability and the MP requirement of the currently selected Technique. By the

way, the -P- before the character is the picture of that character.

You can also use some Techs out of battle. For example, Marle's Aura Tech. Just select it from the Tech list of Marle and press A to use it. You will know if you can use a Tech out of battle if it is colored Yellow.

A "*" before the Tech denotes that, that specific Tech uses Magic.

CONFIGURATION MENU

- you set various configurations of the game.

```
-----  
|           | 12345678 |  
| A   B | b Fast Slow |  
|           | 12345678 |  
| C   D | d 12345678 |  
|           |           |  
| E   F | f Off  1  2 |  
|           | h Confirm A |  
| G   H |   Cancel B |  
|           | Menu   X |  
| I   J |   Dash   B |  
|           | Map     S |  
|           | Warp   Y |  
|-----|  
|           |  
-----
```

You can see many options here. Their description are as follows:

A. Stereo

- Toggle Stereo Sound On/Off

B. Battle Speed

- Set the Battle and Message Speed. The lower the number highlighted, the faster it is.

- to set the Speed, select B from the left box and the cursor will go to the b in the right box allowing you to modify the speed

C. Battle Mode

- Toggle Battle Mode to Wait/Active

- "Active" mode means that the computer will not wait for you to finish your move. It will continue attacking you even while selecting an item. Recommended for Expert players who move fast.

- "Wait" mode means that the computer will wait for you to finish your move. While you're attacking, selecting Items/Magic/Techs, the enemy's bar will stop.

D. Window Color

- Change the color of the Menu Window

E. Save Menu Cursor

- The save menu cursor means the cursor will be where you left it when you exit the menu, when it is off and you exit the menus and then re-enter, it will have the character menu selected, if it was on and you were in another menu when you exited, it will then be that menu.

(Thanks to Razer107@aol.com for this info)

F. Battle Gauge

- Select Battle Gauge type or turn it off.

G. Save Battle Cursor

- This is almost the same as the Save Menu Cursor. For example, you used a Tech for Crono. In Crono's next turn, the cursor will be pointing at Tech. In short, it will point to one of the selections in the battle menu, which you used in the previous turn.

(Thanks to Razer107@aol.com for this info)

H. Control Pad

- Toggle Standard/Custom Control Pad Configuration
- The Standard configuration for the Pad is
 - Confirm - A
 - Cancel - B
 - Menu - X
 - Dash - B
 - Map - S
 - Warp - Y
- if you select the Custom configuration, you specify your own set of configuration

I. Save Skill/Item Cursor

- Almost the same as the Battle Cursor, except that it will copy the items and Tech you used in the previous battle and it will be used in the next battle. Again, please correct me if I'm wrong.

J. Skill/Item Info

- Toggle Skill/Item Info box on/off

EXCHANGE MENU

- Here, all you can do is change the party members' arrangement in battle. Hence, you can select here who will be the leader of your party.

```
-----  
| char1 LV99 |  
| HP 999/999 -p- |  
| MP 99/ 99 |  
| A100 D100 |  
|-----|  
| char2 LV99 |  
| HP 999/999 -p- |  
| MP 99/ 99 |  
| A150 D 90 |  
|-----|  
| char3 LV20 |  
| HP 210/210 -p- |  
| MP 1/ 24 |  
| A 75 D144 |  
|-----|  
| EXCHANGE |  
-----
```

It easy to use, just select the character you want to replace and then select the other character that you want to be exchanged with the first one.

SAVE MENU

- Besides from saving, you can see the details of the game. The total elapsed time, the # of save you made and the party members that you have when you last saved.

```
--- -----  
->| 1 | Info 1 |  
|-----|  
| 2 | Info 2 |  
|-----|  
| 3 | Info 3 |  
-----  
  
-----  
| Era | character1 info |
```

```
| Time 10:10 | character2 info |  
|      43544G | character3 info |  
| Save #2300 |           |  
-----
```

To save, just select from the 3 slots available, which means that you can save up to 3 different games. The info on the upper box tells you where you are in the story now. Example, the info one save slot 1 says "The Final Battle", it means that you are in the Final Battle of the game.

The box below will hold info about the save slot where the cursor is. You can see the Era, or the time period where it was saved. You can also see the Elapsed time, your money, and the number of saves for that particular game. On the right hand part of the lower box, the 3 party members you are currently using. That's how the save point works/looks.

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

Here are the basic things you have to do in Chrono Trigger to finish the game.

Moving around the world

- Chrono Trigger is an RPG, so like other RPG, you have to go to places, meet new people, seek help from people, defeat the bad guys and emerge victorious. The story is so enticing that you may forget to sleep while playing.

There are many ways to explore the land. You can walk, teleport, and fly. Remember while exploring and moving on through the story, get all the items you can see as every one of them will be of help to you. And last but not the least, talk to everyone to gain information on what to do next. Do this if you got stuck. If you're really stuck even after talking to everyone, use this walkthrough.

Attacking/Battle Information

- Attacking is the most basic thing you have to do in almost every game today. In Chrono Trigger there are 2 types of enemies. One that will attack you only if you go near them and the other will attack you even if you don't want to (i.e. bosses). When the battle menu appears, the battle gauge of each character will slowly fill up. Once filled, the character who owns the bar will have the opportunity to attack the enemy (there are cases where you can't control your character even the bar is full, refer to the status ailments/abilities section later in the walkthrough. When the bar is full, you can attack, use a Tech or use an item. After that character's turn, his/her battle gauge will be emptied. Be aware that the enemy also has his/her/it's own battle gauge. Some enemies are so fast that they will attack you right from the start of the battle.

- there are also many form of attacks that you can do. There are attacks that damage only one enemy. There are damages that affect every enemy on screen, examples are the Level 2 Magic Attacks. There are attacks that affect only enemies in a line. Example, Crono's Slash Attack. It affects enemies that form a straight light whatever direction it may be.

Equipments

- Equipments will determine how strong your character can attack, how can your characters withstand an attack, and how your characters can inflict status ailments at enemies. It is essential in beating the game. So, if you

happen to be in a Weapon Shop and have lots of Gs, then I suggest you buy that item/equipment/accessories. Remember also that some equipments have abilities (refer later to the Status Ailments/Abilities section). And the most important thing to remember in equipping weapons, armors, helmets, is that some of them are compatible to one character only. Example, Crono's weapons cannot be used by anyone else.

Items

- Items are very important as they assist your battle when your HPs are low and there's no healer around. Some items are so important that you can't finish the game without it. Example, Marle's Pendant. It will be automatically be in your inventory, but imagine if you don't have it. You won't be able to reach some important places in the game.

D. CHARACTER STATUS

When you open the menu, select the Character/Party/Game Information menu. You'll see here the Status of your character. Keep in mind that Character Status is different from Status Ailments/Abilities. Refer to the Game Menu section of this walkthrough regarding the different sub-menus.

Now, in the Character/Party/Game menu, you'll see the different numbers in the lower right corner of the right box. You'll see the following:

Pwr. Spd.
Hit. Ev.
Mag. Stam.
M Def.

Pwr. Stands for Power. It determines the character's attacking power using his/her weapon.

Spd. Stands for Speed. It determines how fast the Battle gauge will fill up. The faster the Battle gauge fills, the fast the character moves.

Hit. Stands for Hit Rate. It determines the probability of you characters to do a critical hit. Take note also that your characters have a success rate of 100% for physical attack. It's just that the enemies have high evade% that your attacks will miss.

Ev. Stands for Evade. It determines the chances of your character to evade attacks. If it says "99", it means that your character has a 99% chance of evading the attack.

Mag. Stands for Magic Power. It determines how strong your character's Magic Spells are. The higher the Magic Power the bigger damage you inflict on enemies using Magic.

Stam. Stands for Stamina. It determines the Physical Defense of your character from a physical attack from the enemy.

M Def. Stands for Magic Defense. It determines the Magical Defense of your character from a magic attack from an enemy.

Now, you know how strong your character is. Look at the EXP below. It tells you the total amount of EXP your character has gained throughout the game. Next, means the total no. of experience points needed by your character to

gain a level, making him/her stronger.

Take note that if any of these stats are at **. It means that it is already in it's Maximum.

Here is the Maximum Character Status in the game.

Level: 99

HP: 999 MP: 99

Power: 99 Speed: 16

Hit: 99 Evade: 99

Magic: 99 Stamina: 99

Mg Defense: 99

Maximum of Character Status contributed by:
Brandon Boucher (TheDOORS66@aol.com)

E. STATUS AILMENTS/ABILITIES

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

STATUS AILMENTS

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

Name	Effect on Character	Cure/Remedy/prevention
Confuse / Chaos	A star will show up on top of The head of the confused party member. You'll lose control of your character but the Battle gauge will continue filling up. When it fills up, the confused Character will randomly pick One of your characters, or even The enemy, then it attacks.	- Use the Heal item - Equip Status Ailment protective equipments - attack that party member to regain his sanity
Lock/All	Lock, literally locks your characters Techs and items making them unusable. Lock all, will lock the Techs and items of ALL your party members.	- Use a memory cap to prevent it from happening. - Lock all cannot be cured nor prevented :)
Slow	Slows down the battle gauge of Your character limiting his/her Movements as well as his/her Number of turns.	- Cast Haste to negate it
Stop	It stops the battle gauge from filling halting your character's movement/turn.	- Cast Haste on that character to regain his speed. (not yet tested)

STATUS ABILITIES

Status abilities can help a lot during battle. It raises the Abilities of your

characters and some alter some aspects of the game to help you. Some of them are Magic, but you can find most of them in weapons/armors/helmets and especially the accessories.

Name Effect on Character

Absorbs "x" - "x" is any type of element. Every time "x" (elem. Type) is used
Hits against you, the damage will be added to your HP instead of
 Losing it
Cuts "E" - E stands for element. Example, Fire. If a fire attack is used
- by "%" against that character with the Cuts "Fire" by "50%", that
 character will only obtain half, or 50% of the total damage.
Evade + x - Increases the chances your characters can evade an attack by
 x%
Haste - Increases the Speed of your character making him/her, attack
 and turn fast.
Magic + x - Increases the character's Magic Power by x. For the kids, here's
 An example. If you see Magic + 2 then x is equal to 2. It means
 That x will hold the number 2 and therefore raises your
 character's magic power by 2.
Power + x - Increases the Physical Attack of your character by x.
Protects - This will prevent your character from being infected by
Status status Ailments. All ailments except for Lock All.
Speed + x - Increases the Speed of your character by x. This allow your
 Character to attack fast. He/she will also gain more turns
 Than the enemy.
Stamina + x - Increases the Physical Defense of your character by x. This will
 lower the damage from physical attacks of the enemies.
Strike + x - Increases the hit Rate of the character by x. This will add to
 The success rate of an attack
Vigor + x - The same as Stamina + x
X Evade - Evade is the ability of the character to make an enemy's attack
 miss. If X is equal to 2, then the Evade Status of the character
 will be doubled.

F. MAGIC AND THE ELEMENTS

As with most of the RPGs, Chrono Trigger also involves the Elements. There are 4 elements in the game, Fire, Lightning, Water/Ice (counted as 1), Shadow. Many enemies, especially bosses, are affiliated with a specific type of element. You can beat the enemy easily by using the opposite element against it. Example, a Fire elemental enemy, use Ice or Water against them to beat them easily. The same also applies for defense, example, you have to use a fire elemental armor to defend against a fire elemental attack. Be aware that you'll see some enemies where you have to use the same element as they have to damage them. And, last but absolutely not the least. There are enemies that are impervious to Magic attacks.

Here's the list of elemental affiliations with the characters in the game.

Crono - Lightning
Marle - Ice
Lucca - Fire
Frog - Water
Magus - Shadow
Robo - Shadow-like (No Magic abilities)
Ayla - no Magic abilities, therefore no affiliation

You can learn how to use Magic when you first arrive at the End of Time. The

Old Man will tell you to visit the room behind him and you'll see Spekkio. When you first meet him, he will give your characters' Magic. Then, he will ask your party if you want to try your magic. If you want to, you can fight him using magic only. Physical attacks are useless. He will have different a different fighting level, depending on the level of your party. If the highest level of your characters is 20 then, Spekkio will be level 20 also and will change form every 20th level. I.e. Level 1-19 he will Spekkio, Level 20-39 he will change into a different monster and will have much stronger attacks and defense. Don't worry when you lose, the game will not be over. Your HP/MP will be fully restored but you won't get a prize. The prize you get depends on the level of Spekkio. I'll try to put up here the different levels of Spekkio on the next update. I'll repeat the game again!

When you face an enemy with elemental attribute, you should always use the magic that is the opposite of that enemy's element. Example, a monster that is aligned to Fire Elemental, use an Ice Magic attack to deal a huge amount of damage to it. It's opposite for Defense. If an enemy uses a certain elemental magic, for example Ice, if you have an armor, a helmet or an accessory that is also Water/Ice affiliated.

G. HOW TO GET/USE TECHS

Techs or Techniques are different abilities you can use during battle which use your MP. When you use a Tech, that character will launch a special attack on the enemy but it requires MP to be used. Example, Crono's Luminaire, which uses up 20 MPs. If you have 19 MP left, you cannot use Luminaire. However, if it is 20 and above, you can freely use the Tech.

Some techs are Magic attacks like Fire, Fire2, Ice , Ice2, etc. Each of the characters has his/her own ultimate tech. Crono has Luminaire, Lucca has Flare, Marle's is Life2, Magus has the Dark Matter, Frog has Frog Squash, Ayla has Triple Kick, and Robo has Shock. I remind you also that majority of these ultimate techs consume 20 MPs. Marle's and Frog's use 15 MP and Robo's use 17 MP.

I you want to unlock a Tech of a character, you must do them in order of how powerful the Tech is. Example, you cannot unlock fire2 without fire. And, each of the Techs can be unlocked by gaining the required number of TP or Tech points during battles. If the TP required drops to 0, you're character will learn that Tech right away.

There are techs that can be combined. 2 Characters can combine their powers by using Dual Techs to deal more damage to the enemy. There are also Techs that allows all 3 of your party members to combine their power to attack the enemies. Some however require a certain item that will activate the Triple Tech.

=====
CHARACTER INFORMATION
=====

A. MAIN CHARACTERS

CRONO (weapon: Swords)

- the hero of the game. A young boy living peacefully with her mother at

Truce Village, Guardia Kingdom 1000 AD. Little does he know that his destiny was to travel through time and save the world from a mysterious entity. On this journey, he'll meet new friends as well as new enemies in his quest to reveal the true purpose of this evil entity.

MARLE (weapon: Bow)

- Princess Nadia of Guardia Kingdom 1000 AD in real life, accidentally met our hero at the festivities at Leene's Square. Her pendant, accidentally created a time gate and brought her to another time. Together with Crono, our hero, he vows to protect her people and her loved ones.

LUCCA (weapon: Gun)

- a very bright and brilliant young scientist. She made the Teleporter that accidentally started the journey of our heroes.

FROG (weapon: Blade)

- a Noble Man.. Err.. Frog, from the Middle Ages. He was known as Glenn and was transformed into a frog by Magus. He then vowed to protect the kingdom as Cyrus the Knight is already dead.

AYLA (weapon: Fist)

- a very strong Woman from the Prehistoric Era. Always up for a challenge even how hard it is to protect his people from the Ioka Village as their chief. She joins Crono and his friends in fighting the Evil Lavos.

ROBO (weapon: Arms/Hand)

- Code name R-66Y, he was fixed by Lucca in the year 2300 AD. Lucca modified his chips making him a good robot with emotions. He decides to join your group as thanks for fixing him.

MAGUS (weapon: Sickle/Scythe)

- At first, he will be one of your formidable enemies. Mastered using Magic, he will join your group in the later part of the game. Back then, during the Dark Ages, 12,000 BC, he was formerly known as Janus. The son of Queen Zeal. He was accidentally brought to the Middle Ages and became a Villain known as Magus.

B. SUPPORTING CHARACTERS

KING GUARDIA XXI and XXIII

- King Guardia of the Guardia Kingdom in the year 600 AD, 1000 AD respectively.

QUEEN LEENE

- the Queen that was kidnapped back in the Middle Ages. Her abduction almost cost Marle's demise.

MELCHIOR

- the Guru of Life. He is a master swordsmith able to forge the all-powerful Masamune Blade.

GASPAR

- the Guru of time. He helps your characters by giving advice on where to go next. He'll have a very important role concerning Crono near the end of the game. I won't spoil it for you.

BELTHASAR

- the Guru of Reason. Queen Zeal brought him to the future. He created the

Blackbird and the almighty Epoch, which can fly and travel through time.

SCHALA

- she is a warm-hearted woman. The daughter of Queen Zeal. She will help anyone who fights for the goodwill of others.

JANUS

- also known as Magus. He was brought by her mother, Queen Zeal, to the Middle Ages and was known as a villain because of his magical powers.

DOAN

- a descendant of Marle in the year 2300 AD. He stands as the chief of the people who survived the incident back in 1999 AD.

KINO

- we may call him Ayla's future husband. He tends to create mistakes but will be of help to you during your journey through the Prehistoric era.

CYRUS

- the Brave and Gallant knight of Guardia Kingdom in the middle ages. Slain by Magus and changed his friend into a Frog.

C. ARCH-ENEMIES

LAVOS

- the ultimate evil in the game. He controls time and sucks up the energy of the planet for himself withering the life out of it.

QUEEN ZEAL

- the evil minded Queen of Zeal Kingdom in the Dark Ages. He will wake up Lavos in order to gain immortality. But of course, you won't allow it do you?

DALTON

- the Assistant of Queen Zeal. He likes stabbing persons in the back. He's only waiting for the Queen to go so that he will own the kingdom.

AZALA

- the leader of the Reptites in the Prehistoric Era. He told every reptite that they must destroy the apes/humans to prove that they are much more superior.

OZZIE/SLASH/FLEA

- the generals of Magus in the middle ages. Loyal to magus, they are given abilities strong enough even to match Cyrus.

WALKTHROUGH

BEGINNING

At the title screen select a new game. Or, if you already finished the game select the New Game+ Option (for more information about this, head to the New Game+ Information section of this Walkthrough/FAQ). After selecting, you will

be asked what battle mode you want. Select active if you want challenge. The enemies here will not wait for you to finish your move. If you want a more strategic battle, select the Wait Battle Mode. This will allow you to make your move first before the enemy does. After selecting the Battle Mode. Name our Hero. For the sake of the Walkthrough, let's use his default name, Crono.

CRONO'S HOUSE (1000 AD)

Item/s:
200G

The start of the game will bring you to Crono's room. After Crono wakes up, head down the stairs. Crono's Mom will forget your friends' name. For this walkthrough, let's use her default name, Lucca. Talk to Crono's Mom again before leaving the house for 200G allowance. Exit Crono's House to the World Map.

MAYOR'S MANOR (1000 AD)

Item/s:
100G
300G
Tonic

Go southwest a little to one of the houses, and enter the Mayor's Manor. You can learn about Weapons and Items, save points, use of shelters, Techniques or Techs, and tips about how the battle system works and how to use the buttons by speaking to the different people here. Before leaving the manor, take the Tonic in a chest in the lower floor and take the money (100G) inside the chest on the second floor. Don't forget to talk to the man in the middle TWICE and he'll give you 300G. (Thanks to Brandon Boucher for the info) Return to World Map.

LEENE'S SQUARE (1000 AD)

You may visit the other houses to gain more info or just talk. Then, head to the north of Crono's house to Leene's Square.

There are A LOT of things that you can do here in Leene Square. Upon entering, you may be wondering why you couldn't talk to a few characters that are running around (they are busy racing against each other so they won't bother talking to you). There are also stalls here that sell items, equipment, and accessories. Also, remember that the currency that Leene Square uses is silver points. You can obtain silver points by winning them from the different fun mini-games.

First of all, don't talk to anyone yet and head north to the next section of Leene Square. Walk up to the girl that is running around Leene's Bell. Upon bumping into her, check up on her first then take the pendant. Talk to her and let's name her Marle, which is her default name. Return her pendant and let her join you. Upon joining, you can now have fun in Leene Square. Note: don't talk to anyone yet.

Here are the mini-games that you may play here at Leene's Square that includes the rules and the requirements in playing.

1. Ring the Bell!

Found in the Southwestern portion of the first section of Leene's Square. Your goal is to time it right that Crono can ring the bell.

If you win, you'll receive 1 Silver Point. Note that this is the second easiest game here at Leene's Square.

2. Guess the Winner!

It can be found in the first section of Leene's Square. Talk to the person standing in the blue tent, which is to the right of the fountain in the middle. He will let you guess who will be the winner in the next race. The racers' names are, G.I. Jogger (G.I. Joe), Steel Runner (Armored Knight), Green Ambler (Alien), and Catalack (a Cat!). If you try to talk to him while the race is going on, he will not entertain you. Wait for the race to finish before talking to the man. If you win the man will give you 20 Silver Points as a prize. It's hard to guess who the winner is, right? Notice the old man near the Starting Line? He will guess who the winner will be in the next race. He will sometimes be wrong but most probably, he will make a correct guess. So, if you're tired of guessing, talk to the old geezer BEFORE A RACE for a hint.

3. Norstein Bekkler's Lab

Located in the eastern portion of the first section of Leene's Square. It is in a large pink tent with a skull at the entrance. This place is pure fun. First, select the amount of silver points you want to bet. 10, 40, or 80 Silver Points can be placed as bet.

At 10 Silver Points, you get to play a game where you must find a certain person among the 3. They are Vicks, Wedge, and Piette. They will change places fast. To have an advantage, memorize 2 persons only. Example, watch Vicks and Wedge's movement. When the clown asks you where Vicks or Wedge, you'll be able to identify the 2. The one whom you didn't follow his movement will be Piette. If you win, you'll get a Poyozo Doll to use as decoration for Crono's House. Note that these Poyozo Dolls play a major role in the late part of the game. It does not necessarily mean that the Poyozo Dolls in Crono's house will play that important part, you will eventually encounter more Poyozo Dolls on the way. Note also, that the Poyozo Dolls on the second floor of Crono's house will change the music if you examine it. Tip: Pick the Soldier that is farthest from the two. Credit goes to Brandon Boucher.

At 40 Silver Points, you get to play a mimic game. All you have to do is to Mimic or Copy the movement of the clone using the designated buttons, L=Left Arm, R=Right Arm, Y=Laugh, A=Surprise. If you managed to mimic everything, you'll win a Clone of Crono that you can use also to decorate Crono's House. Take note that this Clone will play a MAJOR role in the game. If you think hard you'll know it.

At 80 Silver Points, you get to play a Push the monster game. Your goal in this game is to prevent your character, who is hanged just above a flame, and push the 3 coins to be able to put monsters into the door at the back. It's very challenging. You're pushing the coins at the same time preventing your character from being fried. If you see a blue light appear at your left side, examine it to raise the rope a bit, then continue pushing those monsters back. If you win, you'll get a cat. These cats will be brought to Crono's House. You can win as many cats as you want. When you go to Crono's house, you'll see all the cats you've won roaming around the house.

4. Soda Guzzling Contest

This is found in the eastern portion of the second section of Leene's Square. Your goal is to drink up 8 cans of Soda within a certain time limit. Press the A button as fast as you can to drink the cans. Turbo enabled controllers have the advantage here. All they have to do is to

hold the A button, therefore making this game the easiest one. If you managed to drink the 8 cans, you'll receive 5 Silver Points.

5. Beat Gato!

In the second section of Leene's Square, head all the way to the west past the old man until you reach Lucca's Demo Robot, Gato. This mini-game will train your characters in battle. If you managed to beat Gato, which I'm sure you will, you'll receive 10 Experience Points and 15 Silver Points. All you have to do is to attack! If you lose, play Another game! Just kidding. :) (Note: If you return here with Ayla, You can charm Gato and receive a Power Meal)

Now, back to the walkthrough. After you've played these mini-games, you can visit the Tribal Dance. It is located to the Northeast of the second section of Leene's Square. You can push the buttons to make your characters dance, laugh, and even surprise them.

Now, there are certain things at Leene's Square that you can do that will affect a certain event later in the game. You can do them in any order you want, but this is the best way, I think.

1. Go to Melchior (Weapons Merchant and Swordsmith in the first section of Leene's Square) who is near a woman. Talk to the woman first then talk to Melchior. He'll sell his items to you then he will ask if you could persuade Marle into selling her pendant. Say NO!

2. In the western area of the 2nd section, you'll see an old man walking and a pack of lunch/food on a table. Don't ever take it. Just leave it there because you might actually be tempted to get it.

3. Head to the Eastern area of the 2nd Section, you'll find a girl who lost her cat. Remember a cat near the old man? Examine it and you'll hear a mew. It will then follow you wherever you go. Lead it to the girl then talk to the girl and she'll be glad to have her cat back.

Back to the main story. Head to the fountain at the center of the 1st section of Leene's Square. Talk to the girl sitting there. After talking to her, it will be announced that Lucca and her dad finished their invention. Go north to the 2nd section. Head north. Upon reaching the stairs to the 3rd section, Marle will tell you that she wants to buy some candies. While she is buying the candies, don't push a single button. In other words, don't even try to move away from her while she is busy buying the candy. This certain event will also affect the same event in the later part of the game (the one I talked about a while ago regarding those 3 things you need to do). Then, after buying the candies head north to the 3rd section. Upon reaching the 3rd section, you'll see the introduction of Taban about their invention, the teleportation device (wow! I ought to have one!). Upon regaining control of your characters, talk to Lucca. You will be asked by her to try out their invention. Step into the left pod. All goes well (by the way, you can try and try the device to your hearts' content).

Note: If you are in the New Game+ Mode, you'll notice a shining dot in the right pod of Lucca's Device. If you examine it now, you'll fight Lavos right away in the hardest level of the game. You have to fight Lavos ALONE. :) There's a new ending waiting for you if you do this. Check out Ending #2.

Then talk to Marle. When Marle tries the device something wrong happens. Her pendant reacts to the device and a portal or a gate will appear and will suck her into it. Upon regaining control of Crono, step into the left pod and take the pendant. Crono then decides to follow Marle to find out what happened to

her. Lucca tells Crono that she will follow them later after she discovers what caused this event. Crono will be sucked into the gate and will travel through time! Now the real adventure of Crono will begin!

TRUCE CANYON (600 AD)

Item/s:

Tonic

Power Glove

Upon exiting the gate, you will be greeted by 3 imps. You can easily beat them w/ normal attacks. No problem at all. Head northwest to the next section. You will meet a batch of 2 Imps. It's easy. There are also items that can be found in this area. A Tonic and a Power Glove. When you see imps playing, just pass through them quietly. Don't go near them and they'll not attack you. Just head south to exit to the World Map. You'll see that the place is different from your time, 1000 AD because you're in 600 AD!

GUARDIA KINGDOM (600 AD)

You can visit the residents of Truce Village. You can buy equipments/item from the Market. You can also see Lucca's ancestors in one of the residences here. You can see them forging Leene's Bell (w/c you saw at Leene's Square 1000 AD). After talking to the villagers and buying anything you want, head to the Guardia Forest just south of the Castle.

NOTE: Don't go to the bridge as you can't pass through here yet. Also, don't go to the cathedral yet.

GUARDIA FOREST (600 AD)

Item/s:

Power Tab

Shelter

There are also many item's here. At the first intersection, head left. At the next intersection, w/c is almost right after the first one, head to the lower path. There are two shining dots here. The Northern one contains a Power Tab as for the southern one, you'll just invite 2 Roly riders. After getting the Power Tab head back to the intersection and take the upper path. Don't mind the left path of the first intersection, it will meet with the north path of the second intersection. While walking, you'll notice 2 bushes that are moving. The one on the right will house a monkey-like monster w/c will give you a shelter. You can always exit to the World Map and return here and get another shelter from him and as many time as you like. The other moving bush has monster in it. So ignore it, or fight it for EXP. Next, continue on until you come to another intersection where one path is to the north and the other to the east. Head to the north, the east past only contains a sealed chest. Exit to the World Map.

GUARDIA CASTLE (600 AD)

Item/s:

Tonic

Ether

100G

Bronze Mail

Upon entering the castle the guards will stop you when suddenly a familiar

person will come and lets you pass (it's so obvious who she is). In the throne room, talk to King Guardia XXI. He will give you permission to sleep in the Knight's Quarters that is to the left of the entrance then go down the stairs you'll see. The other path will lead you to the kitchen. After resting, if necessary, head to the throne room and take the right path up to the Queen's Room. On your way up, you'll see a chest with a Tonic. Upon reaching the Room of the Queen, talk to the guard and he will give you access to the room. Take the chest with an Ether first then, head to the queen and talk to her. Then, Marle will feel something then she will disappear! She ceases to exist!

After Marle disappears, head down to the throne room. On the way, you'll meet with Lucca. She will tell you that Marle is actually Princess Nadia of the Guardia Kingdom in 1000 AD. And she was mistaken as Queen Leene therefore the King stopped the search for the real Queen Leene w/c is actually held captive somewhere. Lucca explains that Marle disappeared because Queen Leene will be killed by the hostage-takers because they will think that the King has no more interest in rescuing the Queen in which the king only mistook Marle for her. So Marle do not exist anymore (whaaa!). So your mission now is to look for the missing Queen Leene to save both her and Marle. Before leaving the castle, be sure to take a rest at the Knight's Quarters. Also, to the left of the throne room, there's a set of stairs leading to the Kings room. On the way, you'll find a chest with 100G, then you'll see a sealed chest w/c you can't do anything right now, and finally a Bronze Mail in the King's room. You may now exit to the World Map.

GUARDIA FOREST (600 AD)

Item/s:

Shelter

There's nothing much here as you have been here already. Just take another shelter then head south and exit to the World Map.

CATHEDRAL (600 AD)

Item/s:

Revive	Power Tab	Shelter
3 Tonics	100G	Iron Sword
Maiden Suit	Speed Belt	Mid-Ether
2 Ethers	Defender	
Steel Saber	Heal	

In the World Map, head west to another forest which fortunately, you can pass freely. Enter the Cathedral. Upon entering, it seems like the ordinary church with nuns. But observe the statements of those nuns, they're not nun-like at all. Speak to them all then examine the shining dot at the altar, which is the coral pin of the real Queen Leene. Then, the nuns reveal themselves as Naga-ettes and will attack your party. After you beat them, another will come in to surprise Lucca. A Frog will then come to Lucca's rescue. Go with him and name him Frog. After joining, check the organ to open a passageway. Upon entering, ignore the door to your north and head left. Get the 2 chests with Revive and Tonic. Enter the next door you see then head up the stairs and enter the room right after the stairs. Get the Maiden Suit, Tonic, and Ether. Then examine the egg-like thing on the left of the room w/c is a Naga-Ette Bromide. 3 Henches will attack you. Beat them then exit the room. Don't go down the stairs, head right then up to a chest with Steel Saber. Head left to the spikes and examine the skull to the left. The spikes will be removed and you can now enter the door. Talk to the guard then take the Shining Power Tab. Exit the room then head back the stairs and go down. Don't enter the door, go left past the Main Hall Way. Head up the next set of stairs. Enter the first

Again, take the Shelter from the monster! Exit to World Map. It's now time to return to the present time.

TRUCE CANYON (600 AD)

Go to Truce Canyon and go to where the portal is. Lucca will show off his gate key that can open these portals so it can be used if needed. You'll then teleport back to Leene's Square 1000 AD.

LEENE'S SQUARE (1000 AD)

Once back, Lucca will leave and Marle will ask you if you can escort her home. After regaining control of your characters, you can play with the games as much as you want, then afterwards exit to the World Map.

Note: If you're in the new game+ mode, you can examine the shining dot in the right pod of Lucca's Device to fight Lavos. You'll fight Lavos with Crono and Marle only. The ending here will be quite amusing. Check out Ending #3.

MARKET (TRUCE VILLAGE 1000 AD)

You'll find new equipments here to buy them if you have the G. Exit to the World Map.

MAYOR'S MANOR (1000 AD)

Item/s:
300 G

Head to the Mayor's Manor and talk to the Mayor on the second floor. He will not only give you hints but also a small amount of 300G. Return to World Map and go to Guardia Forest.

GUARDIA FOREST (1000 AD)

Items/s:
Power Tab

Here, you'll not see the Monster that carries a shelter. You'll face some new enemies here also. There some new items here also. In the place where you found 2 shining dots, a new Power Tab can be found shimmering near the trees to the left. You can now exit to north because there aren't any more items here.

GUARDIA CASTLE (1000 AD)

Item/s:
3 Ethers 1500G
8 Mid-Tonics
Bronze Mail
2 Shelters
Lode Sword

Upon entering you'll be greeted with a very cold greeting from the Chancellor of this castle. He will think that you kidnapped the princess. You will be detained and taken to court. In this court scene, your verdict will be based

on what you did to the princess and the people at Leene's Square. Remember those things that would affect a future event? This is that particular event. Again, your verdict will be based on a couple of things:

1. After you bump into Marle, check on her first before taking the pendant.
2. Don't talk Marle into selling her pendant to Melchior (equipment shop).
3. Don't take the old man's pack of food.
4. Bring the kitty back to the young girl.
5. Wait for Marle to finish buying her candies.

When the Chancellor asks you who started it, tell him it was you. Then when he asks you if you were tempted with her fortunes, tell him "no" and "not at all". With this, you'll be proven innocent. But it's just the same if you were guilty. Here's what will happen. If you are innocent you'll be given a maximum penalty of 3 Days Solitary Confinement (the Chancellor will stir up the system and tells the guard that you will be executed even if you are innocent. He wants Crono dead). If you are proven guilty you'll be detained and executed within 3 days.

In the detention cell, you'll find a cup which will restore your all your HP and MP. If you are innocent, there will be a pack that will contain an ether. You can also use the Save Point. Now, don't go near the door. Just stand still and WAIT for three days to pass. If you irritate the guards they will attack you and you're free but you will only be able to meet Lucca before the Boss. If you wait for 3 days, you will be brought to the execution room. When the guillotine is ready, Lucca will come in and save you. You can now use Lucca until you reach the boss. She can gain EXP so the boss will become easier. Here's the description of the 2 ways on how you can reach the boss:

1. If you break you way out

After defeating the Guards, leave the detention hall. You'll arrive at a place where there are 4 stairs. First, don't mind the 2 enemies here just pass by them. Just head to the lower right stairs the continue on until you see a guard. Beat him and examine the switch to open the room. You'll find Mid-Tonic x2, Ether x2. Leave the area and return to the 4-stair room. On your way out, you'll see Omnicrone. Just deal a certain amount of damage (218 HP) to him and he'll escape. Then, move on and beat those 2 Blue Shields to gain access to the 2 stairs. The strategy is simple, wait for them to show their bodies then slash away with your sword. Don't go to the upper left stairs because you'll only have a fight here. So, head to the upper right stairs. On the small bridge, 2 guards'll attack you. They're easy. Beat them and move on until you reach an intersection. Head left and beat another Guard to enter the execution room. Help the man in the Guillotine and he'll tell you about his shop at Truce Village. Then, get the chest (Mid Tonic) and examine the switch to the north to open the door. Move north and get the chest for a Bronze Mail. 2 Decedents will attack you. Beat them then return to the intersection and head north. Move on until you reach the second 4-stair room. Head to the lower-left stair first and get the chest with a shelter in the right room. Head back to the 4-stair room and beat the Blue Shields again. Head to the upper left stair and exit through the hole in the second room. You'll now be at the walls of the castle. You can now reach the chest, in which its room cannot be opened, for a shelter. There will be another hole in the ground. Get in and get the chests below for a Lode Sword and 1500G. You can return up by examining the wall where you climbed down. After getting the chests, return to the second 4-stair room. Head to the upper right exit now. Move on until Lucca saves you. You can now see a save point and the Manual which gives info about your next boss. Read it then SAVE. Examine the Supervisor whom Lucca Blasted. You'll receive 5 Mid Tonics. Go to "Continuation (Trial)"..

2. If you waited for 3 days to pass

If you waited for 3 days, you will be taken to the execution room. Just before you are executed, Lucca comes and saves the day. Upon regaining control of your characters, get the chest for a Bronze Mail. Head down to the next room and save the man from the Guillotine. He'll tell you about his shop at Truce Village. Next, get the chest for a Mid tonic then leave the execution room. In the intersection, head left first. Move on until you reach a 4-stair room. Don't worry about the upper left stairs. You'll only see an enemy there. Now, beat those 2 Blue Shields. The lower left stairs will lead you to the detention cell of Crono. You can restore your HP/MP by using the cup and save the game! Next, return to the 4-stair room and head down the lower-right stairs. Move on until you see a door. Beat the guard and open the door. Inside, you'll see 4 chests with Mid-Tonic x2, Ether x2. Return all the way to the execution room. On the way, you'll have to fight Omnicrone. Just deal exactly 218 HP damage to him and he'll escape. When you reach the intersection near the execution room, head north. Move on until you reach the second 4-stair room. Head to the lower-left stair first and get the chest with a shelter in the right room. Head back to the 4-stair room and beat the Blue Shields again. Head to the upper left stair and exit through the hole in the second room. You'll now be at the walls of the castle. You can now reach the chest in which its room cannot be opened for a shelter. There will be another hole in the ground. Get in and get the chests below for a Lode Sword and 1500G. You can return up by examining the wall where you climbed down. After getting the chests, return to the second 4-stair room. Head to the upper right exit now. Move on until you see a save point and the Manual which gives info about your next boss. Read it then SAVE.

Continuation (Trial)...

After saving and using a Shelter if necessary, head up the stairs you see. On the way, the ground will shake. Move on and meet the Boss:

Boss: DRAGON TANK

#####

Dragon Tank HP: 300

Head HP: 700

Grinder HP: 700

EXP: 40

G : 500

Charmed Item: Not possible

Destroy the head first as it has the ability to restore HP to all parts of the Tank. Destroying will ease the battle. Kill the grinder then the body. You cannot use Lucca's Fire Techs as it will be use if the head is still there. You can use Crono's Cyclone to damage every part of the Tank making it a bit easier to beat.

#####

After destroying the tank, the bridge will collapse. Don't worry, the chancellor will lend you a hand. Move on. Get the chest along the way, it contains shelter. When you see 2 guards, walk past them then head to the entrance of the castle. The guards will stop you, but eventually Marle will reason out to her father and joins you in leaving the castle.

GUARDIA FOREST (1000 AD)

After entering the forest, the guards will quickly catch up with you. They got you cornered and there's no way out except to the right. Run to the right and you'll see a gate. Just before you get captured again, examine the gate and you'll be able to escape.

BANGOR DOME (2300 AD)

You'll arrive at an unfamiliar place, which is advanced in Technology. Your party will notice that you're now in the future. There's nothing to do here so leave the Dome and exit to the World Map. And head south and enter Trann Dome. Take into consideration that if you stay too long on the world map, your characters' HP will slowly deteriorate until it becomes 1. So, if you think you already spent too much time on the World Map, go inside into any of the domes then come back out to prevent HP loss.

TRANN DOME (2300 AD)

You can buy items and equipments here. You can also use the Enertron, which will recover your HP and MP completely. Use it as you please. After doing these, there's nothing else left to do so leave the Dome.

LAB 16 (2300 AD)

Item/s:

Berserker
Lode Sword
Lode Bow
Ether

Head north in the world map past Bangor Dome and enter Lab 16. There are a few items here. Just beware of the rats, they will steal Tonics from you if it touches Crono while running/walking. You can get a Berserker when you go all the way to the left after entering the Lab entrance near Bangor Dome. On the way, you'll see a chest containing another Lode Sword. Now, move on. Again, you'll see another chest that is in the way of a running rat. Time it right that you reach the chest right after the rat runs the opposite way. You'll get a Lode Bow for Marle. Move on and you'll meet a group of shadows. After you beat the 3 Shadows, ignore the big plant-like creature and head south to get the chest for an ether. Now, move on and head northeast. You'll have to fight the Mutant that you'll see here. After beating it, exit to the World Map.

ARRIS DOME (2300 AD)

Item/s:

2 Mid-Ethers

Head to the Arris dome and enter. You'll see a small group of people inside. Their leader is the Old Man Doan. After talking to the people, save and buy from the kid if necessary. You may also use the Enertron to save shelters. Now, speak to Doan and he'll tell you that they cannot get the food from below because of the robots. Head to the ladder you see which is in the middle of the room. Upon entering, you'll see 2 consoles wherein the one to the right is shining. Ignore it for now and climb up the ladder to the left. There's a very simple maze here. You have to cross the steel planks to get to the other side. When you see a rat, ignore it for now. Here's the direction where you should go through the planks to reach the top if ever you didn't get it. First intersection, right. second Intersection, up. Third intersection, right then fourth intersection, up. On the fifth, turn left. Sixth Intersection, left. Seventh intersection, head up. Eighth intersection, head right then finally, head north. You'll reach a room with an alarm. Continue walking/running north and another boss will stop you:

Boss: GUARDIAN and 2 BITS

```
#####  
Guardian HP: 1300  
Bit HP:      200 each  
EXP:      300  
*TP:      -  
G:        1000  
Charmed Item: Not possible
```

Try to kill the 2 bits first as they will launch massive attacks like the Amplifire attack. When you beat the 2 bits, the Guardian will start a countdown. When it reaches 0, the 2 bits will re revived. He's not easy at the same time not hard. In short, average difficulty. You can beat them by physical attacks and Single or Dual Techs.

New Strategy: from (Stephen - stephen4188@yahoo.com)

To prevent the Amplifire Attack, destroy one of the 2 bits. Doing this, they cannot perform the Amplifire Attack. The guardian cannot Revive the single Bit until both of them are destroyed. So, destroy one bit and concentrate your attacks at Guardian.

```
#####
```

After beating the Guardian, head north. Your party will see a deceased man. After regaining control of your characters, examine the man again and you will now know that the rat, which was at the Steel Planks, is not a statue. Get the chest for a Mid-Ether. Head back to the Planks. You'll see the rat. Now, try to run as fast as you can and catch it. When you think it's near enough, hit the A button to catch it. He will tell you that, to gain access to the door way back in the entrance (the place with 2 consoles), stand in front of the shining console, hold the L and R buttons then press A. Now, go back there and do it. When the new path comes up, you can now enter the right door. Upon entering, don't go up to neither of the ladders instead, head north past the monsters to reach a chest with a Mid-Ether. Now head back and walk down the stairs to the left. At the end, walk down the stairs. Move on until you see another set of stairs. Walk up the stairs and head north to a door. In here, you can actually take any path you like whether take the stairs or take the right route. When you reach the first Proto 2 (the robot, not the spider looking ones), head left and walk up the stairs. Move on until you enter a room with a monitor and a console. Lucca will operate it and you'll see the location of the other gate. You will also be shown the Day of Lavos 1999. When the characters talk to each other, select "Okay!". Once outside the monitor room, you'll see another console to your right. To reach it, head to the place where you saw the first Proto 2 then go north ignoring the ladder. Upon reaching it, use the LR + A button code you used to enter this place. It will make a path to the sealed door but you can't do anything as of now but when you come back here later, you won't have to do it anymore. Now, head back to where Doan was. He'll be amazed that you survived below. You will give him the seeds you found from the deceased man and he will give you a Bike key you can use later at Lab 32. Use the Enertron, save or buy items if necessary, then head out to the World Map.

SEWER ACCESS (2300 AD)

Item/s:
600G
Rage Band
Bolt Sword

If you want to make it easier when you come back here later I suggest you head left to the Sewer Access. You have to activate the bridge here so that you can

have easy access later. Inside, a guard will pass by. After regaining control, head right, defeat the enemies and get the chest for 600G. Then, head all the way to the left until you see a scene with two frogs talking to each other. Follow them down the ladder. Below, head right. You will see a cat. If you examine it, you'll have to fight 3 Nereids. Move on. You'll then see a can and a trash bin. If you examine either of them, you'll fight 4 Nereids. Next, you'll see a slice of cheese. If you examine it, you'll have to fight 2 Nereids and a rat. Move on. Next, you'll see a save spot. If you examine it, you'll fight 3 Nereids. Finally, climb up the stairs. Above, you'll see a gap between a bridge and another bridge to your left. Ignore the bridges and head north. You'll see a slight opening in between the wall. Go through here to reach a switch, which will open the opposite door. Head back then up. Continue pressing the Up Key until Crono Stops. You'll now be able to head right. When you see that Crono stops, head down through that door. You'll see another scene with the 2 frogs. Anyway, just head right then up to get a Rage Band from the chest. Now head right to meet:

Mini-Boss: KRAWLIE

```
#####  
HP:      550  
EXP:     100  
*TP:     -  
G:       500  
Item:    Mid-Ether  
Charmed Item: Mid Ether
```

He is so easy. You can beat him with your eyes closed while pressing the A button continuously.

* - I haven't seen it... yet.

```
#####
```

After beating Krawlle, move on until you see a ladder. Go past it fast and get the chest for a Bolt Sword. Then, press the switch to fill the gap and the bridge will now be accessible. Now, don't go back to climb the ladder. Instead, cross the bridge you just activated and you'll notice that you've been here already. Now head all the way back to the ladder which you used to enter this area and exit to the World Map. Note: The ladder at the end will send you to the World Map but it is on a remote island. You can find the Keeper's Dome and the Death Peak there. But you don't have to go there yet.

LAB 32 (2300 AD)

Item:

Race Log

Now, head north to Lab 32. In the lab, head north and examine the Jet Bike (you will automatically use Doan's Bike key on it). 4 Proto 2s will attack you. Fortunately, Johnny will come and stop the robots from attacking. Instead, he'll challenge you to a race through Lab 32. You must beat him in order to reach the end of Lab 32. Here's a tip. You can just sit back and watch until you are close enough to the finish line and push that B Button for a speed boost. You only have 3 boosts and you must use it only if you are in front of Johnny. He will always try to stay in front of you so watch out. Again, if you win, you'll be at the end of Lab 32. But if you lose, don't worry. You can always challenge him to the race or you can ignore him and just walk/run through Lab 32. I recommend walking because you'll gain experience in the process and an item along the way. You can get the Race Log item that will record the scores you get every time you race Johnny. At the start of the race your score will start from 0 and will increase during the race. But, if you

managed to stay in front and not allow Johnny to even get beside you, when he bumps your back you'll receive points. But if Johnny is in your front and you bump into him, you'll lose points. Anyway, once you reach the end in any manner you like, exit to the World Map.

PROTO DOME (2300 AD)

In the World Map, don't go to the factory yet. Head to Proto Dome first. Inside just move on and use the Enertron if you like. When you see a Robot, Lucca will repair it. Then, you can name R66-Y as Robo (any name will do, we'll just use Robo for the sake of the walkthrough). Then, you'll tell him that you need to get to the gate to be transported back to 1000 AD. He will agree to help you in turn for fixing him. Choose from Marle or Lucca who will stay behind. As for me, I left Lucca the first time I played because Marle has Curative Magic. Once Robo joins your party, leave Proto Dome and head to the Factory up north.

FACTORY (2300 AD)

Item/s:

2 Shelters	Robin Bow
Titan Vest	Plasma Gun
Hammer Arm	2 Ethers
400 G	Mid Ether
Bolt Sword	

Inside, examine the console that you'll see there and Robo will deactivate the laser in front of the conveyor belts so that you can continue on. Kill the acid that shows up. Use the conveyor belt and use the right elevator first.

In here, there are 2 ladders to the south. Go to the ones on the left and get the Robin Bow at the end. After getting the Robin Bow, go back up the ladder and then use the other ladder to the right. Here, move on until you see a door and the conveyor belt. Now, walk to ON the conveyor belt and go to the left. Try to evade the Proto 3s here because if they were able to you, you'll be taken to another conveyor belt. Now, continue walking to left on the conveyor belt. Get the chest for an Ether on the way. After getting the ether, continue going left and enter the door to the south at the end. In the next area, just move on and enter the door. Next, go to the top of the screen for a Mid-Tonic. And then, go left a bit and enter the door to the north. Here, get the 2 chests for 400 G and Mid-Ether. Now, examine the computer and it'll tell you about the crane controls. Leave this room. Go left from the door and enter another new room to the left.

Inside, get the 2 chests for a shelter and an Ether. Now, exit through the lower left door. You'll be able to control the crane. You have to push 2 buttons in order to command the crane. First, press B and then A and the crane will remove the barrel. Second, press X and then A and the crane will remove another Barrel. Now, go back to the previous room. Then, use the ladder to the left of the door you just came through. You can pass now as the barrels are gone. At the end, enter the room and get the Bolt Sword from the chest. Then, examine the computer and it will translate the password "ZABIE" into "XABY" meaning, you have to press X A B Y (you'll see what I mean later). Now, leave this room and go all the way to the right (don't go up the ladders on the way just use the ones at the end). After getting the items and knowing the clue to the password, leave this area and head back to the first room here in the Factory, then use the left elevator.

Below, there is a save point. You can also head north to a chest containing a

shelter. After beating the Acid and Alkalines, examine the computer to open the hatch right below the chest and reveal a ladder. Head down. Move on until you see a laser. Enter the door that you see. You can pass through the wall on the left to reach the chest containing another Titan Vest. Then, head right for another chest containing a more powerful arm for Robo, the Hammer Arm. Now, examine the computer beside the 4 lasers. It will deactivate all lasers in the factory. But you have to survive the fight against acids and alkalines. Now head to the elevator to the right of this area. If you select up, you'll be brought to the floor with the save point you saw earlier. Save if you want to then head to the lowest floor. Here, ignore the ladder to your left. It will lead you back to the computer room where you turned off the lasers. So follow the hallway north. There is a locked door. There is also a chest containing a Plasma Gun for Lucca. To open the door you have to press a sequence of buttons. The clue is "Zabie". If you pronounce it, you'll see that it is equivalent to the buttons "XABY". So punch X,A,B,Y. The door will open. Head north then push the switch. The emergency system will activate. You're so lucky that you weren't trapped in. After regaining control of your characters, use the ladder as the elevators are shut down. On the way, you will encounter Robo's past friends. These robots will beat up Robo pretty badly. Now you have to fight all 6 of them. Together, they are a single boss.

Boss: R SERIES

#####

HP: 300 each

EXP: 480

*TP: -

G: 600

Charmed Item: not possible

It's not that hard. Just use Crono's Cyclone to damage more Robots in one turn. If you have Marle, have her attack but let her heal the both of them if their HP runs low. If you have Lucca, use her flame attacks and if your HPs are low, let her use Tonics or Mid Tonics.

* - Because my party members have complete Single Techs, the amount of TP gained is not shown. I'll include this in the next update.

#####

After you beat them, whoever is in your party will get Robo and you will automatically go to Proto Dome. You'll actually see you party members carry Robo to Proto Dome.

PROTO DOME (2300 AD)

Lucca will repair Robo once more then Robo will officially join your party. The door is now open and your party will now use the Gate.

END OF TIME

You will arrive in an eerie and dark place. Move on through the door and you'll meet up with the an Old Man. He'll tell you that you are at the end of time. And that happened because you are in a group of 4. Only a group of 3 can use the gate at a time. He'll also tell you that the pillars of light you saw a while ago connects to different times. After regaining control of your characters, you may restore you HP/MP if you examine the shining dot near the save point. Don't try to use the other shining dot as this one leads directly to the last boss of the game, LAVOS (if you examined the bucket and defeated Lavos, you'll get Ending #4). I'm absolutely, perfectly, undoubtedly sure that

you are not prepared to fight him (unless you're in the New Game+ mode or you played for DAYS leveling up your characters to 40+). Let's move on. Head back to the pillars of light. On the way, the Old Man will call your attention. Talk to him and he'll tell you to take a peek on the next room. Inside, you'll find Spekkio the Master of War. His form will depend entirely upon your levels, more to that later. Talk to him and if he asks you a question, answer "Strong!". He'll tell you more about Magic. That it was used years before Crono's time. He'll teach you how to use Magic if you WALK around the room clockwise 3 times. WALK, don't hold the run button. After walking around 3 times, talk to him again and he'll give you the power of magic. Crono/Lightning, Lucca/Fire, Marle/Ice, Robo can't use Magic but Spekkio will tell him that his laser attacks have a little Shadow Magic. Then he'll ask you if you want to try it out. If you win, you'll receive items.

Here are the items you can get by beating him:

Level 1 - 19	Special Refresher: 1 Magic Tab, 5 Ethers
Level 20 - 29	Choice: 1 Magic Tab, 5 Mid Ethers
Level 30 - 39	Healthy Choice: 1 Magic Tab, 5 Full Ethers
Level 40 - 98	Graceful: 1 Magic Tab, 1 Speed Tab, and 1 Power Tab
Level 99	Cheerful: 10 Magic Tabs, 10 Speed Tabs, 10 Power Tabs, and 10 MegaElixirs

(Thanks to Brandon Boucher: TheDOORS66@aol.com for the info)

If you didn't win, don't worry, your HP/MP will be restored. After fighting him, return to the Old Man and talk to him. He'll tell you that you have to go to your own time first to be able to change what you want. So go to the light pillars and go to Pillar #6 to Medina Village 1000AD. Here's the sketch of the Pillars:

#1	#2	#3
#4	#5	#6
#7	#8	#9

Locations and Time:

- 1 - Bangor Dome (2300 AD)
- 2 - Tyran Fortress (65,000,000 BC)
- 3 - Truce Canyon (600 AD)
- 4 - Mystic Mountains (65,000,000 BC)
- 5 - Proto Dome (2300 AD)
- 6 - Medina Village (1000 AD)
- 7 - Leene's Square (1000 AD)
- 8 - Earth Bound Island (12,000 BC)
- 9 - Guardia Forest (1000 AD)

If you use the bucket, the Old Man mentioned, you'll fight Lavos. The final boss. If you did, you'll get ending #4. If you don't want to fight yet, or if this is just your first game, don't examine it.

MEDINA VILLAGE (RESIDENCE 1000 AD)

You'll be transported to a residence of a Mystic in Medina village. When you try to exit, the Mystic will tell you that there is a man who lives west of their place. So head out to the World Map. Before leaving, you can examine the cake here. The mystic will offer it to you. If you accept, it will replenish the HP and MP of your Team Members.

MEDINA SQUARE (1000 AD)

Go to Medina Square in the middle of the village. Here you'll learn fact about what happened years ago in the war of the Mystics vs. humans. Just came here to learn, that's all. The game won't be exciting without the story right? Go back to World Map again.

EDLER'S HOUSE -MEDINA VILLAGE(1000 AD)

Item/s:

Speed Tab

Magic Tab

Go to the Elder's House. First, get the shining speed Tab in the kitchen. Now, go to the second floor of the house to get a shining Magic Tab on the desk. Then, head back out to the World Map. If you want to sleep at Medina Inn, you have to fight the Hench and the Diablos first. Pay 200 G afterwards.

MARKET -MEDINA VILLAGE(1000 AD)

When you enter the Market, the Mystics will attack you then they will allow you to buy from them. But look at that Price, it's unbelievable. I've got outrageous prices. All the Equipments are at Maximum, 65,000G EACH. The Tonic is at 2,440G, Revive at 48,800G! I guess this is random, or the battle might have an effect. If you're so strong that you can beat the two with one slash each (i.e. New Game+), the higher the price will be. If you're quite weak and took a few hits, the price will be lower. I've seen also some of the prices. The Tonic is at 470G, 1100G. I suggest that you don't buy anything because you can't afford it. Just head back out to the World Map.

FOREST RUINS (1000 AD)

Item:

Mid Ether

Go to the Forest ruins, which is like a triangle to the north. Just get the chest with a Mid Ether then head back out to the world map.

MELCHIOR'S HUT (1000 AD)

Go all the way to the east to Melchior's Hut. You'll notice that he is the weapons merchant at Leene's Square when you started the game, if you don't know him. You can buy weapons from him at reasonable prices. After buying weapons, if necessary, go north to Heckran Cave.

HECKRAN CAVE (1000 AD)

Item/s:

2 Ethers

Magic Scarf

Mid Ether

Upon entering, 2 Henches will attack you. After beating them, move on until you see a ladder. Climb down the ladder and get the Ether inside the chest. Continue heading down then move on. On the way, a Jinn Bottle and 3 Octoblushes'll attack you. After beating them, move on. 2 Tempurites will attack you on the way. If you observe carefully, you'll notice that most of

them are unsusceptible to physical attacks so use Magic instead. When the path splits in to 2, head to the south. Fight 3 RolyPolys and get the chest but just before you do that, 3 Cave Bats'll attack you. Get that Magic scarf after beating them. Return back to the intersection and take the upper path. Take another chest that contains a Mid Ether. Move north until you reach another chest that contains an Ether. Now head south. Defeat the 4 Tempurites and head south to the next area. Now fight against 4 more Rolypolys. Now head left and fight those Cave Bats. Now enter the passageway you see. Fight another batch of enemies with a Jinn Bottle and 3 Octoblushes. Move on. You'll see a black chest here but you can't do anything to it now so enter the passageway to the north. When you reach the waterway, head right. You'll eventually reach a ladder. Climb up and use that save point. Prepare yourself to battle against:

Boss: HECKRAN

#####

HP: 2200

EXP: 250

TP: 10

G: 1500

Charmed Item: not possible

He's a little hard. Physical attacks won't do well so stick to your magic. When he tells you to attack him, don't. Just stall for a moment until he stops that attacking pose. If you attack him during his pose, he will counter attack with Water Wave, which you don't want to happen. You can beat him on your first try though. Just keep on healing.

#####

After beating him, Lucca suggests that you use the Gate at Leene Square. So head north until you see a small pool of water. Jump in. You will be transported near Lucca's House through a giant whirlpool. Go to Lucca's House.

LUCCA'S HOUSE (1000 AD)

Item:

Taban Vest

Go to the second floor of the house using the right stairs. Talk to Lucca's Mom. Wait until Taban comes in and gives his earnings to Lucca's Mom. After he leaves, return to the Living room and talk to Taban. He will give Lucca a special armor he made himself. The Taban Vest. Return to the World Map.

MARKET (TRUCE VILLAGE 1000 AD)

Item:

10 Mid Ethers

If you saved Fritz back at Guardia Castle during the execution of Crono, if you talk to him here, he'll give you 10 Mid Ethers for your help. After buying, if necessary, return to the world map.

LEENE'S SQUARE (1000 AD)

Go to Leene's Square and use the Gate where Lucca's invention is. You'll end up at the End of time. Note that you will always pass through here whenever you use ANY of the gates.

END OF TIME

Here, you can restore your HP/MP, Save and change party members. You will also notice that pillars #3 and #7 are now accessible. Use pillar #3 to Truce Canyon 600 AD.

When you arrive at Truce Canyon. GO BACK to the End of Time and beat Lavos now and achieve ending #5. Do this only if you are at Levels 40 and above or if you're in the New Game+ mode. If not, move on.

ZENAN BRIDGE (600 AD)

Item:

Shelter

Leave Truce Canyon. In the World Map, you'll notice that Zenan Bridge is now complete. But there seems to be a problem so enter Zenan Bridge. Here, talk to the Knight Captain and he'll ask you if the rations from the castle are on the way. So, go to Guardia Castle. Remember to take that free Shelter on Guardia Forest.

GUARDIA CASTLE (600 AD)

Item/s:

Ether

Jerky

Power Tab

Shelter

Upon entering, head to the right at once and down the stairs to the Kitchen. Find the chef who is running all around. Talk to him then take the somewhat camouflaged chest beside the pot for an ether. Now head back to the entrance. On the way, the chef will call you and will give you the Jerky so that you can give it to the army fighting at Zenan Bridge. You'll also be given a power tab! Now head back out to the world map and head to Zenan Bridge. Again, get that shelter from the monster in the forest. This will be the last time I shall remind of this. You can stock up on as many shelters as you want, just keep on leaving and coming right back in the forest.

ZENAN BRIDGE (600 AD)

Item:

Gold Helm

Once there, give the Jerky to the Knight Captain. Suddenly, one of the soldiers will come and tell the Captain that Magus' troops are breaking through. After regaining your characters, talk to the Captain and tell him that you agree to help them. He will give you a Gold Helm after agreeing. Now head left to the bridge and prepare for battle. Here, you'll be introduced to Ozzie, Magus' general. He'll summon 2 deceased and you'll have to fight them. To make the battle short, attack Ozzie instead. He'll lose his control over the deceased and will run away. After that, head left for another fight, now with 3 Deceased. Beat them, and prepare yourself for a boss.

Boss: ZOMBOR

#####

Upper Body HP: 1300

Lower Body HP: 1000

EXP: 350

TP: 10

G: 1500

Charmed Item: not possible

He's not that hard. I simply attacked the upper part of his body. But beware! After you beat the upper body, he'll use MP Buster that will steal ALL MPs from one of your party members. For the lower body, it can tolerate physical attacks better than the upper body. So, use Crono's Lightning Magic or Lucca's Fire Magic to deal a good amount of damage. After you beat both of the parts, you win! Duh!

#####

After beating Zombor, continue moving left and you'll exit to the world map in the Village of San Dorino. You can buy items from the Market also if you need them. Go to the Elder's House.

ELDER'S HOUSE -SAN DORINO(600 AD)

After you enter, you'll eavesdrop on the chief and a man named Toma talking about a "Rainbow Shell" which can create reflective armors that are very strong against magic. Now, return to the World Map and head to the residence.

RESIDENCE -SAN DORINO(600 AD)

Item:

 Magic Tab

Talk to the people here if you like. You'll find a shining dot in the drawer but it is locked. Talk to the Old Man that you see and he'll trade your Naga-Ette Bromide for a Magic Tab (Thanks to Lorne Dixon for the Info), it's on the drawer with the shining dot. Exit to the World Map for now.

FIONA'S VILLA (600 AD)

Item/s:

 2 Mid Ether

Go to Fiona's Village in the middle of the desert. Talk to her then take the 2 chests for 2 Mid-Ethers. Return to the World Map again.

CURSED WOODS (600 AD)

Item/s:

 Shelter

 Mid Tonic

 Magic Scarf

Now go south a bit then head left through the trees and enter the Cursed Woods. In Cursed woods, you can find a Mid-Tonic, a Shelter inside 2 chests. Now, head all the way to the north and move behind the bush where a frog came out. Enter it, it is a ladder. Below, you'll see Frog. Talk to him a couple of times until he says "The hero I am not, I can do naught". Now go to the pot on the upper right portion of Frog's place. Examine it to get another Magic Scarf. Head back out to the World Map.

MARKET -PORRE(600 AD)

Item:

 Power Tab

You can go to the Market that is right beside the Inn. You can buy an armor

next area. Don't forget to get that Mid-Ether on the way. Btw, the free lancer that throws stones at you will give you an accessory. Take a look at the accessories section. In this new area, head up another ladder and get the chest for 600G. Now prepare you characters for 4 continuous fight. It means that, right after you beat a batch of enemies, you'll have to fight the next batch right away. First batch, Ogan and Goblin. Second Batch, Ogan and Free Lancer. Third batch, Ogan and Goblin again. Fourth Batch, Ogan and 2 Free Lancers. After that fight, head left to the next area. Here, get the chest right away for 300G. Head north. After beating the Free Lancers and the Bellbird, get the chest you see for a Mid-Tonic.

Now if you want, you can get a few extra, but VERY HELPFUL items. In the river, if you head south, you'll see a large waterfall. If the waterfall washes you away, you'll end up in a new area with one chest. But, there is another way to get an extra chest. So follow, my instructions carefully. First, go to the center of the river. WALK down slowly, little by little and head to the waterfall. When the huge waterfall starts to pull you in, push the left button on the Directional-pad and run until a small waterfall pulls you in. Let this small waterfall pull you in and Jump in the waterfall. You'll reach a chest with the Silver Stud w/c will cut the MP usage of any Magic/Tech of the character it is equipped with. Example, if Crono can use Luminaire, the Ultimate magic, he uses 20 MPs which is 20% of the MAX MP he can have. But if you equip him with the Silver Stud, he will use only 10 MP or 10% of the MAX MP he can have w/c is 99. If you you're thinking that there's a Gold Stud, you're correct, it can be obtained later in the game. It cuts MP use by 75%. Now, back to the Walkthrough.

After getting the Silver Stud, head towards the cliff and jump off the ledge. You'll land on another area and you can get a chest for a SilverErng. It will increase your Maximum HP by 25%. Example:

If Crono has 500 HPs, if you equip him with the SilverErng, his Maximum HP will be raised by 25%, w/c is 125. So, his Maximum HP will become 625.

After getting these accessories, head north through the woods and you'll be brought to another area. Then, in this area head north right away. You'll be back to the place where you fought 4 times in a row. Fortunately, you don't have to fight them again. When you reach the river where you jumped off the waterfall, head north and all the way to the left, and get the chest past the ladder for a Mid-Ether. Climb down the ladder and head to the next Area. Here, cross the wooden bridge and you'll see a monster that looks like Spekkio. Talk to him 4 times and he'll give you a Magic Tab. Move on to the next area. Here, you'll finally find a Save Point. Save and Restore HP/MP then head down the ladder on the left. Get another chest for a Mid-Ether then continue heading down. Head down another set of ladders and go right to another area. Here, you'll see a short ladder. Climb down and they will jump once you reach the end of the ladder. Get the chest you see for a Shelter. After beating the enemies, head north through a cave-like opening. Head north towards the sword and the kid will stop you. If he asks you if you want the Masamune, tell him yes. He'll call his brother Masa. Then, Masa and Mune will test you and will engage your party.

Boss: MASA and MUNE

#####

Masa HP: 1000

Mune HP: 1000

Exp: 400

TP: 4

G: 400

Charmed Item: not possible

They are easy. Just keep on attacking them using physical attacks and Techs that do physical damage. If one of them goes down, so is the other. After you beat them you'll have to fight:

Strategy by: Brandon Boucher (TheDOORS66@aol.com)

Just concentrate on attacking one of them. It will save your characters HP as well as it will save you time. You don't have to attack the other one at all.
#####

Boss: MASA and MUNE (combined)

#####

HP: 3500

Exp: 500

TP: 10

G: 1500

Charmed Item: not possible

He is pretty tough. You MUST have a healer in your party. Use items with one of your characters or if you have Marle, make her the healer. Use your 2 other members to attack and use dual techs if possible.

Strategy by: Lorne Dixon (lornedixon@hotmail.com)

To make the fight a bit easier, when Masa and Mune starts to store its power, use Crono's Slash Tech to dissipate the energy so that they can't use their most powerful attack.

#####

After you proved your worth to the 2, you can now retrieve the broken Masamune. You now have to find who will fix it then. After retrieving it, Masa and Mune will transport you to the Base of the Mountain. I'm just so glad I will not have to go through the entire mountain again. You'll be transported to the World Map. If you think carefully, you'll remember that Melchior, the Swordsmith in Medina Village 1000 AD, is good a sword craftsmanship. But first, go to Tata's House in Porre. Talk to Tata, the kid you saw in Denadoro Mts., and he'll tell you that he only got it from FROG who dropped the Medal. Everybody called him hero so he kept it. After talking to him, he'll give it to you. Now return the Medal to the rightful owner, Frog.

Right before giving it back to frog. You can go back to the End of Time and beat Lavos using the bucket, to get ending #6.

CURSED WOODS (600 AD)

Go to Cursed woods and talk to Frog. He'll recognize the Medal. After telling you that he has no right to wield the Masamune, he'll move and you shall notice the pot is now glittering. Examine it and you'll see the other half of the Masamune Blade. You will then discover that the word "roichlem" is written. It's Melchior! :) Now leave the cursed woods and go to Truce Canyon and teleport to the End of Time.

END OF TIME

Now, do what you should always do here. Restore HP/MP, change party members if necessary and save. After that, use pillar #6 to Medina Village 1000 AD. When

you reach 1000 AD, head to Melchior's Hut.

MELCHIOR'S HUT (1000 AD)

Talk to Melchior. He'll be surprised that you have the Masamune Blade. He will then tell you to get Dream stones, which are not around anymore for a long time. Did you guess it? Yup. You have to go to the prehistoric era to get it. So go to the Residence and use the gate. Do the thing you normally do at the End of time then finally, use pillar #4 to Mystic Mountains 65,000,000 BC.

MYSTIC MOUNTAIN (65,000,000 BC)

Item/s:

Berserker

Third Eye

Right after you are teleported, you'll fall right away. There will be reptites roaming around and they will attack your party. The technique in beating these reptites is for you to use Lightning Attacks. After beating these Reptites, more will come your way. But then, a cave-woman will come and beat some of the reptites. All leftovers are for you to deal with. After beating them, the woman will return and introduce herself. Her name is Ayla. After some talking, she tells you to follow her to her village, Ioka. Quickly, follow Ayla. On the way, you'll see a green chest. Take the first one for a Berserker. When you have returned to the World Map, head east to see the village. You'll see 4 huts. Enter the Lower Right Hut first. You can talk to the woman here if you want to drink some sweet water that will replenish your HP and MP. Next, you can visit the Upper right hut and trade your G and your items (specifically the petals, fangs, horns, and feather) here are the items you can trade for and the quantity you need. Remember that you must have Ayla join your party first.

Item/Equipment	Requirements
Ruby Gun	= 3 Petals and 3 Fangs
Sage Bow	= 3 Petals and 3 Horns
Stone Arm	= 3 Petals and 3 Feathers
Flint Edge	= 3 Fangs and 3 Horns
Ruby Vest	= 3 Fangs and 3 Feathers
Rock Helm	= 3 Horns and 3 Feathers

Note: If you are in need of these items, head to the hunting Range North of Ioka Village. If it rains, quickly roam around the Hunting Range and find that Nu (Blue Monster) it'll give you a good quantity of all items. All enemies here have items here are the items that you can get from a certain monster:

Group of Amphibite, Croaker, Rain Frog = 2 Feathers, 2 Fangs and 2 Horns

Group of Ion and Anion = 2 Petals and 2 Feathers

Nu = 3 of every trading item (as a bonus, he'll give you a Third Eye)

Let's Continue. One of the people in this hut will sell you a Tonic, Mid-tonic, and Heal. Now, head to the chief's hut. Talk to Ayla and the scene will automatically be brought to the Jurassic Party! You can talk to anyone here. To continue the story. Speak to your party members, including Ayla, until Ayla offers you the Jurassic Soup. When you regain control of Crono, talk to your party members and drink the soup. Talk to your party members again until Ayla brings up the topic regarding the Red rock. She will then challenge you to a soup race. Gulp as many soup as many you can by tapping the A button as fast as you can. If you lose to her, start again until you win. After you win you'll a good night sleep. But when you wake up, you'll notice that your Gate

Key is missing. The footprints on the ground suggest that Reptites are the crooks. Your party will then agree to meet Ayla. In Ayla's hut, wake her up. She'll join you in your search of the Gate Key. When you leave, you can now trade your petals, etc. for equipments. The items and their requirements are written above. You can go to the lower right hut and the man in the middle will give you a Tonic. Now, go to the lower left hut and talk to everyone here to know where to go next. Now, head south of the village and enter the Forest Maze.

FOREST MAZE (65,000,000 BC)

Item/s:

- 3 Mid Tonics
- 2 Revives
- 2 Mid Ethers
- Shelter
- Heal

After entering the Forest Maze, you'll see Kino. He'll tell you that he took the Gate Key because he is jealous. Then, he'll also tell you that the Reptites took it away from him. So, to get to the Reptites Lair, follow the footsteps and go through any path available to get extra items. If you somehow weren't able to cross to another part, use a vine as a ladder if you see one or use the fallen trees as bridges. Just follow the footsteps and you'll never be lost. On the way, you'll find chests that contain, Mid-Tonic x3, Revive x2, Mid-Ether x2, Shelter, Heal. After following the footsteps, you'll exit to the world map near the Reptite Lair. Enter the Lair.

REPTITE LAIR (65,000,000 BC)

Item/s:

- 2 Mid Ethers Elixir
- Ruby Vest
- 2 Full Tonics
- Rock Helm
- Full Ether

Inside, head through the cave to the right to the next area. In this area, you'll see evilweevils roaming around and digging holes. If you want treasure, wait until all Evilweevils, the blue shark-like monsters, have finished digging. For your information, once an Evilweevil digs, he'll disappear from the area mainly because it fell down the hole. Now, after waiting for them to finish. There will be 5 holes in the ground. Don't worry about it because these are at random. The holes lead to different rooms/route below, but the ultimate goal here is to arrive in a big room filled with reptites running crazy around. There are 4 routes to take. Example, if you take route 1, you'll be passing through a set of rooms unique to route 1. It means that, the hole in route 1 leads to a different path from the holes in route 2, 3, and 4 and vice-versa. In short, you can take any route you like to reach the big room. Each route has different treasures in it. Here's something interesting, you can actually get ALL of the treasures and pass through ALL routes. It means that you can pass through route 1 and after you reached the big room, you can actually go back to the room where the evilweevils are digging and take another route. I'll explain how later. Here's the graph of the routes you can pass through. So, if you want to use route #2, jump in the hole created by the EvilWeevils, which is to the North Easternmost. If you want to use route 3, jump in the hole that is on the South Westernmost. If you don't know which route is which, I have a graph of the rooms of the routes after you jump in from the first holes. Note that if the EvilWeevils didn't dig the holes properly, i.e. they dug holes wherein the holes they created can't give you

access to the route you want to take. If this happens, head out to the world map and re-enter the Lair.

```
-----  
|           |           |  
|  Route 1  |  Route 2  |  
|           |           |  
-----  
|           |           |  
|  Route 3  |  Route 4  |  
|           |           |  
-----
```

Here are the different info about each route, refer to this mini-guide about the enemies and treasures you can get:

Route 1:

In the first room, you'll have to fight 2 EvilWeevils in order to jump down the hole. Take note that you always have to defeat the enemies first before jumping down the holes. In the next room, you'll face a Megasaur. To weaken it, use Crono's Lightning magic. Then attack it continuously until it dies. Head down the hole. You've now reached the big room! Skip routes 2, 3, and 4 and Go to The Big Room.

Route 2:

Note: if you wait for the evilweevils, one of them will dig at the bottom right corner of the screen. This will lead you to a room with an Elixir.

In this room, you'll have to fight 2 EvilWeevils and 2 Fly Traps. After beating them, get the chest for a Mid-Ether then jump down the hole. Here, you'll have to fight a Flytrap and 2 EvilWeevils. Get the chest for a Ruby Vest. Head down the hole to reach the big room! Skip routes 3 and 4 and go to the Big Room.

Route 3:

In the first room, fight an Evilweevil and a flytrap. Get the chest for a Mid-Ether afterwards. Jump down the hole. In here, another pair of EvilWeevil and a Fly Trap. Get the chest for a Full Tonic and jump down the hole. Voila! The Big room! Skip route 4 and go to the Big Room.

Route 4:

I the first room, you'll fight an EvilWeevil and a Fly Trap. Then, get the chest for a Full Tonic. Jump down the hole. You may be familiar to this room. It is the same as the second room in route #2. The enemies here are 2 EvilWeevils and a Fly Trap, and the chest contains the Ruby Vest. Jump down the hole to the Big Room!

The Big Room:

Here in the Big room, you'll see those running Reptites, defeat them for EXP. Then, there are 2 Reptites guarding 2 chests. The lower chest contains a Rock Helm and the upper ones contain a Full Ether. After getting the treasures, leave through the northeast exit. Here, you'll have to fight the Winged Ape and a Shitake. After beating them, head north. You'll have to fight another batch of monsters. After beating them, you can take the left cave-like opening and it will bring you back to where the Evilweevils dug holes. You can

therefore, take another one of the routes. You can always use any route as many times as you like to gain exp or G. But remember that, on the way, you'll meet up with a winged ape and you must beat him in order to jump the hole to reach the EvilWeevil room.

If you want to go to the exit of the Reptite lair, move straight ahead and don't enter the cave that will bring you back to the evilweevil room. You'll encounter a Megasaur and 2 Reptites. After beating them, a save point will show up to the right. Save and use a shelter if necessary then head up the stairs to the north. You'll meet Azala, the leader of the Reptites. You can answer him with any choice when he asks you. Then, he will call..

Boss: NIZBEL

#####

HP: 4000

Exp: 500

TP: 10

G: 0

Charmed Item: Third Eye

He is hard. First, you have to shock him with Crono's Lightning Magic. Then, pummel him with Ayla's Techs and Crono's Attacks/Techs. Have the other character heal. After a while, he will release his electrocution to your party doing big damage. Heal right away and repeat all the steps and you'll beat him eventually.

#####

After beating Nizbel, Azala will give you back your Gate Key. After receiving the key, you will automatically be taken back to Ayla's Hut. After saying goodbye, return to the Mystic Mountains.

MYSTIC MOUNTAINS (65,000,000 BC)

In the mountains, all you have to do is to go all the way up until you see the Gate in the middle. So, stand to the edge of the cliff, right over the gate, and jump down. You'll automatically be brought again to the End of Time. Do what you usually do here and use pillar #6 to Medina Village 1000 AD. Then go to Melchior's Hut.

You can also beat Lavos right away using the bucket. You'll get ending #7 if you beat him.

MELCHIOR'S HUT (1000 AD)

Melchior will be shocked to see you holding the Masamune and a Dream stone. After giving these to him, he will make the sword. Lucca will also help Melchior. After the Masamune is done, it will be given to you. Then, head back to the residence and use the Gate. At the End of time, use pillar #3 to Truce Canyon 600 AD. When you arrive at Truce Canyon, exit to the World Map and go directly to the Cursed Woods.

CURSED WOODS (600 AD)

Here, go to Frog's place. After giving him the Masamune, there will be some Flashbacks about Cyrus. You'll see what happened to Cyrus way back with Glenn. They will also give you a clue about the true identity of Frog. But you probably know it right now :) Anyway, the next morning, Frog will wake your

party up. You'll then decide to go straight to Magus' Castle. Now return to the world map and head directly to the mountain, west of Fiona's Villa. Enter the Magic Cave.

You can go back to Truce Canyon before going to the Magic Cave and use the Time Gate. Beat Lavos using the Bucket and you'll receive ending #8.

MAGIC CAVE (600 AD)

Here, you'll see another flashback about Cyrus and Frog, err... Glenn. You'll see the actual incident that made Glenn into Frog. After the flashback, Frog will use the Masamune to open a path to the Magic Cave. You'll be automatically brought inside the Magic Cave. You'll see a small bat following you. Don't worry about it.. for now. Here, just move on until you fight 5 Gremlins. To kill these Gremlins, which are nearly impervious to physical attacks, use Level 2 Magic attacks to kill them instantly. Remember also that they are absolutely fast. After killing them, a second batch will appear. Now, head up the ladder you see. Examine the dead soldier. A note will give clues on the ability of the Juggler in Magus' Castle. Exit north. You'll now be in a different place in the World Map. Use a shelter to prepare you for the battles to come. Save, then enter Magus' Lair.

MAGUS' LAIR (600 AD)

Item/s:

4 Mid Ethers	2 Mist Robes	Magic Scarf
2 Shelters	Dark Mail	
Slasher	Doom Finger	
2 Barriers	Speed Belt	
2 Magic Tabs	Revive	

Once inside the actual castle itself, you'll see 2 paths to take. One to the left and one to the right. Take the left one first. Note that you can already take the chest here without worrying about the enemies around. So, on the way, get the Mid-Ether, then at the end, get another Mid-Ether and a shelter. Don't forget to talk to EVERYONE here. Now, return back to the intersection and take the right path. You'll see 4 kids surrounding the chest. Just like in the other path talk to EVERYONE again. You can't get the chest yet so move on. On the way, you'll get another mid-ether. After talking to everyone, return to the intersection. You'll notice that a Save Point suddenly appeared. Examine it and Ozzie will appear. He then informs you about Slash, the swordsman, and Flea, the Magician. And he'll also tell you that you have to beat all 100 monsters in the castle (you really don't have to fight all 100 monsters. You can just walk/run away from them). The first batch contains of 2 Vamps and 4 Henches. By the way, these Henches are much more stronger than the Henches you fought at the Cathedral. After beating the first batch, you have 2 choices. The left path leads to Slash and the right ones will lead to Flea. For this walkthrough, let's head for Slash first so go left.

As Ozzie have told you, you have to defeat ALL 100 monsters so exterminate any enemies that you see. The first batch in the left path consists of an Omnicrone and 4 Decedents. (monster count = 11) I'm adding this monster count so that we can count how many monsters you have terminated so far and will also serve as a guide to the completion of 100 monsters. Let's continue. After beating this batch, head north and fight another batch consisting of the same monsters as before. (monster count = 16). After beating them, head north. Talk to the woman in the middle and it will initiate a fight with 5 Decedents (monster count = 21). After beating them, you'll face:

Boss: SLASH

#####

First Part HP: 3000

Second Part HP: 5000

Exp: 500

TP: 10

G: 1500

Item: Slasher

Charmed Item: not possible

He has two parts you have to deal with. His first form is not that hard. Your attacks will deal a decent amount of damage whether if it is a physical or a magical attack. After dealing about 3000 HP of damage to him, he'll get his sword. This is the second part of the fight. With the sword, his physical defense will greatly rise almost making him invulnerable to physical attacks. So, use magic! But beware, he has an attack called "Yes Indeed!" which slashes one of your party members dealing a huge amount of damage. To beat him, use the 2 most powerful magic users in your party and have the other one heal. Be patient ;)

#####

After beating him, get his sword, the Slasher, and use the Save Point that appears. Now, head back to the intersection (you don't have to fight those monsters on your way back, they are not counted) and take the right path. If you can evade the enemies, go on.

In this path, talk to kids around the chest. Tell them that you want the treasure. They will transform into 4 shadows. (monster count = 25). After beating them, you can get the chest for a Barrier. Next, you'll find Taban (the person you'll see here depends who your third character is: if you have Marle, you'll fight the King, if you have Robo, you'll fight Lucca) and it will attack your party. It consists of 2 Henches (purple), 2 Vamps and a sorcerer. The sorcerer drains any magical attack you use so stick to physical attacks. (monster count = 30). Head north and you'll meet Leene. It will turn into a batch of monsters again which consists of the same monsters as the previous one. (monster count = 35). Head north again and meet Crono's Mom. Talk to her and she'll turn into another batch of monsters that consists of the same monsters as the previous batch. (monster count = 40). After beating the monsters, continue north. In here, you'll meet up with Flea? Hmm.. something fishy going on around here.

Boss: FLEA?

#####

HP, EXP, TP, G: 0

This flea is almost pathetic, in the sense that, he is so weak. But when you defeat it, it will cast MP buster on the one who killed it therefore reducing that party member's MP to 0. Now meat the real Flea! The one flying around you all the time.

#####

Boss: FLEA

#####

HP: 3500

EXP: 500

TP: 10

G: 1000

Charmed Item: not possible

This is the real flea and don't under estimate him, I mean her, whatever. As

you know he/she is a magician, magic attacks are inefficient, so stick to Crono and Frog's Techs. She'll also confuse your party members so use the item Heal to cure it. Have your other character heal.

#####

After beating flea, she'll leave behind a shining Magic Tab. Now, return to the intersection and you'll notice that another save point appeared. Touch it and you'll be transported to another part of the castle. In here, you'll a barrage of enemies. The first batch consists of 2 purple Henches. (Monster count = 42). The next batch consists of 2 Purple Henches and 2 Grimalkins. (monster count = 46). The Third batch consists of 2 Purple Henches and 2 Sorcerers. (monster count = 50). The fourth batch consists of 2 Purple Henches, 2 Grimalkins and 2 Sorcerers. (monster count = 56). Then, you'll see Ozzie. Get the chest first for a Mist Robe. Then, talk to Ozzie. He'll call Slash and flea but realized that you already dumped them. He'll then escape. Follow him. In this room, you'll see falling blades. Time it so that you run or walk past them right after they are lifted from the ground. After passing through 2 blades, get the chest for a Dark Mail. Move on. When you reach Ozzie, he will escape again. Get the chest for a Doom finger. Now head north. You'll see a couple of monsters here. Beat them all. The first batch of enemies consists of 3 vamps, a Roly, and a juggler. The next one, with a Roly and a Juggler. (monster count = 63). In the next room, you'll see Ozzie but beware! The ground here has so many holes. When you fall on one of them, you'll reach a large room. You'll have to fight all 6 of the decedents here. There are also chests here that contain a Barrier, Shelter, Mid-Ether, and a Lapis. There is also a Magic Tab in the Lower Right corner of the room. Now, for the Save Points. 2 of these save points will actually attack you! I think it's the only game that you are able to fight Save Points. They only have 10 HP so it's a piece of cake. The other one of the Save point will be a real one. And the last one will transport you back to the room with holes. If you fall down for the second time onwards, you don't have to fight the decedents anymore. But the Save Points will be randomly arranged so it's up to your luck to find out which is the real save point and the Teleporter. Be reminded that right in front of Ozzie is one of the holes. After you reach Ozzie, he'll run away again. Head north. In this area, you'll fight roly Bombers, Outlaws and the Jugglers. If you attack the Jugglers, its Physical defense will be activated, you should then use magic. After that, its magical defense will be activated and you can use physical attacks and vice versa. There are 7 monsters here. (monster count = 70). Head north. You'll be fighting 2 batches of monsters here. The first batch consists of 2 Groupies and 2 Outlaws. Next, 2 Outlaws and 2 Jugglers. Finally, 4 Jugglers. (monster count = 82). Ozzie will escape again, but get the chest first for a Speed Belt. Follow Ozzie. In here, you'll fight another barrage of monsters. The first batch has 2 Outlaws. The second one has a Juggler and 2 Outlaws. The next one has a Juggler, 2 Outlaws and 2 Flunkys. (monster count = 92). Move on and get the chest for a Revive. In the next screen, you'll see Ozzie. Take the chests first for a Mist Robe and a Magic Scarf to be sure. During your fight with him, his protection cannot be pierced so attack the chains one by one and he'll eventually fall to his doom. After that 2 save points will appear. The one to the right is a real save point, and the one to the left will transport you to Magus' Place. On the stairs, you'll fight 6 Vamps. Beat them and go through the door below. (monster count=98!). Where did the 2 go? They are Slash and Flea! Making it 100 all in all! Ozzie was right! Anyway, Magus' room will be dark. Just move forward and the blue flames will light up and you'll reach Magus at the end.

Boss: MAGUS

#####

HP: 6500
EXP: 1500
TP: 15

G: 3000

Charmed Item: not possible

Magus is really hard. Every time you attack him, his Magic Barrier will change. Example, you have Crono, Frog and Lucca in your party and his barrier is Lightning. All you have to do is to use any Lightning Magic and it will deal a good amount of damage to Magus. His barrier will then change. Just use the element of his barrier against him. If he uses a barrier wherein you're party members doesn't have, just use physical attack to force him to change his barrier. After you've dealt a certain amount of damage, he will start risking to cast a spell. It's now time to KILL him with any attack you wish. You'll beat him in a short while.

Special Note by David Condamines (david81@moncourrier.com):

When you attack Magus with the Masamune of Frog, his defense power will decrease!

#####

After beating Magus, a large Gate will appear. After getting sucked by it, you'll end up in Crono's House with Marle. You'll see a Dream of Crono inside his house with Marle as his wife. This happened maybe because of Crono's true feeling about Marle, and that is love. But, Crono and the party was actually sent to the Mystic Mountains and was rescued by Ayla and taken to Ayla's Hut in 65,000,000 BC. The next morning, Kino will come in. Then suddenly, one of the villagers will come and tell Kino that the North Woods is burning. So head out to the World Map.

From here you can go to the Time Gate at Mystic Mountains and fight Lavos using the Bucket at the End of Time. You'll get ending #9 for doing this. If not, move on.

Save and Restore your HP/MP if necessary and head north to Laruba Ruins. It is the ruins surrounded by trees and is directly west of the Hunting Range. You'll see Ayla and an Elder there. Ayla asked permission to use the Dactyls so head out to the world map again after regaining control of your characters and head further north to the Dactyl's Nest. But before you go there, visit the Ioka Trading Hut if you have enough trading items. They have new equipments now.

IOKA TRADING HUT (65,000,000 BC)

There are new equipments that can be traded here for the Petals, Fangs, Horns and Feathers:

Item/Equipment	Requirements
Dream Gun	= 3 Petals and 3 Fangs
Dream Bow	= 3 Petals and 3 Horns
Magma Hand	= 3 Petals and 3 Feathers
Aeon Blade	= 3 Fangs and 3 Horns
Ruby Vest	= 3 Fangs and 3 Feathers
Rock Helm	= 3 Horns and 3 Feathers

After trading, head to the Dactyl's Nest.

DACTYL'S NEST (65,000,000 BC)

Item/s:

Mid Ether
Mid Tonic

Meso Mail

Inside, just continue heading north until you see a ladder made of wood. Get the chest you see for a Mid-Ether. Move on and on the way you'll find another chest containing a Mid-tonic. Continue and climb another set of wooden ladder and turn right to the next screen. In here, move along and climb all wooden ladders. Get the chest on the way for a Meso Mail. When you reach the top of Dactyl's Nest, you'll see Ayla. Go talk to her. You'll voluntarily help her at Tyrano Lair then after that, she'll call in 2 more Dactyl's for you. Select the character you wish to join you and Ayla. You'll now be able to fly in the world Map using the Dactyl's. The controls are simple. Push Right, Left, Down, Up on the Direction-pad and you will move Right, Left, Down, Up respectively. To land, just push the A button on a clear surface. You'll can't land on trees and mountains, the same goes for bodies of water too. To ride it, just walk towards it then push the A button. Let's continue. Land first and restore your HP/MP and then save. To get to the Tyrano Lair, go to Ioka village and head directly to the east. You'll see a structure on top of a small mountain. Land on the clearing on top of the mountain and enter the Tyrano Lair.

TYRANO LAIR (65,000,000 BC)

Item/s:

Mid Ether	2 Full Ethers
Full Tonic	Cerra Topper
Tonic	
Revive	
Meso Mail	

Inside, move forward and you'll see 2 skulls. The one to the right is open so go there first. Head down the ladder to the next screen. In here, beat the Purple reptites then push the switch to the right of the door to free Ayla's Villagers. Head to the right and go down the ladder. Beat the reptites and you'll see Kino inside the Cell. The switch is not working so talk to Kino. Ayla will desperately try to break the door and fails. She will actually open it later. When you regain control of your characters, return first to Kino's Cell and talk the Egg, which contains a Mid-Ether. Now, follow Kino. He will open the previously closed Skull in the room where you first came in. Go through the newly opened skull and climb up the ladder. In here, you'll see 2 switches. When you step on them, the monsters will drop in the holes. There are 2 doors here. The left door is slightly to the lower left of the left switch and the right door is slightly to the lower right of the right switch. Take the door on the right. Move on until you come to a room with 2 eggs. Inspect the left one first and you'll receive a Full tonic. The, inspect the right one and you'll fall to the room. Beat the enemies then head outside, you'll notice that you're inside the cell where the Villagers you saved where. Head to the left and back up to the room with 2 skulls and go through the left skull again. Above, push the switches again to trap the enemies that are here. Now, head to the lower left door. You'll arrive in a dark room. There are a couple of treasure eggs here to get. First, head north and you'll see 2 eggs. Get the one to the left first for a Tonic. Now head south and you'll see another 2 eggs. Get the one at the lower right to get the Cerra Topper. Now, you can get the upper left one this way, it's the best way I can guide you to get it. You can see that the ground has squares in it right? Now, head all the way to the north until you see the 2 eggs again. Stand in the square just below the egg where you got the Tonic. Push the right button until Crono can't get any further. Move 7 squares to the south then walk/run to the right. You'll be teleported a bit south of the egg. Get the egg for a Revive. Now for the upper right most egg. Stand to the square just below the Egg where you got the Revive. Move south 1 square, then east 3 squares. Now, run/walk to the south and you'll be teleported to the upper rightmost chest for another Meso

Mail. After getting all the treasures, head to the upper left of the room and climb up the steps. In the next screen, head south to the door. Outside, head to the right. Go in the open door. Inside, you'll find 2 switches. The one to the left will open the skull but will also summon 2 monsters. The one to the right will open the Skull only. After opening the skull, head north and push the switch. Head back outside and you can now enter the middle door. Inside the middle door, you'll find Nizbel at the entrance. You won't have to fight him yet. After talking to him, pass through him. You can pass by him through his left or right side. I'm sure you'll get it. Now, save and restore HP/MP is necessary. Head north and Nizbel will come up to you and attack.

Boss: NIZBEL II

#####

HP: 6500

EXP: 880

TP: 15

G: 0

Charmed Item: Third Eye

When you use lightning attacks, Nizbel's defenses will decrease. But, if you attack him physically, his defenses will rise again. Beware also if he releases his electrocution energy. It deals a very big damage to all of your characters. One strategy is to have Crono use lightning attacks, then let the stronger of the two remaining characters attack physically. It would probably be Ayla. Now, have the third one heal you party. Just continue alternating between Crono and your attacker. You'll kill him efficiently that way. Important Note. Don't attack him physically continuously. His defenses will rise and rise if you do that.

Strategy by: ~DeadDays (DeadDays@aol.com)

To deliver a BIG amount of damage to Nizbel, use Crono and Ayla's Volt Bite. It is the best attack to use against him.

#####

After beating Nizbel, you may want to go back to the Save Point and refresh your characters, then save. Move on until you reach the wall of the Tyrano Lair. The door in the middle will be closed for now, so go to the far right and enter the door. You'll see 3 switches here. Push the upper switch that will make a save point appear. Use it if necessary. Next, push the lower left switch to activate the holes. Then, press the lower right on to see monsters fall to their deaths. Then, head to the skull and examine its mouth to open it. Go through it and get the chest for a Full Ether. Push the switch and the middle door back at the outer wall will open. Inside the middle door, you'll see Azala himself. He will go through the door to the north. Prepare your character for a very challenging battle. But first, get the 2 chests on both sides of Azala's throne for a Full-Ether and another Cerra Topper. Head north and you'll see Azala with his pet, the Black Tyrano.

Boss: AZALA and BLACK TYRANO

#####

Azala HP: 2600

Tyrano HP: 11000

EXP: 1800

TP: 25

G: 0

Charmed Item: Magic Tab (Azala)

Here is a battle that you may actually never forget. First beat Azala by using physical attacks and Lightning Magic. He has a strong defense so it will take

time to beat. When Azala dies, he'll cast Azala Break, which will take down your HP. Now, you'll have to concentrate on the monsters. Physical attacks will be useless. Wait until he lower his defense and use your characters most powerful Techs. If the countdown reaches 0, he'll attack and regain his defense. You'll have to wait again. Always heal your party members right after any attack by Azala or Black Tyrano. You may not beat the duo in your first try. But try again and you'll succeed eventually.

#####

After beating them, some scenes will be shown. You'll see how Lavos arrived on earth at 65,000,000 BC. When you regain control of your characters, head back to the village and buy any items you may need and restore all your HP/MP then finally, save. Head back to the Lair Ruins.

LAIR RUINS (65,000,000 BC)

When you enter the ruins, your party will see that there is a Gate. They will conclude that Lavos' immense energy disrupts time, therefore, creates gates. Use the Gate and you'll be transported to..

CAVE (12,000 BC)

Leave the Cave and return to the world map. You'll see snow and you'll also notice that you are in 12,000 BC where Magic is a part of life to everyone.

Here, you can go back and use the Time Gate again to go to the End of Time. Beat Lavos using the bucket and you'll achieve Ending #10.

In the World Map, head to the east until you reach the Skyway. To use it, just step on the circle inside. You'll be transported to a Land Bridge on a floating Island. Go to the structure you see on the right, which is Enhasa.

ENHASA (12,000 BC)

In here, you can talk to people to gain information about the Kingdom of Zeal. There is a shop in the lower left part of Enhasa. If you head to the upper left, a boy with a cat will tell you that one of your party members will perish. If you think well, you'll know who will it be. I won't spoil it for you. You'll also see a Spring of Recovery here that will replenish your HP/MP. Head back out to the world map and use the Northern Land Bridge. You'll be teleported to another Skyway. After reaching the skyway, head out to the world map and head north. Enter the skyway you will find here. You'll arrive in another part of the Kingdom of Zeal. Go to Kajar.

KAJAR (12,000 BC)

Talk to all the people here. You can buy items from the Nu. Now, you'll notice there a shining dot on the upper right of Kajar. To get it, enter the door to it's left. In the next room, examine the southern walls and you'll get the Speed Tab on the other side. Talk to everyone, including the Nu on the north part. It will say something like "Water summons wind... wind makes fire dance". After that, head out to the world map and go left to Blackbird.

BLACKBIRD (12,000 BC)

In the blackbird, head north and you'll see 2 guys there. Then, Dalton will come in and will tell you something about what the prophet said. After regaining control of your characters, head out to the world map and return to Kajar.

KAJAR (12,000 BC)

Item:

Black Rock

Now, you can do something here. Remember the clue that the Nu gave you? "water summons wind.. wind makes fire dance". So let's get the water elemental first. Go to the upper left portion of Kajar. Examine one of the books there and the Water elemental will show up. Then, head to the lower right portion of Kajar where the spring of Recovery is. Examine the book on the table and it will summon the wind elemental. Now, head to the Nu who sells items. Check the book on the counter and it will summon the fire elemental. You'll see a door appear on your right. Enter it. You'll see a Poyozo Doll. Examine it and get the Black Rock. Read also the book on the upper left of this room. Now, return to the world map. Go back to Enhasa first.

ENHASA (12,000 BC)

Items:

Magic Tab

Speed Tab

Mop

We'll use the same code as the ones in Kajar. First, examine a book in the northeast part, which is the water book. Then, examine the book in the northwest part, which is the wind book. Finally, the one near the entrance, which is the fire book. After this, a door will be revealed and you can now enter there. Inside you'll find a Nu. If you read the book, it will say "All Life begins with Nu and ends with Nu". Now, talk to the Nu and accept the challenge. Then, you'll have to fight 6 Nus. After that, the Nu will give you a Magic and a Speed Tab. You can also Charm one of the Nus for a Mop. Now, exit to the world map again. Enter the cave to the right of Kajar and move on until you reach the Zeal Palace.

ZEAL PALACE (12,000 BC)

Item/s:

Magic Tab

In here, go first to the Nu walking in the middle. Scratch his back and you'll discover the Nu's Scratch point. After learning this, go back to Kajar and talk to the Nu that is facing the bookshelf on the upper right room. After scratching him, he'll give you a Magic Tab. Now, return to Zeal Palace. Inside, head to upper rightmost room and you'll enter a room with 2 more doors. Go through the right one. You'll see Janus and Schala. After Schala leaves, follow her. Return back 2 screens. Then, head left and you'll see a set of stairs that will enable you to go through the middle room. By the way, if you pass through the front, 2 creatures just like Masa and Mune'll block you. Now, head to the middle door. You'll see Schala use her pendant on the door. It will open and Schala will go in. Crono tries to use the pendant of Marle but it won't work. Talk to the 2 girls here and they will tell you how to make your pendant glow.

Immediately after this event, after Schala opens the Sealed door for the first

time, go all the way back to the Time Gate and Go to the End of Time and beat Lavos. You'll get the Humorous Ending #11.

Head back out to the main room and head left and you'll see a Nu guarding the door. Just examine the Nu and it will move away from the door. Enter it. It leads to the Mammon Machine. When you reach the Mammon Machine, examine the red shining dot in the middle. The pendant will now glow. Head back to the middle room and use the pendant on the door Schala went in. When you reach the throne room, the prophet will tell the queen that you are the ones he prophesized. Dalton will summon a Golem but you can't beat it if your level is low. In New Game+ mode, it's a piece of cake.

Boss: GOLEM

#####

HP: 6000

EXP: 1000

TP: 35

G: 2000

Charmed Item: Magic Tab

He is very hard on your first try. He will copy everything you do. If you wish to beat him, use your character's STRONGEST Techs. You will most like to lose on your first game though.

Strategy by: Marc Gugliuzza

Lucca and Crono's dual tech, "Fire Sword" is really great against Golem, it makes the fight much easier.

#####

Either way, if you lose or win, Dalton'll still capture you. You'll will be kept in the Mammon Machine. Schala and Janus will then save you but the prophet will come and threatens to kill you but Schala will come again to your rescue. You will then show the prophet how you came here. You will use the Gate and Schala will forever shut the gate down. You'll arrive back at 65,000,000 BC. When you arrive there, use the Dactyl's and return back to Ioka Village. Save and restore HP/MP is necessary. By the way, the sweet water is gone now. One note here. In the Chief's Hut, you can now use the beds to restore your party's HP and MP. So, rest there now. After doing that, head back to Mystic Mts. And use the Gate.

END OF TIME

Here, talk to the Old Man. He'll give you a hint about the Wings of Time which will enable you to go to any time period you want while flying. Save here and use the pillar #5 to Proto Dome 2300 AD.

PROTO DOME (2300 AD)

Once you arrive, immediately head out to the World Map. Go back to Arris Dome. Don't forget that you have to pass through Lab 32 again.

ARRIS DOME (2300 AD)

Item/s:

Power Tab	Charm Top
Gold Erng	2 Full Ethers

Hit Ring	Wallet
Elixir	Magic Tab
Lumin Robe	Gold Stud

Head to the basement. Head to the Sealed door at the end. You'll now be able to open it with the pendant. Inside, you'll find a shining Power Tab in the middle. Get the chests inside. You'll find a GoldErng. It will raise your HP by 1/2! If your HP is 500, it will become 750. You'll also get a Hit Ring, which will add 10 to your hit rate! Finally, you'll get an elixir and a Lumin Rode, w/ Magic Defense +5, from the 2 chests. After getting these cool items, head back out to the World Map. Pass through Lab 16 and head to Bangor Dome. Open the Sealed door there. You'll get a charm top, a Full Ether and a Wallet. Then, head to Trann Dome and open the sealed door there for a shining Magic Tab, a Gold Stud and a Full ether. After getting these treasures, head all the way to the Sewer Access that is just a bit south of Lab 32. Enter it. If you visited this place a while ago, you'll now be able to go to the other ladder that leads to another part of the World Map. If you didn't visit it before, here's how. If you've finished it already, skip the sewer access guide and head straight for the Keeper's dome.

(Note: If you haven't used the console when you first came here, here's what you have to do, there are 2 consoles right, go to the console on the right, Press and Hold L and R buttons then press A to examine the console. A path will open to the right enabling you to reach the door.)

SEWER ACCESS -GUIDE(2300 AD)

Head left to Sewer access. You have to activate the bridge here so that you can have easy access later. Inside, a guard will pass by. After regaining control, head left, defeat the enemies and get the chest for 600G. Now, head all the way to the left until you see a scene with two frogs talking to each other. Follow them down the ladder. Below, head right. You will see a cat. If you examine it, you'll have to fight 3 Nereids. Move on. You'll then see a can and a trash bin. If you examine either of them, you'll fight 4 Nereids. Next, you'll see a slice of cheese. If you examine it, you'll have to fight 2 Nereids and a rat. Move on. Next, you'll see a save spot. If you examine it, you'll fight 3 Nereids. Finally, climb up the stairs. Above, you'll see a gap between a bridge and another bridge to your left. Ignore the bridges and head north. You'll see a slight opening in between the wall. Go through here to reach a switch that will open the opposite door. Head back then up. Continue pressing the Up Key until Crono Stops. You'll now be able to head right. When you see that Crono stops, head down through that door. You'll see another scene with the 2 frogs. Anyway, just head right then up to get a Rage Band from the chest. Now head right to meet:

Mini-Boss: KRAWLIE

```
#####  
HP:      550  
EXP:     100  
*TP:     -  
G:       500  
Item:    Mid-Ether  
Charmed Item: Mid Ether
```

He is so easy. You can beat him with your eyes closed while pressing the A button continuously.

* - I haven't seen them... yet.

#####

After beating Krawlie, move on until you see a ladder. Go past it first and get the chest for a Bolt Sword. Then, press the switch to fill the gap and the bridge will now be accessible. Now, don't go back to climb the ladder. Instead, cross the bridge you just activated and you'll notice that you've been here already. Now head all the way back to the ladder which you used to enter this area and exit to the World Map. Note: The ladder at the end will send you to the World Map but it is on a remote island. You can find the Keeper's Dome and the Death Peak.

KEEPER'S DOME (2300 AD)

Once you enter, you'll see a Nu. You can talk to it but it will have an error. Head to the back part of the Dome and you'll see a Sealed Door. Enter it. You'll see various shining dots around. It will tell you about Belthasar, the Guru of Time and also about Lavos. At the end, enter another Sealed Door. Head all the way north and your characters will have a dialogue. Now, try to leave the room. A Nu will push some kind of a device into the Wings of Time. It will tell you that it is Belthasar's Memory that is talking to Crono and his party. After that, name the "Wings of time". The default name is Epoch.

Instructions on using the Epoch

In the world map, the A button will let Crono Hop Aboard or Climb out of the Epoch. The Y button will open the Time Selection screen where you can select the time period in which you want to go. In this screen, use the L and R buttons to select the time period. Then, press A to select.

After getting the Epoch, head to the Dark Ages, 12000 BC.

You can also use the time Dial to go to 1999 AD right away and beat Lavos. You'll achieve Ending #10 if you do.

DARK AGES (12,000 BC)

When you arrive, the Cave to the north has the Sealed Gate. If you try also using the Skyway, it won't work. So head all the way to the upper left and enter the Terra Cave.

TERRA CAVE (12,000 BC)

Item/s:

Power Tab

Inside, you'll see the village of Algetty. The people here don't have magic so they were banished here. When you reach the people, the first cave you'll see will house a person who sells good Equipment. If you have enough G, try to upgrade your weapons (or you can just continue on and charm R'bow helms from the beasts which is much stronger than the one sold here). After buying equipments, if you want, continue heading down. There will be a cave wherein you can sleep for free. When you reach the Save Point, Save! Head to the Cave opening to the right. In here, get the Power Tab on the lower right. Head north. You'll have to fight 2 beasts. They are just like easy bosses. After beating them, head north and beat another pair. At the end you'll meet the real boss.

Boss: MUD IMP and 2 BEASTS

```
#####  
Blue Beast HP: 4500  
Red Beast HP: 4500  
Mud Imp HP: 1000  
EXP: 954  
TP: 26  
G: 2600  
Charmed Items: Mermaid Cap (Blue Beast), Elixir (Red Beast),  
Speed Tab (Mud Imp)
```

These 3 are hard. The Mud Imp is fast and it will use the 2 beasts and charges at one of your characters. Heal your characters often because once BOTH beasts attack at the same time, your character's HP, might drop to 0. To beat it, use Fire elemental attacks on the blue beast and Ice/Water Elemental on the Red one. You can use any magic on the Mud imp. If you really spent time to gain a lot of TPs, if you have Luminaire, just use it at least 3 times to end the fight easily. Also remember that, when the Mud Imp is alone, it will gain 150 HP for every attack you make.

```
#####
```

After beating the boss, climb up the chain to Mt. Woe.

MT. WOE (12,000 BC)

Item/s:

Lode Vest	Shelter
2 Shields	Time Hat
3 Barriers	Ruby Knife
2 Lapis	
2 Full Ethers	

In here, you'll have to fight Bantam Imps on your way. Once you beat it, you'll have to fight the Stone Imp. There are also Rubbles that will use its Lock All ability on the first move. It will disable ALL your Techs and Items. Now, back to the walkthrough. After beating the first batch of Bantam Imps, head north first and cross the chain. Fight the rubble if you want, note that it has 1000 EXP and a mid-ether including 100 TP if you can beat it before it escapes. After beating the rubble, head south first and get the Lode Helm from a chest. Return to the place where you fought the Bantam Imps. Cross the chain to the left. Fight another batch of Bantam Imps on the way, then cross the chain onto the next section. Here, head right then up. Beat the Gargoyles and head up again. You'll see a Save Point. Restore all your characters' HP/MP then save. Move on. When you see a Chain to the right, go there and get the Lode Vest and a Shield Item. Then, head left and collect the treasures. You'll get a Barrier, and a Lapis. Right after you get the Lapis, head right and you'll see another chain which is just above the save point. Cross the chain. Move on until you see a chest with a Barrier. Cross the Chain to the right to move on to the next section. In here, get the chest fist for another Lapis. Head right and beat the 4 Man Eaters. There will be 2 chains here. Head to the right chain first and get the chests for a Barrier and a Full Ether. Now, head to the other chain and move north. When you see the Rubble, head south and get 2 chests with a Shield and a Shelter. Head north, then cross that chain. You'll arrive in a save point so, prepare your characters then save. Head up the chain to the next section. In here, get the Chest for a Time Hat. After getting the time hat, cross the chain and get another chest for a full Ether. Restore HP/MP and use the most powerful weapons for your characters. You should prepare before climbing the north chain because there is a very tough boss ahead. After climbing the chain, examine the crystal. Then, to your surprise, here comes..

Boss: GIGA GAIA

#####

Giga Gaia HP: 10000

Hands' HP: 2000

EXP: 3000

TP: 30

G: 3000

Charmed Item: Speed Tab (Head)

He is TOUGH. To beat him, use techs to destroy the ARMS first. These 2 arms deal a very big amount of damage to your characters. If your level is low, at around 15 below, there is a probability that you'll get killed with one hit. You can also use Level 2 Magic to Damage every part of Giga Gaia. Once the arms are gone, give Giga Gaia a beating. Beware, if you can't finish him off fast, he'll restore both of his arms and you'll have trouble again removing them. On my very first meeting with Giga Gaia, I have to restart around 3-4 times before I actually beat him.

New and good strategy from Drew Hundley (serval@claws-and-paws.com):

Have Ayla in your party and have any other character fill-in the third slot. Use Ayla and Crono's Volt Bite to finish of the Left Arm, which is the attacking arm. While the third party member, have him/her use his/her most powerful Tech on the main body. Just leave the right arm as it is. It will recover HPs for the main body from time to time but it is less than how much you damage him. If the left arm appears again, kill it again! :) This way, you can conserve MP and you can concentrate on attacking the main body if you ignore it.

#####

After beating Giga Gaia, the guru of Life will be freed. It's Melchior! Then, the mountain will crumble and it will collapse. You'll be automatically be brought to Algetty. There will be a scene here with Melchior talking to Schala. Dalton comes in and captures Schala. Once you regain control of your characters, talk to Melchior. He will give you the Ruby Knife that you must use to destroy the Mammon Machine. Now, go back to where you slept for free and sleep again to restore the HP/MPs you've lost against Giga Gaia. Then, head all the way up and exit to the world map. Then, head all the way to Zeal Palace using the now accessible Skyways and Land Bridges.

ZEAL PALACE (12,000 BC)

Once you arrive here, go straight to the middle room. The 2 creatures which look like Masa and Mune is now gone and you may pass through without having to go around again. Head to the Throne room and you'll fight Dalton.

Boss: DALTON

#####

HP: 4000

EXP: 1000

TP: 30

G: 2500

Charmed Item: Power Meal

He is easy. But, be careful. Always use your characters most powerful Tech because he will counter you with the Orb attack which brings down your characters HP by a half. So, always heal after an Orb Attack. He will escape afterwards.

#####

After beating Dalton, a gate will appear. Use it. You'll arrive in the Ocean Palace.

OCEAN PALACE (12,000 BC)

Item/s:

Aeon Suit	Star Sword
Rune Blade	Shock Wave
Aeon Helm	Demon Hit
Kaiser Arm	Elixir
Sonic Arrow	

In the first section, you'll see a save point. Use it then, move forward and you'll see Mune. A scene will follow with Schala and the Queen at the Mammon Machine. Now, head south to the next section. Here is a big room with 8 doors. To the North, Northeast, East, Southeast, South, Southwest, West, Northwest. There are also treasures scattered around the area. You'll get an Aeon Suit and a Rune Blade.

I'll explain the enemies here. There are 3 types of scouts, the Scouter, which can be beaten by Lightning Damage, the Blue Scout that can be beaten by Water/Ice Magic, and the Red Scout, which can be beaten by Fire. There is also this Jinn and Barghest. Barghest is the one that keeps on moving around. Kill him first and the defenses of Jinn will deteriorate.

Back to the Walkthrough, in the big room, head to the Northeast door. Step on the switch and fight a Jinn and a Barghest. After beating them, exit to the lower right door. In here fight another batch of monsters then get the Aeon Helm in the chest. Now, there will be 2 doors to the left. Take the one heading straight to the left and you'll arrive again in the Big room. You will notice that you have been in the East Door. The next destination is the South East door. In there, get the chest you see for a Kaiser Arm. Head left to the switch. It will raise a bridge to give you access to the South door back in the big room. After switching it on, head left first and get the chest there for a Sonic Arrow. Head back to the Big Room. To get the Star Sword, take the North West room. Step on the switch and beat the Jinn and the Barghest. Take the lower left door. Fight another batch of enemies here then, take the chest for a Star Sword. Take the Right door. You're back in the big Room. Now, head to the South West Door. Take the chest here for a Shockwave then head south. You'll be back where you switched on the bridge. Don't go all the way to the south, instead, head left and stay beside the wall and run around until you can't run anymore. You'll see a chest in a small room. There is a opening somewhere in the diagonal wall. Once you get it, you'll receive a Demon Hit from the Chest. Head back to the Big room and enter the South door. In here, take the ladder to the left. In this area, just continue moving down the ladders and fighting enemies until you reach Masa. He will say something then a short scene of Schala and company will follow. Head down the ladder then use the Save Point. Head to the south door. Beat the enemies here then examine the shining dot. Now for some Elevator Action. You'll fight 3 batches of enemies here one after the other. The first batch is a Jinn and a Barghest and Thrashers. The next one has 2 Mages, 2 Lashers and a Scouter. And the last batch has 2 Scouters, 2 Blue Scouts and 2 red Scouts. After the elevator stops, head to the north door. There are 2 door here. Take the right one first. Beat the scouts and press the switch. Do the same thing on the left door. Head out and push the switch in the middle to reveal a door beneath the flames. Enter that door. In here, get the Elixir from the chest and Use that Save Point! After preparing head north to face..

Boss: GOLEM TWINS

#####

HP: 6000 each

EXP: 2000

TP: 70

G: 4000

Charmed Items: 2 Magic Tabs (one from each)

They are so hard that I have to restart 5 times before beating it. It will copy anything you do to them so make sure you use Techs. Physical attacks are almost useless against them. They will use the Ability that they copied to you and it will surely be a big damage. Not to mention that BOTH of them can use the Iron Orb which reduces your HP to 1|2 . Try and try again if you fail, try every way you can.

Easier way to beat GOLEM TWINS by: TheLaser (thelaser@xmission.com)

You may know that the twins will mimic you moves therefore, you can manipulate the battle. First off, Include Lucca in your party. Equip everyone with fire resisting armors (specifically, Red Mail or Ruby Vest). When the battle begins, have Lucca cast Fire 2 on the Golem Twins, they will counter with a Fire Attack but you will mostly likely to receive very little damage because of your armor. Then, wait for everyone to fill his or her battle gauge, including Lucca. Have your 2 other characters use their most powerful attacks then finally Lucca, with her Fire 2 again. Just try to be fast enough so as the Golem Twins will not use its Iron Orb attack.

Another strategy by: Roberto Tisu (roberto@comcom.si)

Have Crono, Lucca, and Frog in your party. Use Crono's Luminaire as the first attack then use Lucca's HypnoWave to put both Golems to Sleep. Then, use Frog to heal your characters. Do this until the Golem Twins die.

Another strategy by: Conner (jamescon@att.net)

One of the best teams to use is the team of Crono, Ayla, and Robo. Before you do anything, have Ayla and Robo do their Boogie Dual Tech to halt both of them (GolemTwins). Then its a simple process of Using Crono and Ayla's Falcon Hit attack to whack both of them at the same time. The only damage you will take will be the final blow. Then it is smooth sailing from there.

#####

After beating the Golems, Dalton will try to summon the Golem Boss but has more things to do. When you regain control of your characters, head back and SAVE. You don't want to repeat everything do you? Now, continue heading north until you see a Nu. Head north and meet the Mammon Machine. Crono will use the Ruby Knife, which will turn into a sword. Schala tells you that it won't do any good. Then, all of a sudden, Lavos appears before you. He can't be beaten here on your first play. I'll try later if you can beat Lavos here after I reached around Level 90. After Lavos beats you, the prophet will reveal himself as Magus. He can't do anything to Lavos also. Schala will try but will be stopped by her mother. Now, Lavos will try to kill all of you. (If you managed to defeat Lavos here, which I think, is the hardest Lavos ever, you'll receive Ending #2) If you lose, after you regain control of Crono, head towards Lavos. Crono will be disintegrated. Lavos will then emerge out of the ground and destroy the entire Zeal Kingdom. All floating island will fall down to the ocean. After these scenes, you'll wake up inside a house in the last village. After talking to the elder, save then head out to the World Map. There are 3 huts of the Last Village. Enter the northern most one and you'll see a Nu that sells items. After the Nu leaves you can get the Magic Tab on

the upper left. Now, head back out to the World Map and go to the Commons. Talk to the elder at the end and see Dalton's soldiers come in. Dalton will eventually capture all of you. When you wake up you'll be in Dalton's Ship.

BLACK BIRD (12,000 BC)

Your party will notice that the equipments and items have been taken away from you. So, you're last resort here is to get Ayla. She is the only character that can fight the enemies. If she is not in your party and you got into a battle, you will not win without weapons because you can't attack. Now, head up the ladder and your character will be shocked by what they will see. After that, head back and one of your party members will tell you that there is a breeze in the place he/she is standing. It's because there is a Ventilation hole up there. Now, I'll tell you how to get back the Items, Equipments and money.

First, head south to the door and act sick. The guard will come and will be beaten by Ayla. Now, head out the door. Go left into another door and you'll see a chest, which contains all your money. 1 down 4 to go. Leave the room and head all the way to the north. You'll arrive in another section. After beating the 2 Bashers, you'll see 2 doors. Take the left one and you'll see the chest containing all of your items. 2 down 3 to go. Leave the room and head all the way to the north and climb the ladder there. You'll be at the ducts. Head all the way to the right and you'll see a shining Magic Tab. To get it, when you can't run right anymore, head south, when you can't run south any more, head right then up. Now, run back and stop at the first intersection. Head south to the next intersection. Here, head left and climb the first ladder you see. You'll arrive where they kept your equipments. Hurray! You got one character's equipment back. 3 down 2 to go. Climb back up and head left. Move on and climb down the ladder at the end. Climb another set of stairs down and you'll arrive in a main room. Head right and enter the door guarded by 2 Bashers. In the room, you'll get another chest for the equipments of one of your characters! 4 down 1 to go. Now, leave the room and climb up the ladder that is just beside the door. In the ducts head left and stop in the intersection. Head south to another intersection then stop. Head south again to another intersection. Head left and climb down the ladder that you'll see. You'll arrive in the last chest. Hurray! You got everything back! Now, head back up the Air ducts. Head right to the intersection. Now head all the way down until you reach the last Ventilation hole. Examine it to see Dalton with the Epoch. After the scene with Dalton, head up to the intersection. Head north again to another intersection. Head north AGAIN to the next intersection. Head right and enter the first Ladder you'll see. You'll arrive at the first room you've seen on the blackbird. Use the Save Point. After saving, head back up the Air duct, not the ladder. On the air ducts, Head right and move on until you reach an intersection. Head north to another intersection then head north once more. Head right and enter the first ladder you'll see. In this room, exit to the south door. Then, use either of the 2 conveyor belts to go south. You'll see 2 rooms below. Take the left one. Enter the door inside then take the single ladder up. You'll arrive on the wings of the Blackbird. Head to the lower leftmost part of the wings and you'll have to fight the Golem Boss.

Boss: GOLEM BOSS

#####

HP: 14000

EXP: 2500

TP: 0

G: 2000

Charmed Item: none

He's the easiest boss in the game, why? Because he won't even attack you. All you have to do is to attack him physically to save MP and items. Don't worry about counter attacks. He is so scared of Heights to move.

#####

After beating the golem boss, you'll see Dalton take off in the now-flying Epoch. You're characters will jump to the Epoch engaging Dalton.

Boss: DALTON PLUS

#####

HP: 3000

EXP: 2500

TP: -

G: 2000

Charmed Item: Power Meal

He is not that hard. Just use your characters' most powerful Magic. Use dual Techs if they're available and it will finish him off quickly.

#####

After beating Dalton, He'll summon Golem Boss. Since you already beaten that Golem, he'll not be able to summon it. Dalton will fall off the Epoch to meet his death. One of your character will then tell you to hit the Y button. Press it and it will fire beams towards the Blackbird. The Blackbird will crash. Now, your characters will land near the commons. Go there and talk to everyone and some of them will tell you about the stranger who passed by who is now at the north cape. Before leaving the Commons, make sure you talk to the woman here beside the sapling. This will activate Fiona's Side Quest. If you didn't talk to the woman in the Commons, Fiona's husband won't be at home. Head back out to the World Map. Head north and circle around the mountain. Head to the north westernmost area and enter the Cape.

NORTH CAPE (12,000 BC)

Item/s:

Amulet

Dark Scythe

Head to the north and examine the shining dot there. You'll see Magus. He'll tell you more about himself then. After the scenes that show that Magus is actually Janus, he'll ask you if you want to fight him. If you want to fight him, you'll gain EXP, and the Amulet Magus has, including a MegaElixir, which you can Charm from him, but you won't get Magus to join your party. If you don't wish to fight him, when you try to leave, he will come and join you. It's weird, but you can actually rename him. After he joins you, head back out to the world map. As Magus suggested, use the Epoch to go to the End of Time. But before you do, the Undersea Palace, a.k.a. Black Omen, will emerge out of the sea. After the scene, head to the end of time.

From here on, until the revival of Crono, you can achieve ending #12. Remember that Crono must still be dead.

END OF TIME

Item:

Chrono Trigger

Talk to the Old Man. After speaking to him, try to board the Epoch and he will call you. Go back and talk to him again. He will give you the Chrono Trigger that may be able to return Crono back. You party will also notice that he is

actually Gaspar, the Guru of Time. Now, board the Epoch and head to 2300 AD and enter the Keeper's dome.

KEEPER'S DOME (2300 AD)

In here, pass through the Sealed Door. On your way, look out for a shining Magic Tab. Now, talk to the Nu at the end. It'll tell you that "Death Peak" has the power to restore life. But, in order to do so, you need an exact clone. So, head back to 1000 AD and win a Crono Clone in Leene Square's Norstein Bekkler's Lab Game.

LEENE'S SQUARE (1000 AD)

The Norstein Bekkler's Lab is found on a Big Tent on the right side of the first section of Leene's Square. If you haven't played here before, I provided the rules (w/c is also written near the beginning of the walkthrough) below:

Norstein Bekkler's Lab

Located in the eastern portion of the first section of Leene's Square. It is in a large pink tent with a skull at the entrance. This place is pure fun. First, select the amount of silver points you want to bet. 10, 40, or 80 Silver Points can be placed as bet.

At 10 Silver Points, you get to play a game where you must find a certain person among the 3. They are Vicks, Wedge, and Piette. They will change places fast. To have an advantage, memorize 2 persons only. Example, watch Vicks and Wedge's movement. When the clown asks you where Vicks or Wedge, you'll be able to identify the 2. The one whom you didn't follow his movement will be Piette. If you win, you'll get a Poyozo Doll to use as decoration for Crono's House. Note that these Poyozo Dolls play a major role in the late part of the game. Note that the Poyozo Dolls on the second floor of Crono's House will change the music if you examine it.

At 40 Silver Points, you get to play a mimic game. All you have to do is to Mimic or Copy the movement of the clone using the designated buttons, L=Left Arm, R=Right Arm, Y=Laugh, A=Surprise. If you managed to mimic everything, you'll win a Clone of Crono that you can use also to decorate Crono's House. Take note that this Clone will play a MAJOR role in the game. If you think hard you'll know it.

At 80 Silver Points, you get to play a Push the monster game. Your goal in this game is to prevent your character, who is hanged just above a flame, and push the 3 coins to be able to put monsters into the door at the back. It's very challenging. You're pushing the coins at the same time preventing your character from being fried. If you see a blue light appear at your left side, examine it to raise the rope a bit, then continue pushing those monsters back. If you win, you'll get a cat. These cats will be brought to Crono's House. You can win as many cats as you want. When you go to Crono's house, you'll see all the cats you've won roaming around the house.

After you've won a Crono clone, it will be delivered to Crono's House so go there. Talk first to Crono's Mom then get the clone. Head back out and board the Epoch. Go back to 2300 AD and enter the Keeper's Dome once more. Talk again to the Nu and it will now use 3 Poyozo dolls to help you climb Death Peak. After that, switch off the Nu and head out to the World Map and go to Death Peak.

DEATH PEAK (2300 AD)

Item/s:

 Magic Ring Vedic Blade
 Wall Ring Memory Cap
 Giga Arm
 Brave Sword
 Star Scythe

At the Death Peak, the wind will eventually push you down the Mountain. Now, that there are Poyozo Dolls it is easier to go up. First, examine the first Poyozo Doll you see and it will turn into a tree. When the wind is strong just stay behind it and you won't fall down. When the wind calms down, RUN up to the other tree and stay behind it whatever happens. When the wind calms again, RUN up and you'll reach the next area. In here, walk to the left until you see a ladder. Don't climb up yet. Head left a bit more to find a Magic ring. Head up the ladder now. Move to the right until you reach the next section. In this area, you'll notice that the path splits into 2. One to the north and the other to the south. Take the south first to reach a Save Point. There is also a chest w/ a Wall ring. Now, head back to the intersection and head north. Enter the cave-like opening. Inside you'll find, Lavos Spawn.

Mini-Boss: LAVOS SPAWN

HP: 4000
EXP: 747
TP: 0
G: 500
Item: Elixir
Charmed Item: Elixir

The spawn is not that hard if you will not attack the shell. Whatever you do, always attack the head only in any way you want.

#####

After beating the Spawn, take the Giga Arm from the Chest. If your HP/MP are very low, head back to the save point. Now, Head north past the place where you fought the Spawn. You'll be outside again. Head right and you'll arrive at another part of the cave. Get the chest you see for a Brave Sword. Then, head south. You'll arrive on a cliff wherein below you is the save point you saw earlier. Head north and examine the shining dot there. It will open a cave below. Head back to that save point and head north and enter the newly opened Cave. Inside, climb the series of Ladders and get the StarScythe on the way. Enter the cave to the north and you'll fight another Lavos Spawn. After beating the Spawn, head left and you'll see a Poyozo doll in the next area. It will tell you to be careful because if you slip, you'll return back at the start of the Death Peak. If you fall, you'll be back to the First Save Point. Now, if you successfully passed the bridge, you'll arrive in another section. Get the chest you see for a Vedic Blade. Keep on moving and you'll eventually come up to another one of those Poyozo Dolls. It will tell you to push the shell, climb the shell. You'll know what this means later. Head down the ladder to the left then move on. You'll reach the Third Lavos Spawn. After beating the spawn, the shell will remain. Now, PUSH the shell to the right until you can't push it anymore. Then, push it north. When you can't push anymore, examine the shell and you'll climb up. After climbing up, get the chest to right for a Memory Cap. Head north afterwards and you'll reach the summit of the Death Peak. The leader of your party will use the Chrono Trigger. It will shatter and will bring your party back to the exact time where Crono disintegrated. Examine Crono and you'll exchange the Clone for

him. After that, Crono will be revived and is brought to the Death Peak for a touching scene. You will be brought automatically to the End of Time.

END OF TIME

In here, talk to Gaspar. He will tell you that you can go and Beat Lavos himself now by examining the shining dot in the bucket. You can also visit different peoples/event that will empower you to beat Lavos.

1. In the middle ages, a woman's sheer determination brings a forest back to life.
2. A fugitive in the Middle Ages, Ozzie, maintains an evil hideout
3. There's a task to be done in the future, where machinery originated
4. And there's a very special stone that can shine its light on each generation, from the distant past to the far future
5. there's the ghost of a lofty knight, slain by Magus in the Middle Ages, who haunts the present
6. There's an object in the Middle Ages that sparkles like a rainbow
7. One of you is close to someone who needs help, find this person.. fast.

You can do these side quests to get the Ultimate Weapons of your characters. You can just bypass them and use the bucket to fight Lavos at once. If you want to do the side-quests, skip the Lavos strategy and you'll see the side-quests there. Note that you can do these side-quests in any order. And after you've done the side quests or any other thing, use this strategy when you decide to fight Lavos.

If you decide to fight Lavos without completing the Side-quests, here's the Strategy (the ending you'll see will be ending #1):

Final Boss: LAVOS

When you fight Lavos for the first time in the game he will copy the abilities of previous bosses you've met in the game. Also, you'll be allowed to restore your party's HP/MP after each boss he mimics.

Here are the bosses he will mimic. Note that everything is copied, including the HP, attack, defense, and abilities of the boss.

Dragon Tank w/ head and grinder
Guardian w/ 2 bits
Heckran
Zombor -both upper and lower body
Masa and Mune joined
Nizbel
Magus
Tyrano w/ Azala
Giga Gaia w/ both hands

After beating his mimic of Giga Gaia, you'll now have to fight Lavos himself. Just use your character's most powerful Techs. I.e. Crono's Luminaire, Ayla's Triple Kick, etc. it has 10,000 HPs.

After beating Lavos, its head will disappear and you will enter its shell. You'll see a gate which lead back to the end of time and a save point. If you wish to fight Lavos, don't hesitate to use a shelter. If you don't want to fight him yet, use the gate to return back to the end of time to prepare your characters and explore the world!

****Inside Lavos****

Continue moving north and you'll see the real Lavos. It has 2 hands that will deal the worst damage you've ever seen so use a Tech that will attack both hands at the same time.

First form:

Right Hand HP: 9000
Left Hand HP: 8000
Body: 20000

To beat him, try to destroy the right hand first as it will restore the HP of the body. Then head for the left arm. When the body is the only one left, use your party members' most powerful attacks/techs.

****True form****

Right Bit: 35000
Left Bit: 2000
Body: 3000

All you have to do here is to use physical attacks/techs on the left bit. Then, attack the right bit to lower its defense. Once the defense is lowered, use a powerful attack/magic that will damage both Lavos and the bit. Once the left bit and Lavos dies, the right bit has the ability to revive them. So, the real thing to do here is to beat up the right bit. If you did kill the right bit first, both bits will die including Lavos himself and you have finished the game!

#####

SIDE QUEST #1

"In the middle ages, a woman's sheer determination brings a forest back to life."

For this side quest, head to Fiona's Villa in 600 AD.

FIONA'S VILLA (600 AD)

Talk to Fiona then to her husband. They will tell you about the Desert Cave that houses hungry monsters. Fiona wants to plant the seedling but with the monsters lurking about, she can't do anything. So, lend a hand and beat those monsters in the desert cave, which is like a spiral in the world map a bit south of Foina's Villa.

SUNKEN DESERT (600 AD)

Item/s:

Lapis	Muscle Ring	HyperEther
Elixir	Memory Cap	
2 Full Ethers	Full Tonic	
Aeon Suit	5000G	
Power Tab	Aeon Helm	

Upon entering the sunken desert head to the middle and you will fall down to the desert cave. Take note that the monsters here are very strong. Get the chests in this section for a Lapis, Elixir, Full Ether, and Aeon Suit. There is also a shining Power Tab to the right of the upper leftmost chest. In this

section, you can find a ladder to the south and a cave entrance to the north. The cave entrance will lead you to the exit. So, go down the ladder to the south. In the next area, the ground will shake. After seeing the skeleton, you're free to move, I suggest getting the items here as they can help you in your next fight. But, there's a condition. The ground here is shaking right? Every time the ground shakes your HP goes down so the longer you stay the lower the HP of your party gets. So, quickly get the items and face the boss at once. So, get the Muscle Ring in the middle, then Memory Cap, Full Ether, Full Tonic, 5000G, Aeon Helm and a HyperEther inside the chests scattered around. Now, try to guess where the skeleton will appear. It will choose from the 4 corners in this area. When you see it rise from the sand, quickly ran up to it and fight!

Boss: RETINITE

#####

Upper Body HP: 5000

Middle Body HP: 1500

Lower Body HP: 5000

EXP: 2600

TP: 100

G: 2000

Charmed Item: Speed Tab

Use Frog's water attacks or Marle's ice attacks on retinite. It will lower his defense greatly. Now, use PHYSICAL attacks on the upper body as it is the part of retinite's body that can steal HPs from your characters. After beating the upper body, go for the middle part. It has low HP so it can be defeated using normal attacks. Now, the Legs. First, you have to cast water magic on it to weaken it. Then, use PHYSICAL attacks. Its defense will rise again after your attack, so cast water again. Do this until you destroy the legs.

#####

After you beat retinite, one of your characters will tell you to inform Fiona about your success in defeating the monsters in the cave.

FIONA'S VILLA (600 AD)

Now, get Robo if you don't have him in your party. Go talk to Fiona and she will tell you that she wishes to live longer to see the seedlings grow. Robo will then volunteers to help Fiona. Allow him to help. When you return to the World Map, you'll see Robo plowing the fields. You can't wait for Robo for centuries so board the Epoch and go to 1000 AD.

FIONA'S SHRINE (1000 AD)

You'll now see the House of Fiona turning into a Shrine. Enter it. You'll see nuns inside. One of them sells powerful helmets. I suggest you go buy one if you have the money. After buying if necessary, head to the north and you'll see the remains of Robo. Examine it. You will then be taken to an automatic camp scene.

CAMP SCENE

In this scene, your characters will talk about Lavos and the Time Gates. After the talking, one of your characters will suggest going to sleep. The screen will fade. When it shows up again, you'll gain control of Lucca only. Go to the right and you'll see a Red Gate. You'll arrive at a very familiar place.

LUCCA'S HOUSE

Item/s:

- Green Dream
- Taban Suit
- Taban Helm

After arriving at Lucca's House, you can view the note on the floor. Now, head down the ladder. Below, enter the door to the north. You'll see a note on the table. It contains the password for a machine Lucca's Dad built. The password is Taban's wife, Lara. Now exit this room and enter the other door, which is to the south. You'll encounter a shocking sight. Lucca's Mom got her skirt stuck on the conveyor belt. So, you have to enter the password. Go to the shining dot on the machine. Examine it and you will be asked the password. Press "A" button again so that the words "Enter Password" disappears (you can't enter the password yet if that message window containing "Enter Password" is still open). Press 'L', 'A', 'R', 'A' buttons in order and the machine will stop. After that rescue scene, enter the red gate once more. You'll meet Robo. Talk to him and you'll be given an awesome Accessory, the Green Dream. It will revive the character to whom it is equipped if he/she ever dies. But it can only be used once. It'll disappear after its first use.

You'll be automatically taken to the world map. Take a visit to Lucca's House. Talk to Taban and he'll give the ultimate defense armor and helmet of Lucca. The Taban Suit and Taban Helm. That ends the First Side Quest.

 SIDE QUEST #2

"A fugitive in the Middle Ages, Ozzie, maintains an evil hideout."

For this side quest, you have to go to Ozzie's Fort in 600 AD. To make it easier to go there, because it is in a remote island, board the Epoch and go to Medina Village of 1000 AD. Fly to Medina Square. The Epoch should be right above Medina Square. Then, use the Epoch to head back to 600 AD. When you arrive at 600 AD, you'll be right on top of Ozzie's Fort. Disembark the Epoch and enter the Fort. Be sure to prepare your characters, you'll know what I mean later.

OZZIE'S FORT (600 AD)

Item/s:

- Full Ether Gloom Cape
- Dash Ring Gloom Helm
- Sight Cap 2 Magic Tabs
- Doom Sickle

Upon entering, you'll see Great Ozzie. Note that if you have Magus, there will be extra dialogue between them. Magus was their Master after all. Now head north, Ozzie will be there again and so is Flea as Flea Plus. You have to fight him.. err.. her.. whatever. Use the opposite strategy for Flea. For your convenience here it is.

Boss: FLEA PLUS

#####

- HP: 3500
- EXP: 2000
- TP: 20
- G: 2000

Charmed Item: none

If you remember, when you fought Flea back at Magus' Castle, you have to use physical attacks right? Well, now use your most powerful Magic Attacks. Use Crono's Luminaire, if you have it, 3 times to beat Flea in a short period of time.

#####

After you deal 3500 HP damage Flea will escape. Follow Flea to the north. In this room, you'll see Ozzie. He'll summon 2 monsters which, unfortunately, too bad for him because they fell on the conveyor belts that will bring them to their doom. Now, head north. Here, you'll find Ozzie again and the come backing Super Slash.

Boss: SUPER SLASH

#####

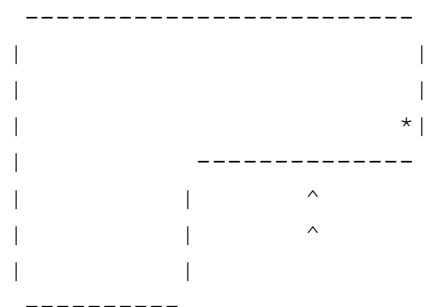
HP: 2500
EXP: 2000
TP: 20
G: 2000

Charmed Item: none

He's so easy. Just use any Tech you want. I did a Fire Zone by Crono, Lucca, Robo, and he's dead in one turn.

#####

After beating Slash, head north. You'll see a Blade controlled by Ozzie. Don't get the chest yet. Afterwards, an Imp will come in and because of his stupidity, he fell for the trap. After Ozzie escapes, you're free to get the Full Ether from the chest. You can also get Magus' most powerful weapon, armor and helm in a secret room here, the Doom Sickle, Gloom Cape and Gloom Helm respectively. Here's the diagram: (try to enter the area where the arrow is) Thanks to ~The Silent One~ (silent_one@mailandnews.com) for this info.



There is also a Magic Tab where the asterisk (*) is. Thanks to Roberto Tisu for the info.

After getting the equipments, check the Magic Tab to the right then exit this room and head north once more. Now, you'll face all three, Ozzie, Slash and Flea, and they are hard to beat.

Boss: GREAT OZZIE, FLEA PLUS, SUPER SLASH

#####

HPs
Great Ozzie: 5000
Flea Plus: 3750
Super Slash: 3750
EXP: 7500
TP: 80
G: 4000

Charmed Items: OzziePants (Ozzie), Flea Vest (Flea), Slasher 2 (Slash)

They are hard to beat if they are complete, so beat Slash first because he is the one causing the most damage among the three. Also take note that they will counter attack with triple techs, namely Bat Impulse and Delta Force and I'm sure you don't want that to happen. So, first, beat Slash using any attack, either physical or magical. Then, beat Flea. Then finally, beat Ozzie and don't give him a chance.

#####

After beating the Trio, get the chests for a Dash Ring and a Sight Cap. Now, head north. You'll meet Ozzie at the end. He will be inside a protective barrier and you can never do any damage to it (with the exception of cheating). (You can Charm Ozzie once again for another OzziePants). So, attack the switch behind him. He will outsmart you by placing a trap below you. If you attack the switch you'll fall down to the place where you fought the trio. So, head back to Ozzie. After the fight begins, a cat will come in and throws the switch to the trap that is below Ozzie. He will fall down and will never be seen again, ever. Now, head back out to the world map. Now, with Ozzie defeated, head to 1000 AD right away. When you arrive, go to the Forest Ruins again. The place with a blue pyramid.

FOREST RUINS (1000 AD)

Inside, head to the top and the pendant will glow. A Nu will appear and will give you one of the treasures of the Guru of Reason. The left chest contains a Safe Helm and the right chest contains a Swallow, which is a weapon for Crono. The Safe Helm is preferable as it will reduce the physical damage to you by 1/3. The Swallow is a strong weapon for Crono but there are other weapons that are stronger so you really do not need the weapon, go for the Helm. (Thanks to ~The Silent One~ for the info). Now, head back out to the world map.

MEDINA VILLAGE (1000 AD)

If you visit the houses in Medina Village, you'll notice that the Mystics here are so peaceful. Because you beat Ozzie back in 600 AD, all the Mystics have changed for the good. If you visit the Market here, where you found the shop with outrageous prices, everything will have a 20% discount now! Humans and Mystics finally live together in peace.

SIDE QUEST #3

"There's a task to be done in the future, where machinery originated."

For this side quest, you have to go to the future, 2300 AD, and visit a new place called Geno Dome. To reach Geno dome, here's a strategy. Go to Porre Village in 1000 AD. Now, head all the way to the right until you see a new village, which is Choras. Now, travel to 2300 AD. You shall find the Geno Dome there. It looks like the Factory when you view it from the world map. Get Robo in your party and put him in the lead of your party then enter.

GENO DOME (2300 AD)

Item/s:

2 Full Tonics	MegaElixir	Vigil Hat
50000G	15000G	Terra Arm
Speed Tab	2 Full Ethers	Crisis Arm

Elixir	Power Tab	Magic Tab
2x Lapis	Hyper Ether	

Inside, have Robo examine the panel. The computer will welcome Robo, but not in a nice way. The door that leads to the exit will be sealed and there's no turning back now. So, head to the room to the north. In this room, you'll find a large conveyor belt. You'll fight a sequence of enemies here. First are 2 Debuggests. Use Crono's Lightning Magic to make short work of them. The next would be 2 Proto 4s. Followed by 4 Debuggests. Followed by 2 debuggests and 2 Proto 4s. Finally, 4 Debuggests and 2 Proto 4s! Whew, that was tough. Now, head north and enter the door. Just above the door, you'll see a large terminal and a switch. Let's call it Terminal 1 for the sake of the walkthrough. If you press the switch the terminal will open. So, press it. Robo can enter inside right? Now, you have to charge Robo to activate the terminal so head left. You'll see 2 debuggests. Beat them. Then, go up. You'll see a Proto Robot that won't allow you to go near the chest and the Poyozo doll. So, head right and go up once you see a path going north. Don't go through the white door, we'll go there later. Defeat the 3 Proto 4s you'll find here. Then get the chest for a Full Tonic. Now, examine the computer to the right. It will give you information about the Doors and how to open them, how to change the direction of the conveyor belt on the right, the robot that guards the figurine or the Poyozo Doll and how to get rid of it, and finally it will tell you also about the importance of the 2 Poyozo Dolls found in this place. To the left of the computer is the terminal where you can charge Robo. Let's call it the Charge Terminal for the sake of the walkthrough. Now, it will open after you beat the Proto 4s so, enter it and you will see Robo surrounded by sparks. Right after charging, head to Terminal 1 you saw earlier and put Robo inside. The door on the left will open up so that you can enter. Inside you find a chest with a Full Tonic and another chest for a whopping 50000G! After getting these, return to the Charge Terminal. Don't charge Robo, instead, head left and enter the white door. You'll see another terminal here. Let's call it Terminal 2. It is closed right? So head north and beat the 4 Laser Guards. At the end, you'll see 3 switches. There is a combination of the switches that will open up Terminal two. The code is, from left to right, the color of the switch should be Red, then Green, then Red. You will now be able to use Terminal 2. Now, head back to the Charge Terminal and charge up Robo. After charging Robo up, quickly run to Terminal 2. You'll be able to enter the door to left of the terminal. So, go there and get that Poyozo Doll. There is also a Speed Tab here. Examine the green circle and you'll get it. Now to get the other Doll, head back to Terminal 1 and go right. You'll see a Debuggest but you don't have to fight it, just go around it. Now, you can see a door, which leads to an elevator, a path to the north and a shining dot, which is the Dust Chute. The Dust Chute will lead back to the first room in Geno Dome. You can leave Geno Dome but you have to repeat everything again once you return back. So, head to the path to the north. Enter the white door there and get the Elixir and the Lapis. After getting them, you'll have to fight 3 Proto 4s. Now head back and enter the room to the left of the Dust Chute. Use the elevator to go up. Above, you will finally find a Save Point. Restore your characters' HP/MP then save. Now go back down again. I saved first to replenish my party's HP/MP. Head to the north path and when you see the white door again, don't enter it, instead, run up the conveyor belt. When you see a laser blocking your way to the right, head to the left and you'll see Terminal 3. Push the switch to open it up. But, if charge up Robo, you won't be able to activate Terminal 3 because Robo's charge will disappear before you even reach the terminal because the conveyor belt is running down. So, to reverse the conveyor belt, use the elevator in the room to the left of the chute. When you reach the save point, head south. Beat the 2 Laser Guards then take the chest in the corner for a Lapis. Now, head west and you'll see a door with lasers. Turn the switch to remove the lasers and get the chest inside for a MegaElixir, there is also a Tab (I don't know what yet) in the lower right of

this room. After getting the item, you can get a Magic Tab beside the door then ,leave this room and continue heading left. When you see a ladder, go down from it. After climbing down, keep on walking until you see a chest, which contains 15000G. After getting the chest, head north and enter the white door. You'll reach a place with conveyor belts carrying humans! Your party wants to save them but even Robo can't do anything. In this room, head all the way to the right and you'll notice a door below. Head south and you'll reach a place with a chest containing a Full Ether. Now, head back to the Save Point. Use it if necessary. Now, head to the white door. Right after you enter a red room, take the shining Power Tab in the right corner. Continue heading north to the next room. You'll meet 2 Proto 4s and 2 Laser Guards. After beating them, head through the door to the north. You'll arrive an elevator, which will take you to the right of the large conveyor belt near Terminal 3. In this place, you'll see 2 green arrow to your left. One is pointing to the right, and the other points to the left. Walk to it and you'll reach the other side of the conveyor belt. Now, you'll notice a switch here. To activate it, walk/run south until your party stops then head right. You can now activate this switch, which is fortunately the switch to reverse the large conveyor belt. You can now charge up Robo and activate Terminal 3. Now, go left then north and then right to be back on the other side of the conveyor belt. Do not enter the white door to the elevator, instead, head south, beat the enemies and activate the switch to turn of the laser blocking the conveyor belt. This way, you don't have to go through the elevators again to reach the charge terminal. Now, run down the conveyor belt and charge Robo at the charge terminal. Run as fast as you can to reach Terminal 3 to open the door to left gaining access to the second guard robot. But before guiding the Robot to the one, which is guarding the Poyozo Doll, get the 2 chests for a Hyper Ether and a Full Ether. Now, guide the Robot to the first robot that you saw earlier who guards a chest and the second Poyozo Doll. To do this just walk and let the robot follow you. It's the same thing when you guided the cat to the girl back at Leene's Square at the beginning of the game. When you successfully brought the 2 robots to face each other, they will short circuit and you can now get a Vigil Hat from the chest and the Poyozo doll. Having both of the 2 Poyozo dolls, you can now get to the Mother Brain. To go there, head back to the Save Point. Head south and go left. Robo will be shocked at what he will see. His friend, Atropos insists that you kill your friend but Robo is a good robot and won't hurt good people. So, Robo will have to deal with Atropos Alone.

Boss: ATROPOS

#####

HP: 6000

EXP: -

TP: -

G: -

Item: Ribbon

Charmed Item: none

With only Robo to fight her, you'll only have a few attacks in your arsenal. The best way to beat Atropos is to have Robo use his most powerful Techs. If Robo runs low in HP, use healing items then continue attacking. She is not that hard and you can beat her on the first try.

#####

After Robo beats Atropos, her ribbon will increase Robo's speed by 3 and Magic Defense by 10! It's time to pay a visit to that Mother Brain. Head to the left. You'll see the ladder again, except now, don't go down and continue moving left. Then head north and fight 6 Laser Guards. Head north once again and beat another batch of 6 Laser Guards. Now, put the Poyozo Dolls on the Green circles by examining them. The door in the middle will now open up. Go through it. You'll meet the Mother Brain. It will still try to persuade Robo

to come back but Robo's artificial emotions won't allow him. So, you have to deal with the Mother Brain once and for all.

Boss: MOTHER BRAIN and 3 DISPLAYS

#####

Mother Brain's HP: 4000

Displays' HP (each): 300

EXP: 3000

TP: 40

G: 3000

Charmed Item: 3 Elixirs (Each Panel), Blue Mail (Mother Brain)

Once the fight has started, quickly destroy the 3 displays behind the mother brain as it will give 1000+ HP to the Mother Brain. They are not hard at all. Just use a Level 2 Magic and the 3 displays will vanish. Then, as with other bosses, use your characters' most powerful Techs to beat the Mother Brain in no time at all.

But beware, you must finish Mother brain quickly if you destroyed the 3 panels. Every time the Mother Brain attacks, it's defense and attack will greatly rise! If you let it live for a long time, you'll surely get Ko'd. Here's a strategy that I used to beat it.

Have Robo, Crono, and Marle in your party. You can prepare your characters here because the damage the Mother Brain does is quite little. Now, don't beat the 3 panels yet. Have Marle cast Haste on EVERYONE and then, cast Lifeline. This will revive you incase you die. Now, after casting Haste and Lifeline wait until all of your timebars are filled. When all is filled up, use Crono's Luminaire and then quickly use Robo and Marle's Ice Tackle. This will cut of almost 3000 HP from the Mother Brain (This is in New Game not New Game+). The mother brain will then attack. This will increase it's defense. But, use Luminaire and Ice Tackle once more. It will surely die! :)

New strategy by: Rubyheart (cadieux_philippe@hotmail.com):

If you don't want the Mother Brain to power up and the displays to heal her, cast Boogie. If it's not working yet, try again! Then, destroy the non-stopped displays and then use attacks that only hurts the mother brain. Final Kick, Triple Kick and Uzzi Punch are good examples of that kind of attacks.

#####

After Mother Brain disappears, Robo will examine a shining dot and he will receive the most powerful Arms in the game. The Terra Arm and the Crisis Arm. You'll then be automatically taken back to the world map. That's the end of this side-quest!

SIDE QUEST #4

"And there's a very special stone that can shine its light on each generation, from the distant past to the far future."

For this side quest, you need to find the Sun Palace in the year 2300 AD. To get there, go to Arris Dome. Don't disembark the Epoch yet. Then, head north and you'll see an Island with a mountain. Disembark the Epoch and enter the Sun Palace. But before going there, be sure to give your party members fire protective armors as your next opponent is a fire-based entity.

SUN PALACE (2300 AD)

Upon entering, head north and examine the shining dot. Then, the Son of Sun will arrive and attacks.

Boss: SON OF SUN

#####

HP: 2500

EXP: 3800

TP: 40

G: 2000

Charmed Items: 1-5 Elixirs (flames), Black Mail (Son of Sun)

He is one of the hardest and weirdest enemies in CT. You have to guess which among the flames is the one that is associated with the Son of Sun himself. I mean that, one of the flames is real and if you managed to attack the real one, the Son of Sun will accumulate damage. If you are low in level and you have no fire protection, then you're done for. His fire attacks are extremely powerful. Well, being the Son of Sun sure is HOT. To beat him, just guess which among the flames receive damage. After a couple of turns, the Son of Sun will shuffle the flames therefore forcing you to guess again. This battle might be a long and tedious one so be prepared and be patient. You'll eventually kill him. It would also be easier if you have fire protection.

Easier Strategy: by Brandon Boucher (TheDOORS66@aol.com)

Before fighting the Son of Sun, make sure everyone in your party is equipped with Fire protection armors. This will make the attack of the Son of Sun useless. Also, with fire protection, you can concentrate in finding the flame what will damage the Son of Sun instead of healing and keeping up the HPs of your characters.

#####

After that battle, head all the way to the north and examine the Son of Sun. It will reveal the Moon Stone that you have to recharge to gain energy once more. As they say, it would take aeons. So, common sense comes into play, go back to 65,000,000 BC.

PRE-HISTORIC ERA (65,000,000 BC)

Now, to reach the place where you have to put the Moon Stone, head to the Dactyl's Nest and fly west until you see a small island with a mountain. Enter the cave and examine the shining dot at the end. Leave the Moon Stone and leave the mountain. Board the Epoch and go to 2300 AD. (Note: You can visit the Ioka Trading Hut and exchange 10 of every kind of item for the Ruby Armor)

SUN KEEP (2300 AD)

When you arrive, enter Sun Keep again. This time, the Moon Stone is gone so head back to 1000 AD.

SUN KEEP (1000 AD)

The stone isn't here either. One of your party members will have a feeling that the Stone was stolen from this time period. To make sure, head back to 600 AD.

SUN KEEP (600 AD)

Item:

Power Tab

The Stone is still here! So definitely, it was stolen at 1000 AD. Before leaving, take the shining Power Tab, which is a bit to the left of the stone. Now, head back to 1000 AD.

PORRE VILLAGE (1000 AD)

Item:

Shelter

Go to Porre, you notice one of the houses in here is shining! So, it must be a hint that the Stone is there. Go to the house. You notice that the Mayor won't say anything about the Stone. The people around house despise the Mayor for his greedy attitude. Before leaving the House, go to the second floor and take the chest for a Shelter, don't take the sealed chests yet, you have to make a decision later. Now, exit to the world map. Now, go to Snail Stop, which is directly to the east of the Manor. Buy the Jerky for 9900G! It's outrageous but you have to. Now, head to 600 AD.

PORRE VILLAGE (600 AD)

Go to the elder's house and talk to the housewife. Give the Jerky to her, in short, don't sell it. She promises that her descendants will be as sharing as you are. So, go back to 1000 AD. Before doing that, you have to make a decision here. If you want a White Vest and a Black Vest, and a White and a Black Mail, examine the two sealed chests and don't take the contents. If you take the chests, you'll only receive a White and Black Vest, which is inferior to the Mails.

PORRE VILLAGE (1000 AD)

Go to the Mayor's manor. The attitude of the Mayor is opposite now. The people of the house praise his good attitude. Talk to the Mayor and he'll give you the Sun Stone. Now, go to the second floor and take the Black Mail, the White Mail and the Shelter. Note that you will only receive both Mails if you examined them back at 600 AD and you did not take its contents. After getting the Sun Stone, you have to put it back on the Sun Keep. To find it, just head east of the Forest ruins in Medina.

SUN KEEP (1000 AD)

Leave the Moon Stone here as it is not yet recharged. Now, head to 2300 AD.

SUN KEEP (2300 AD)

Item/s:

Wonder Shot
Sun Shades
Prism Specs
Rainbow

When you reach the Moon Stone, which is now the Sun Stone, if Lucca's with

you, she'll think of a way to make a weapon. If you don't have her, head outside and get her into your party. Lucca will be amazed at the power it contains then afterwards, you'll be taken to Lucca's House. She will then make the most powerful weapon that she can wield. The Wonder Shot. Then, Taban will come in and will give to you the Sun Shades, which is derived also from the Sun Stone. Now, there is another man that can forge this stone. Melchior. If you finished the quest for the rainbow shell, go to Guardia Castle 1000 AD, talk to Melchior and he will forge the Sun Stone into the Prism Specs and also most Powerful weapon Crono can use, the Rainbow. Otherwise, finish the Rainbow Shell Quest first. It's now the end of this side quest!

SIDE QUEST #5

"There's the ghost of a lofty knight, slain by Magus in the Middle Ages, who haunts the present."

For this side quest, you need to go to the Town of Choras in 600 AD, which is directly East of Porre.

CHORAS VILLAGE (600 AD)

Item:

Toma's Pop

In this town you can now buy the Mid-ether from the market. After buying, if necessary, go to the Café, which is below the Inn. Talk to Toma here, he's at the bar. Remember that you eavesdropped on him and the mayor of Porre way back? When you talk to him, you'll get Toma's Pop. He'll tell you to pour it in his gravestone when you come back. After getting the item, talk to the man drinking in one of the tables. He'll tell you that his tools were stolen. He needs the tools to repair the holes at the northern ruins, which is the goal of this side-quest. Now head back out to the world map. To get his tools, go to Choras in 1000 AD.

CHORAS VILLAGE (1000 AD)

Item:

Tools

In here, go to the Inn and talk to the man drinking there. He'll tell you that you can get his tools from his wife. So go to the residence and talk to his wife. She will give you his tools. Now that you've got the tools head to 600 AD.

CHORAS VILLAGE (600 AD)

When you arrive at 600 AD, go to the Café and talk to the man again. He will accept the tools and head off to his residence. Head out to the world map again and go to the residence. Talk to the man and he'll call his workers and heads off to the ruins. Leave the residence and head to the Northern Ruins at the North east of Choras.

NORTHERN RUINS (600 AD)

Upon entering, the man and his workers will tell you that they cannot continue working because of the monsters. So, you have to cleanse the area first. There are two doors here. Take the left one first. Beat the Sentries here. Beware

that when you beat a sentry, it will use grudge against you or use the dreaded MP Buster that will steal ALL MPs of a character. After beating ALL of the enemies here, head back to the entrance but don't leave yet. Enter the door to the right. Beat all the skeletons you see here. After cleaning the area, head back to the residence. They will agree to fix the ruins for 2000G pay them and return to the ruins.

Before returning back, take Frog with you. Upon entering, take the door to the left. You can now reach the grave of Cyrus. When you reach the grave, Cyrus will appear then a short dialogue will commence. After that, the Masamune will break into 2 again. Masa and Mune. They decided go give more power to the Masamune blade so they merge again and thus a new and more powerful Masamune Blade is made. After this, leave the Ruins again and talk to the repairmen again and pay 2000 G. Now, head to the ruins and use the right door right after you enter. You now have access to the places blocked by the holes before. Examine the 3 Sealed Chests here and DO NOT take the contents. Beware also of the Defunct and the Base, they are the worst enemies here in the ruins. If you can't beat the defunct, the base will fuse with the defunct creating a departed, which do a very big amount of damage. Need I say more? They have a very high defense too. After examining the sealed chests, head back out to the world map and use the Epoch to go to 1000 AD.

HERO'S GRAVE (1000 AD)

Item/s:

- Hyper Ether
- Magic Tab
- Power Tab
- Moon Armor or Nova Armor
- Shiva Edge or Kali Blade
- Valkerye or Siren
- Elixir

Go to the Ruins, which is now named the Hero's Grave. On the left side you can get a Hyper Ether and a shining Magic Tab near the grave of Cyrus. Now, head back near the entrance and take the right door. Just as you reach the next screen, get the Power Tab in the lower left corner of the room. And then, go through the door. You can get powerful equipments like the Moon Armor, a Shiva Edge for Crono and Marle's most powerful weapon, the Valkerye. There is an elixir on the chest also. Now, you may notice that the equipments that you got are upgrades of the contents of the sealed chest, which means that when you return some time in the past, the normal items will still be stored there. So, head back to 600 AD and take the equipments again. You can get the Nova Armor, Kali Blade, and Siren. You can also get the Elixir and the Hyper Ether from the chests located inside Hero's Grave. After you got everything you have finished this quest!

SIDE QUEST #6

"There's an object in the middle ages that sparkles like a rainbow."

For this side-quest, head to Choras Village in 600 AD which is directly to the east of Porre.

CHORAS VILLAGE (600 AD)

Go to the Café and talk to Toma at the bar. Remember that you've eavesdropped on him and the mayor of Porre way back? After talking to him, he'll give you

his Pop. He wants you to pour it on his grave when he dies. So, head back out to the world map and use the epoch to go to Choras in 1000 AD.

CHORAS VILLAGE (1000 AD)

Item:

Speed Tab

Go to the northwest of the village and you'll see the West cape. Enter it. At the end, you'll see the Grave of Toma Levine. Examine it to pour his pop. Toma will appear and will tell you about the Giant's Claw which is to the Northwest of this place. To make it easy, return to 600 AD and head to the northwest of where Toma's grave is supposed to be and you'll find the Giant's Claw. Take note of the Speed Tab behind the grave of Toma.

GIANT'S CLAW (600 AD)

Item/s:

Sight Cap Lapis
3 Power Tabs Frenzy Band
Full Ether
Blue Rock
Zodiac Cape

Upon entering, you'll see Toma's note. After examining and reading it, head south to the door. You'll reach a very familiar room. Your character will recognize that this was the Tyrano Lair where you fought with Azala back in 65,000,000 BC. After the dialogue, continue heading south to the door. In this next area, you'll find a chest and a door to the left and a ladder below. Examine the chest first. A Gigasaur and 2 Leapers will appear. To beat them, and any other dinosaurs, use Crono's Lightning magic to decrease their defenses then you are allowed to attack. After beating them, examine the chest again for a Sight Cap. Now, go down the ladder. Head to the door on the far right. You'll reach a room with 3 switches and a skull. First, switch the one on the top to reveal a Save Point. Then, push the left switch among the 2 on the bottom to open the floors. Then, push the right one and some monsters will fall down. Now, this maybe crazy but you have to jump down the hole too. Below, you'll meet 2 Fossil Apes. Beat them. In here, push the left switch first. The mouth will open so go there. Get the shining Power Tab here. Head all the way to the south and enter the door. Don't push the right switch as it will only invite enemies. When you reach the next area, you'll notice a shining dot on the right. To get it, head right and go down the ladder you see. Then, head right and get the Power Tab. Now, head all the way to left past the ladder and get the chest for a Full Ether. Now, head up the ladder and go left. Move along until a Fossil Ape and 2 Leapers attack you. Beat them, then get the chest for the Blue Rock. Now, head south to the door. On the other side, head right until you see 2 ladders. Go down the one below. Now, head all the way to the left to get a partially hidden chest that contains a Zodiac Cape. Then, head right a bit and go down the Ramp. You'll see another ladder here. But before you go down that ladder. Head all the way to the right to get yet another chest that contains a Lapis. Now head left and go down the ladder. You may be wondering why you did not use the long ladder on top. It's because it lead you back to where you came from. Let's continue, after going down the ladder, head left and enter the door. In here, beat the enemies you see. Head north. You'll see 2 skulls here. Enter the one on the left, taking note of the shining dot on the right side, then head up the ladder. In this area, there 2 enemies on both sides. Just activate the 2 switches here and the monsters will fall. There are 2 doors to the south. Enter the left one first and get the Frenzy Band inside. Head out and you'll have to fight the 2 monsters. There's no way you can reach the switch. After

fighting, enter the other door, which is to the right. Move along until you find an egg. Examine it and you'll fall down. You'll arrive in another familiar place, which is the jail for the Ioka Villagers. When you reach the door, head to the left first to get the shining dot back where the 2 skulls were which contains a Power Tab. Return back to where the jail is and head all the way to the right and go down the ladder. Finally, a Save Point. I suggest you use it because your characters maybe weak right now after all that fighting. After using the save point, head left and activate the switch beside the door. Head all the way to the north and you'll meet a very familiar being. It's Tyrano. Try to get past it, but it will stop and fight you as Rust Tyrano.

Boss: RUST TYRANO

#####

HP: 25000

EXP: 3800

TP: 40

G: 2000

Charmed Item: Red Mail

In the beginning of the fight, Tyrano will start counting down from 5. At this moment, use the most powerful Single Techs of your characters. Do not use Dual or Triple Techs as its damage is lesser than each of the single techs combined. He's so hard to beat at levels 30 below.

#####

After beating Rust Tyrano, you can finally head north and get the rainbow shell. Your party will try to carry it but it's too heavy so one of you suggests that you seek help from Guardia Castle. When you regain control of your characters, just walk/run south and the screen will fade. You'll be taken automatically to the throne room of Guardia Castle. After the Kings orders the Knight Captain to get the shell, talk to everyone in the throne room then leave the castle. Outside, board the Epoch and go to 1000 AD.

GUARDIA KINGDOM (1000 AD)

Upon disembarking the Epoch, add Marle to your party, then enter the castle.

GUARDIA CASTLE (1000 AD)

Item/s:

3 Hyper Ethers

2 Elixirs

2x Lapis

Yakra Key

3 Prism Helms or 1 Prism Dress

Red Vest or Red Mail (Sealed Chest)

Inside, Marle will be greet by a kind-hearted Chancellor. He'll tell you about her Father and her Mother. Then, he asks you to visit your father who is in trial for selling the treasures of the kingdom. Now, all the paths will be sealed so head right and you'll see 2 doors. The one on the left has 2 stairs. Take the stair leading up. On the way, take the chest for a Hyper Ether. The second one will be locked so continue moving. At the end, talk to the guards and Marle will blast her way through to the courtroom. You'll see the chancellor frame the King. Marle will be taken away because of interrupting the trial. One of you will suggest finding the Rainbow Shell. So, head back to the 2 doors and take the right one. You'll see that the guard is down and was attacked by the monsters. Head right then up, beat those pathetic monsters.

One simple attack can kill 'em. On the second batch on enemies, get 3 among the 5 chests for a Hyper Ether, an Elixir, and a Lapis. You can't get the two because they are blocked. Continue heading north. At the end you'll see the Rainbow Shell. Get the 3 chests here for a Hyper Ether, an Elixir, and a Lapis. You can't get the others as they are blocked and you can't reach them. Examine the Rainbow Shell and you'll get a letter from Queen Leene. Marle then takes the Prism Shard as proof of the existence of the Rainbow Shell in the Castle. Go back to the Court Room but the 2 Guards won't let you enter. Marle has something in her mind. In the courtroom, the King is charged guilty of selling the treasure. But Marle suddenly bursts in from behind and blew the chancellor's plot. The chancellor has no other choice but to fight as the descendant of Yakra. He is Yakra XIII.

Boss: YAKRA XIII

#####

HP: 19000

EXP: 3500

TP: -

G: 2000

Item: MegaElixir

Charmed Item: White Mail

He is quite hard. He will attack with Chaos that will confuse your characters if they have no protection against status ailments. And, when you damaged him by 10000 he will begin attacking you with much stronger attacks. All you have to do is to have Marle be the healer because she has a complete set of Curative Magic, then have the other 2 characters attack Yakra with their most powerful Tech. Beware also because after you beat him he'll unleash his final attack that damages all your characters by 200+. So keep your HPs above 300 as much as possible.

#####

After you beat Yakra, you'll see a very touching scene between Marle and her Father. As they are talking take note of the location of the shining dot that appeared. After that, you'll be taken to the throne room when Melchior suddenly comes in. He will tell you that he will make equipments from the Rainbow Shell. But before going to the Rainbow shell, head to the courtroom first and examine the shining dot. You'll get the Yakra Key. On the way, you'll see the Chest you bypassed a while ago. Examine it and the Yakra Key will be used to free the real chancellor. Now, head to the Rainbow Shell. Talk to Melchior and he will let you choose between 1 Prism Dress, which has Maximum Defense, and 3 less-effective Prism Helms. As for me, I chose the Prism Dress as it has the Maximum Magic Defense for a female character. That's the end of this side-quest.

SIDE QUEST #7

"One of you is close to someone who needs help, find this person... fast."

Error here. Sorry about what I posted the last time. I told you that this was connected to Side Quest #6. But in fact, it isn't. Side Quest 7 actually refers to Zeal, Magus' mother and the Black Omen. Here's the guide on the Black Omen. It was formerly the Ocean Palace, which rose from the ground. You can find it floating in the time periods, 12,000 BC, 600 AD, and 1000 AD. To enter the Black Omen just fly the Epoch towards it. When, the name Black Omen appears, press Action.

Note: If you try to enter the Black Omen in 2300 AD, the door will be locked. It is because Queen Zeal is already with Lavos in 1999 and is no longer inside

get the chests for a Haste Helm and a MegaElixir. Now, the left Nu will sell you items that can restore your HPs and MPs. The right Nu will offer you the ride back to the Epoch if you want to leave this place. If you decide to go on, examine the wall to the north and a door will appear. Enter the door. Move on and you'll encounter a Tubster.

Here, you can charm the Tubster for a Power Tab then after beating it, return to where the two Nus were. Then, head back to the Tubster and you can charm it again for a Power Tab. Continue on doing this as many times as you want.

Now, from the Tubster head north. Fight your way through until you see Ruminators running at the top. Try to get the chest for a Zodiac Cape then head right to where the ruminators are going. Now, move on and fight your way through. Get the chest on the way for a MegaElixir. Move on to the next area. In this area, get the chest for a Power Seal. Continue heading south. After you fight a Cybot and a Martello, there's a partially hidden chest at the lower right at the very bottom. Get it for a Speed Tab. Head to the lower left door to the next area. Get the chest past the door for another Speed Tab. Then, go through the door. In here, there's a Teleporter in the middle so use it. This next area is quite big. So, here how to get through. Head left at the first intersection then continue moving past the statue in the middle until the next intersection. Head south first for a chest containing an Elixir. Now, head all the way to the north until you can go any further. Use the steps on the right. Go all the way to the right the head north. Get the chest that you see here. It contains a Speed Tab. Then, get the other chest for a MegaElixir. Move on to the door. You'll see a save point in the next area. Use it, I insist. When you head north, you'll face..

Boss: GIGA MUTANT

#####

Upper Body: 7000

Lower Body: 6000

EXP: 1500

TP: 80

G: 2000

Charmed Item: Wall Ring (Upper Body), Hit Ring (Lower Body)

He is not that hard. Just use your characters' most powerful techs. If you remember, he inflicts status ailments to your party when Giga was still Mega. Now, he will drain your MPs during the battle. Just use items to restore HP or MP and you'll beat him for sure. And most of all, don't use physical attacks as they are not effective against him.

#####

After you beat Giga Mutant, head back to the save point and use it. Now head all the way to the north to a Teleporter. You'll reach another elevator. You'll fight 4 Ruminators then 2 Cybots. After the elevator stops, head north to the door. Keep on moving, fighting enemies on the way, until you reach the very top door. Go in. You'll fight 4 Panels. After you beat them, a Save point will appear. Get the chest above the steps first for a Speed Tab. Then, use the save point. Head to the right steps and go north. You'll meet..

Boss: TERRA MUTANT

#####

Upper Body: 6500

Lower Body: 2000

EXP: 2000

TP: 100

G: 3800

Charmed Item: Muscle Ring (Upper Body), Power Seal (Lower Body)

He is hard the third time around. The upper body is weak against Magic, but, the lower body will drain any magic attack you use on it. So, use Magic attacks on the upper part. Also, the upper part will drain 1000+ HP from the lower part. If you attack the Lower Part, it will counter with a Life Shaver that drops your character's HP to 1!

Here's a strategy. Have Crono, Ayla and Marle in your party. Have Marle cast Haste on everyone. During this time, have Ayla charm the upper and the lower body first and Crono should use his Luminaire. The lower body will drain the Luminaire but it will be a very small amount. Now, After Marle finishes casting Haste on everyone, use Marle and Ayla's Cube Toss on the upper body and continue using Crono's Luminaire. After the upper body is gone, the lower body will also die.

#####

After beating Terra Mutant, get the chests for a MegaElixir and the White Rock. I suggest you go back and use the save point. Head all the way to the north and you'll meet..

Boss: LAVOS SPAWN

#####

HP: 10000

EXP: 2450

TP: ?

G: 2500

Charmed Item: Haste Helm (Head), Safe Helm (Shell)

He is harder than the Spawns at Death Peak. He has much more powerful attacks than the 3 Lavos spawns at Death Peak combined! Just use Single Techs that affect one enemy on the head. Whatever you do, don't attack the shell. It will counter with a powerful attack against all your characters. Just attack the head and you'll be safe.

#####

After you beat the spawn, continue heading north. You'll arrive in a place where there are 5 Panels, after you beat them, a save point and a door will appear. Use the save point first. Head north and you'll meet..

Boss: QUEEN ZEAL

#####

HP: 13000

EXP: -

TP: -

G: -

Item: MegaElixir

Charmed Item: MegaElixir

Her first attack, the Hallation, will drop all your characters' HP to 1 so heal right away. Then, use your characters' most powerful single Techs. She'll also use Hallation frequently so be ready to heal anytime.

#####

After you beat Queen Zeal, you'll be taken to another battle with the Mammon Machine.

Boss: MAMMON MACHINE

#####

HP: 16000

EXP: -

TP: -
G: -
Charmed Item: MegaElixir

The mammon machine is not that hard. It increases its defense every time you use physical attacks. So, use Magic attacks. It will increase the attack power of the Mammon machine but you can deal a decent amount of damage instead of using physical attacks until it will be useless against it.

#####

After you beat the Mammon machine you'll be taken to yet another battle. This time, it's serious.

Boss: ZEAL

#####

HP: 20000

EXP: -

TP: -

G: -

Charmed Item: Prism Dress (Left Hand), Prism Helm (Right Hand),
MegaElixir (Head)

She is tough! If you use magic on the hands, it will counter attack with MP Buster, which will reduce your MP to 0, and the Life Shaver, which will reduce your HP to 1. So, make sure 2 of your characters are efficient at healing. To beat her easier, attack only the head with Single Techs that affect one enemy only. This way, the hands won't be able to counter attack. She does Hallation though. :)

#####

Right after the fight, again, you'll see Lavos himself. You have to fight him at once as this is the beginning of the End. For the strategy, refer to the Lavos strategy right before Side Quest #1. That's it for the 7 Side Quests.

=====

ENDINGS

=====

~~~~~

Ending #1: You can trigger this ending by the following condition/s:

- you examined the Bucket at the End of Time right after Crono returned to Life.
- or, finished all the side quests  
(You must have ALL the characters, including Magus)

In this ending, you'll wake up at Crono's House. A soldier will come in and tells Crono that he has to carry out his sentence at the castle. You'll then be automatically brought to Guardia Castle. Marle will defend you but, the king already knows what you did throughout time. All your friends will come from the different eras you've been. Kino from the pre-historic, Doan from the future and King Guardia XXI from the Middle Ages. Your execution will be lifted and you can join the final night of the festival at Leene's Square. At Leene's square, there will be a parade wherein Crono and Marle will join. When you regain control of your characters, head to where Lucca's invention it. One by one, all the characters will return to their respective times. You'll see the princess kiss the frog here! After everyone leaves, Crono's cats will come and enter the gate. The number of cats depends on how many you've won from Norstein Bekkler's Lab at Leene's Square. Then, Crono's mom will go after them and will be trapped in the gate. You then have to go and

find her. Meanwhile, a soldier will come in and tell you that her father needs Marle. Go to where Leene's Bell is and the king will introduce to you the Nadia's Bell, which will replace the old Leene's Bell. Marle, senses adventure again because Crono's Mom is lost in time. They'll leave the king and travel through time again in search for Crono's Mother. Then, the credits will start to show up. You'll see in the background the Epoch visiting many places. Including also all the time periods where you traveled on your journey and the respective characters that you've met there. Then, the Epoch will fly away. That's one of the beautiful endings of Chrono Trigger.

Variations:

- If you killed Magus, Frog will be in his original form, Glenn.
- If you weren't able to punch in L.A.R.A. at Lucca's House where you must save Lucca's mom from the machine, Lucca's Mom will be sitting instead of standing.
- If you fought Lavos by using the Epoch to go to 1999 AD, Crono and Marle will fly off with balloons. If you didn't, that is the time the cats will go to the Time Gate.
- In the Guardia Castle throne room, if you freed the Chancellor after beating the 2nd Yakra, he will be in the throne room. If not, Pierre will be there instead.

~~~~~

Ending #2: You can trigger this ending by the following conditions:

- You examined the shining dot on the right pod of Lucca's teleportation device at Leene's Square right after you get Marle in the beginning of the game.
- You defeated Lavos in the Ocean Palace therefore, preventing the Death of Crono.

This one's a weird way to finish the game and it is the hardest one to get. It can only be possible in the New Game+ Mode. Note that there are some secrets of Chrono Trigger that will be revealed here. Including the hint about the total number of endings Chrono Trigger has. Right after you get Marle to join Crono in the beginning, the right pod of Lucca's Teleportation device will show a shining dot.

Note that you can actually have Marle with you. Right after reaching the place where Lucca's Pod is, examine the right pod right away with Marle in your party. This will let Marle help you in the battle against Lavos.

If you examine it, you'll fight Lavos at once! I recommend you do this only if you meet the following requirements. Level 60+, Power, Magic, Magic Def, Speed are all at Maximum. You have Crono's Rainbow, a Gold Stud, the Safe Helm and the Nova Armor. With this equipment, you'll still have to fight Lavos for a long time. Because, only Crono can fight Lavos. It would be one on one. Here's the description of the ending. After beating Lavos, Crono will be teleported to an odd place.

You'll see a couple of characters here. They are quite familiar because you already knew them from your previous game. This ending is merely the development room of Chrono Trigger. It means that, the names of the characters around here are actually the staff that created the game itself.

For the information about Chrono Trigger I will write the details here.

*** Spoiler Alert ***

(I'll be using the name of the characters which is used in the game)

Main Room. You'll see Gaspar, a Nu and a boy. The Boy will ask something about

the Raiders and the Cowboys (are they Football or Baseball teams? They're too familiar). Next, Gaspar will tell you where you actually are. He'll tell you that you're in the development room for Chrono Trigger and you already finished the hardest level of Chrono Trigger. He'll tell you that you can go around and talk to the other characters then finally, come back to him again. Next, the Nu will tell you about his anti-stress Massage Technique.

Next, head right towards where the Epoch was stationed. Talk to Spekkio and he'll ask something about the Dodgers w/c I think has something to do with what the boy in the main room said. Now, head all the way to the right and go all the way up. You'll see a Barrel and a cat. The Barrel will tell you something about a switch, which I don't know yet as of now. Then the Cat will reveal to you that there are 10 endings in the game. You probably have seen 2 or more endings right now. Then, head back to the main room and head left to the room with pillars of light.

You'll see a Poyozo Doll jump around. It will tell you about the Poyozo Dance Attack. If you don't know yet, it is the Triple Tech Poyozo Dance of Ayla, Marle and Lucca in which one of them has the White Rock equipped. Then, walk clockwise and you'll eventually jump over the fence and into the statue. The statue will say a very meaningful sentence. "Every night will have a day. Even forever has to come to an end." .. "I think." :) Next, talk to Magus He'll tell you that they are kept too long in the making of this game. Now, time to visit the pillars of light. Here's a diagram of the pillars. Just go near the pillars to enter them.

Magus is here

#1 #2 #3

#4 #5

#6 #7 #8

#1: The people here will just talk about how long they created the game. And will give some kind of a hint about Chrono Trigger 2 (Isn't it Chrono Cross for PSX?)

#2: Ayla will hint about the point attack (normal attack) that causes 9999 damage. It can only be done with Ayla's Bronze Fist (Ayla at Level 99)

#3: When you speak to Toma, he'll set off for his own adventure. Take a look also at the note on the top of the drawers telling you not to look for that person.

#4: Someone will tell you that Chrono Trigger is tough but wait till you get a hold of Final Fantasy 2.

#5: One character here will tell you that it was his idea to use the mouth as the switch in Tyrano Lair. The frog wants someone to kiss him. Better call the princess.

#6: You'll be shocked here! When you examine the shining dot it will say: Restart..1..2..3 then the screen goes blank. I almost shouted in dismay, but the screen returned and he said he was only joking (almost too real to be a joke).

#7: The roly here will tell you about the high score of 2110 in the bike race. I can't even reach 1500!

#8: Just talk to everyone here. Masa will talk about other SquareSoft titles. In my honest opinion, EVERY Square game I've seen is great! If not, perfect! Sample titles (Final Fantasy 1, 2, 3, 4, 5, 6, 7, 8), Chrono Trigger, Parasite Eve, Xenogears, Legend of Mana, Secret of Mana, Secret of Evermore, Ergheiz (the only fighting game of Square, I think), Chocobo Racing, Chocobo's Dungeon, Front Mission 3, Mario RPG, and many many more!

After talking to everyone, talk to Gaspar. He will open the door to Spekkio's Place and you'll see the Dream Team inside. The Main staff of Chrono Trigger. After talking to them you'll see the shortest credits that I've seen! It just rolled up in a blink of an eye. Then, the words, The End will show up and then, congratulate yourself for beating this game!

~~~~~  
Ending #3: You can trigger this ending by the following condition:

- Right after you beat the first Yakra in the Cathedral, when you return back to Leene's Square 1000 AD, examine the shining dot on the right pod of Lucca's Device to fight Lavos. You can only use Crono and Marle to fight Lavos.

This is another weird ending. After you beat Lavos, you'll return back to Leene's Square. The people became weird here. If you talk to people, they will tell Marle to remove her disguise. Go to the exit and talk to the 2 men there. You will then be brought to the Castle. The king will also tell Marle to remove her disguise. It was because of the picture that is 400 years old. Frog kissed Queen Leene!!! Therefore, Marle is half-frog and human!

By the way, few credits will be shown in a projector type frames. Then, "The End" will show up on the screen.

~~~~~  
Ending #4: You can trigger this ending by the following conditions:

- On your first visit to the End of Time, examine the Bucket here and beat Lavos.
- In New Game+ mode, after you beat Heckran, examine the shining dot in the right pod of Lucca's Device at Leene's Square.

Not much for an ending. The credits will be shown right away and monsters will scroll to the left. Specifically, you'll see a Nu and an Amphibite do crazy things. A kilwala will also show up. Then finally, after all the three monsters fall asleep, the end will show up, sleeping. ZZ.zz.ZZ.zz..

~~~~~  
Ending #5: You can trigger this ending by the following condition:

- Once you arrive in 600 AD for the second time. Come back to the end of time and examine the bucket to fight Lavos.

The credits will show up and you'll hear the Music of Robo. Then, you'll see Robo come out from a gate into the year 2300 AD. But, you'll see Leene's Bell in the middle. Then, just like a re-enactment of what happened between Marle and Crono, Robo will bump into a Lady Robot (her name is Atropos). Then, they'll leave. Credits will show up again. Then, you'll see Robo and Atropos on top of a mountain enjoying the view. After a few credits, the music will fade. Surprisingly, you'll see Guardia Castle in 600 AD. You'll see the King and Queen here. A boy (Tata) will be sitting on the throne (he was thought to be the hero in 600 AD because of the Hero Medal. It was not his though.). Next, you'll see Tata through a castle (Magus' Castle). It will show how Tata went through the Castle of Magus. But, surprisingly, Tata will see Crono, Marle and Lucca. After that, a scrolling credits will be shown and then the words "the end" will show up. The End! :)



~~~~~  
Ending #6: You can trigger this ending by the following condition:

- Right after you get the Hero Medal from Tata, beat Lavos using the bucket at the end of time

The credits will show up first. The background music will be the ones when you are traveling the world aboard the Epoch. Your party will be shown coming out of the Gate in Medina Village 1000 AD. Then, credits will be shown again. After that, you'll see a prehistoric boy (Kino) with 2 villagers chasing 2 Reptites. Then, Kino and co. will run scared because they are now the ones being chased by a pack of reptites. Then, the reptites is now being chased again. But now, Ayla will be the one chasing them (The reptites really have a reason to run for their lives). In the next scene, you'll see Magus on top of a mountain, together with his generals Ozzie, Slash and Flea. The next scene after this will be at Guardia Castle Circa 600 AD with King Guardia and Queen Leene. Then, Frog will be shown. After that, some credits will be shown again. Finally, you'll see Robo. He'll fool around the screen then he will say "The End". Well, that's it.

~~~~~  
Ending #7: You can trigger this ending by the following condition:

- Examine the bucket at the End of Time right after you receive Gate Key from Azala, who stole it from you after the festivities in Ioka Village 65,000,000 BC.

You'll see the credits alongside with the different characters from the game. Here are the characters that you will see. They are arranged in the order of their appearance. Elder in 65,000,000 BC. Toma, Glenn and Tata. Norstein Bekkler. The Chef in Guardia Castle 600 AD and his brother, the knight captain. The prehistoric band. Masa and Mune. A female dancer. A rat! Ozzie, Slash and Flea. Old man at the End of Time (Gaspar). The racers in Leene's Square together with a Kilwala (Catalack, Steel Runner, Green Ambler, w/o G.I. Jogger). 2 Enlightened Ones. Johnny and 2 Proto 4s. Schala, Janus and his cat. The Epoch. A Note. 2 small frogs. Krawlle and a Scout. Chancellor of Guardia in 1000 AD w/ 6 soldiers. Chancellor of Guardia in 600 AD w/ 6 soldiers. Kino, a boy, and a Dactyl. Doan, a man and a kid. Prehistoric babes. The 3 Gurus, Belthasar, Melchior and Gaspar.

The screens, following the 3 gurus won't have characters. At the end, the words "The End" will be shown with the Pendant of Marle.

~~~~~  
Ending #8: You can trigger this ending by the following condition:

- Immediately after giving the fully repaired Masamune to Frog, go to the End of Time and use the bucket and beat Lavos.

In the first scene, you'll be at Lucca's house where Lucca is fixing Robo while Crono and Frog are resting. Lucca will try to wake up Crono then Marle will come in and tells Lucca to let Crono rest. Then, Frog will decide to leave. But, he slipped and fell down. Marle laughed at Frog and so does Lucca. A Credit will then show up. Then, you'll see the Castle of Magus. In the next scene, you'll see Slash then, Flea. After that, you'll see the shadow of Frog in the tower of the castle. Then, you'll see Frog slay Ozzie. The scene after that would be at Magus' room. Frog will show up. Then, credits will be shown while you hear sound from the fight of Frog and Magus. After the credits and the fight, you'll see the Castle of Magus. On top of it, you'll see the victor. I really think that's Frog who won. That's The End.

Note: You may be wondering why Frog is somewhat in human form. Of course! Once

he beats Magus, the curse, Magus put on frog will break and Frog will return to being the sidekick of Cyrus, Glenn.

~~~~~  
Ending #9: You can trigger this ending by the following condition:

- Right after you beat Magus in his Lair, go to the End of Time through Mystic Mountains and use the bucket to beat Lavos

WAAAAAAHH!!! Everyone's a Reptite! During the following scenes, the credits will scroll. In the first scene, you'll see Crono's mom wake up Crono then there will be a scene downstairs. After that, you'll see Truce Inn. The next scene, would be at the Leene Square. You'll notice that Green Ambler is not included in the running game. Instead, a man will take its place. :) Then, you'll see the scene where Crono bumped into Marle. Only, they are reptites now. Finally, you'll see Azala (In my opinion, he's King Guardia). Then, the words "The End" will fall on the head of Azala.

Note: Wondering why everybody here are apes? It's because you were unable to help Ayla beat Azala therefore, the reptites ruled the world.

~~~~~  
Ending #10: You can trigger this ending by the following conditions:

- After you beat Azala and Black Tyrano, you'll see a Gate where Lavos fell, right? So, use the gate. You'll arrive in 12,000 BC So, use the gate again and you'll be at the End of time where You can use the Bucket. Again.
- Right after you get the Epoch for the first time, use the time dial to go to 1999 AD then beat Lavos.

First, credits will be shown. Then, a scene wherein Frog visits Magus' Statue. After that scene, you'll see a room with Schala, Queen Zeal and the prophet (he's actually Magus. He also went to 12,000 BC through the gate where Tyrano Lair was). Next, you'll see Frog with some people in Porre including Tata and Toma. In the next scene, you'll see Magus, Schala and Janus again. After another scene with Magus, you'll see your party at Leene's Square. Then, you'll see Magus again. And after that, you'll see a scene wherein Crono, Marle, Robo, Lucca and Crono's mom are talking and stove is burning! Finally you'll see Magus and he'll utter some lines. A few credits will be shown afterwards. The End.

~~~~~  
Ending #11: You can trigger this ending by the following condition:

- Right after Schala Opens the Sealed Door at Zeal Palace, go all the way back to the Gate and Use it. Fight Lavos using the Bucket. REMEMBER, do not use the Mammon Machine. Immediately After Schala opens the door, go directly to the End of Time.

First, you'll see the Words The End show up. THIS HAS GOT TO BE THE MOST HUMOROUS ENDING I'VE SEEN!!! Marle and Lucca will then talk about the words "The End". Next, Lucca and Marle will host a slideshow of what happened in your journey. Here are the scenes:

First, you'll see Lucca and Marle tease the Steel Runner (they're right! Imagine the smell on the inside. Ewww!) Then, a soldier from Guardia Castle who winked at Lucca! After that, you'll see Pierre. Your lawyer back in the trial. Next, you'll see a man who holds the seed for the future. Then, Johnny, Mr. Speed himself! After that, you'll see Cyrus. Lucca has a Crush on him. Next, you'll see Toma. Next, you'll see Kino. I laughed about the statements of Lucca. "Total Neanderthal! Throw him a bone!", "He walks like a Duck!". AT LAST CRONO TALKED!!! CRONO TALKED! CRONO TALKED! My goodness! After this

scene, the real "The End" will show up. That's it for the funniest ending (IMHO).

~~~~~  
Ending #12: You can trigger this ending by the following condition:

- After getting the Epoch, with wings, go to the end of time and use the bucket. It doesn't matter if you have Magus or not. But, Crono must be dead.

Marle and Lucca will wake up at the end of time, except that the others are still asleep. After regaining control of the 2, talk to Gaspar. Now, speak to everyone and they'll refuse to help you find Crono. They will go to their respective portals and so does Marle and Lucca. The 2 will then be back at Leene's Square. After regaining control of your characters, go to Lucca's Device. After a short dialogue between the 2, the gate will open and all your other party members will appear, including Gaspar. Your party members do care about Crono and they badly want the Time Egg (Chrono Trigger) from Gaspar. If you killed Magus, Frog will be in the form of Glenn. Lucca will be amazed by Glenn's looks! After that, a soldier will come in and asks for Marle. Go south and talk to King Guardia. He will present to you, Nadia's Bell. After the King puts up the Bell, Marle and Lucca goes off to the Epoch. Then, Taban will come in and shows a dazzling display of fireworks. After that, the credits will be shown. You'll see the Epoch take off. In the next scenes, you'll see Marle and Lucca visit their friends. Robo and his girlfriend (Atropos) on top of a mountain. Ayla and Kino riding Dactyls. Frog, King Guardia XXI and Queen Leene at the castle. If you killed Magus, you'll see Glenn. After some credits, you'll see Marle beside a tree. FYI, it's on Death Peak. Then, you'll see a shadow of Crono and Marle will run after it. The End.

Variations:

- If you killed Magus, Frog will be in his original form, Glenn.
- If you weren't able to punch in L.A.R.A. at Lucca's House where you must save Lucca's mom from the machine, Lucca's Mom will be sitting instead of standing.
- If you fought Lavos by using the Epoch to go to 1999 AD, Marle will fly off with balloons. If you didn't, that is the time the cats will go to the Time Gate.

~~~~~  
Ending #13: You can trigger this ending by the following condition:

- Simply lose to Lavos when you fight him ANYWHERE/ANYTIME.

Lavos erupts from the ground as we see him do on the monitor in the future. Next, we'll see three men standing around a computer screen, see things like "he's come". The year is 1999. The director (one of the men) asks for a damage report and a map of the world appears with several red spots spreading across it. One of the men then says, "Truce, Porre, Medina-all destroyed". Then, as rocks start falling from the roof the other men try to pull the director out of the complex. When he won't move the others flee anyway leaving the director to mutter "Lavos" under his breath as some rocks crush him to death. Fade to black. The, a world globe with these words written over it: But...the future refused to change.

This is contributed by: Happy Smurf (Tristan)! Thanks a lot! I never expected another ending! :)

=====

Here, you'll see the complete list of the Single, Dual and Triple Techs of the characters in the game. Name is, of course, the name of the Tech. Description, tells you what does that particular Tech do. MP used is the minimum MP required to use the Tech. Effects, means how many enemies are affected by the tech.

A "\*" Before the name of the Tech means that it is a Magical Tech.

-----  
A. SINGLE TECHS  
-----

CRONO

| Name         | Description                   | MP used | effects         |
|--------------|-------------------------------|---------|-----------------|
| Cyclone      | Spin-cut Nearby enemies       | 2       | Spin Area       |
| Slash        | Slash Attack                  | 2       | Enemies in line |
| *Lightning   | Lightning Attack              | 2       | Single enemy    |
| Spin Cut     | Attack Damage x2              | 4       | Single enemy    |
| *Lightning 2 | Strike enemies with lightning | 8       | All enemies     |
| *Life        | Bring ally back to life       | 10      | Single Ally     |
| Confuse      | Attack enemy with confuse 4x  | 12      | Single enemy    |
| *Luminaire   | Ultimate Damage on enemies    | 20      | All enemies     |

LUCCA

|            |                                         |    |                 |
|------------|-----------------------------------------|----|-----------------|
| Flame Toss | Hit enemies with fire                   | 1  | Enemies in line |
| Hypno Wave | Put enemy to sleep                      | 1  | Single enemy    |
| *Fire      | Fire Attack                             | 2  | Single enemy    |
| Napalm     | Damages enemies in bomb area            | 3  | Blast Area      |
| *Protect   | Increase physical defense of<br>An Ally | 6  | Single Ally     |
| *Fire 2    | Fire Attack                             | 8  | All enemies     |
| Mega Bomb  | Damages enemies in bomb area            | 15 | Blast Area      |
| *Flare     | Strongest Fire Attack                   | 20 | All enemies     |

MARLE

|         |                                               |    |              |
|---------|-----------------------------------------------|----|--------------|
| Aura    | Restore a few HPs of an Ally                  | 1  | Single Ally  |
| Provoke | Confuse enemy                                 | 1  | Single enemy |
| *Ice    | Ice Attack                                    | 2  | Single enemy |
| *Cure   | Restore more HPs of an Ally                   | 2  | Single Ally  |
| *Haste  | Cuts Ally's wait time by 1/3                  | 6  | Single Ally  |
| *Ice 2  | Ice Attack                                    | 8  | All enemies  |
| *Cure 2 | Heal all Ally's HP                            | 10 | Single Ally  |
| *Life 2 | Revive and Fully Restore HP of<br>a dead Ally | 15 | Single Ally  |

AYLA

|            |                                                          |    |              |
|------------|----------------------------------------------------------|----|--------------|
| Kiss       | Restore a few HPs of an Ally<br>and cure Status Ailments | 1  | Single Ally  |
| Rollo Kick | RolloKick an enemy                                       | 2  | Single enemy |
| Cat Attack | A savage Cat Attack                                      | 3  | Single enemy |
| Rock Throw | Stone an Enemy                                           | 4  | Single enemy |
| Charm      | Steal from Enemy                                         | 4  | Single enemy |
| Tail Spin  | Damage enemies w/ Tail Spin                              | 10 | Spin Area    |
| Dino Tail  | Dinosaur Tail Attack                                     | 10 | All enemies  |

the lower the HP Ayla has,  
the higher the damage is

Triple Kick    Damage enemy w/ Triple Kicks    20    Single enemy

MAGUS

-----

|              |                               |    |             |
|--------------|-------------------------------|----|-------------|
| *Lightning 2 | Strike enemies with lightning | 8  | All enemies |
| *Fire 2      | Fire Attack                   | 8  | All enemies |
| *Ice 2       | Ice Attack                    | 8  | All enemies |
| *Dark Bomb   | Damages enemies w/ Dark bomb  | 8  | Bomb Area   |
| *Magic Wall  | Increase Ally's Magic defense | 8  | Single Ally |
| *Dark Mist   | Damages enemies w/ Dark Mist  | 10 | All enemies |
| *Black Hole  | Power of Life/Death           | 15 | All enemies |
| *Dark Matter | Black Magic Damage            | 20 | All enemies |

FROG

-----

|             |                          |    |              |
|-------------|--------------------------|----|--------------|
| Slurp       | Restore Ally's HP (some) | 1  | Single Ally  |
| Slurp Cut   | Snag and Slash enemy     | 2  | Single enemy |
| *Water      | Damage enemy with water  | 2  | Single enemy |
| *Heal       | Restore Allies HP (more) | 2  | All Allies   |
| Leap Slash  | Leap Slash an enemy      | 4  | Single enemy |
| *Water 2    | Water Attack             | 8  | All enemies  |
| *Cure 2     | Restore Ally's HP (full) | 5  | Single Ally  |
| Frog Squash | Low HP = Greater Damage  | 15 | All enemies  |

ROBO

-----

|              |                            |    |              |
|--------------|----------------------------|----|--------------|
| Rocket Punch | Punch enemy                | 1  | Single enemy |
| Cure Beam    | Restore Ally's HP (some)   | 2  | Single Ally  |
| Laser Spin   | Laser Spin enemies         | 3  | All enemies  |
| Robo Tackle  | Tackle enemy               | 4  | Single enemy |
| Heal Beam    | Heal all Ally's HP (some)  | 3  | All Allies   |
| Uzzi Punch   | Hit enemy with multi-punch | 12 | Single Enemy |
| Area Bomb    | Damage enemy w/ Melt Beam  | 14 | Single Enemy |
| Shock        | Damage enemy w/ Max Shock  | 17 | All enemies  |

-----

B. DUAL TECHS

-----

\* Alphabetical Order

|            |                         |            |              |
|------------|-------------------------|------------|--------------|
| Antipode   | Attack enemies with     | Marle = 2  | All enemies  |
|            | Antipode                | Lucca = 2  |              |
| Antipode 2 | Attack enemies with     | Marle = 8  | All enemies  |
|            | Antipode 2              | Lucca = 8  |              |
| Antipode 3 | Attack enemies with     | Marle = 8  | All enemies  |
|            | Antipode 3              | Lucca = 20 |              |
| Aura Beam  | Restore Allies' HP some | Robo = 2   | All Allies   |
|            |                         | Marle = 1  |              |
| Aura Whirl | Restore Allies' HP some | Crono = 2  | All allies   |
|            |                         | Marle = 1  |              |
| Beast Toss | Hurls one enemy         | Robo = 12  | Single enemy |
|            |                         | Ayla = 4   |              |

|              |                                    |                         |                 |
|--------------|------------------------------------|-------------------------|-----------------|
| Blade Toss   | Hits one enemy with<br>Blade Toss  | Robo = 3<br>Frog = 2    | Single enemy    |
| Blaze Kick   | Burn enemy with Blaze<br>Kick      | Ayla = 20<br>Lucca = 8  | Single enemy    |
| Boogie       | Inflicts "SLOW" on all<br>enemies  | Ayla = 4<br>Robo = 4    | All enemies     |
| Bubble Hit   | Attack enemy with<br>Bubble Hit    | Ayla = 2<br>Frog = 2    | Single enemy    |
| Bubble Snap  | Hits one enemy with<br>Bubble Snap | Robo = 4<br>Frog = 2    | Single enemy    |
| Cube Toss    | Attack enemy with<br>Cube Toss     | Ayla = 4<br>Marle = 8   | Single enemy    |
| Cure Wave    | Cures all Ally's HP -all           | Robo = 3<br>Frog = 5    | All allies      |
| Double Cure  | Restore all Ally's HP<br>(some)    | Frog = 5<br>Marle = 5   | All allies      |
| Drill Kick   | Attack enemy w/ Drill<br>Kick      | Crono = 2<br>Ayla = 2   | Single enemy    |
| Falcon Hit   | Crono's Falcon Hit                 | Crono = 4<br>Ayla = 4   | Enemies in line |
| Flame Kick   | Burn enemy with Flame<br>Kick      | Ayla = 2<br>Lucca = 2   | Single enemy    |
| Fire Punch   | Burn enemies with fire<br>Punch    | Robo = 1<br>Lucca = 2   | All enemies     |
| Fire Sword   | Fire Sword Attack                  | Crono = 4<br>Lucca = 2  | Single Enemy    |
| Fire Sword 2 | Fire Sword Attack                  | Crono = 12<br>Lucca = 8 | Area            |
| Fire Tackle  | Burn enemy with Fire<br>Tackle     | Robo = 4<br>Lucca = 8   | Single enemy    |
| Fire Whirl   | Burn enemy with Fire<br>Whirl      | Ayla = 10<br>Lucca = 8  | Single enemy    |
| Fire Whirl   | Flame Whirl Attack                 | Crono = 2<br>Lucca = 1  | Whirl Area      |
| Frog Flare   | Ultimate 2x Damage                 | Lucca = 20<br>Frog = 15 | All enemies     |
| Glacier      | Massive Ice Attack                 | Marle = 8<br>Frog = 8   | All enemies     |
| Ice Sword    | Ice Sword Attack                   | Crono = 4<br>Marle = 2  | Single enemy    |

|              |                                                 |                         |                 |
|--------------|-------------------------------------------------|-------------------------|-----------------|
| Ice Sword 2  | Ice Sword Attack                                | Crono = 12<br>Marle = 8 | Area            |
| Ice Tackle   | Attack enemy with<br>Glacier                    | Robo = 4<br>Marle = 2   | Single enemy    |
| Ice Toss     | Attack enemy with<br>Ice Toss                   | Ayla = 4<br>Marle = 2   | Single enemy    |
| Ice Water    | Attack enemies with<br>Ice Water                | Frog = 2<br>Marle = 2   | All enemies     |
| Line Bomb    | Bomb enemies on a line                          | Frog = 4<br>Lucca = 15  | Enemies in line |
| Max Cyclone  | Crono's Max Cyclone                             | Crono = 4<br>Robo = 3   | Spin Area       |
| Red Pin      | Burn enemy with Flame<br>Slash                  | Frog = 4<br>Lucca = 2   | Single Enemy    |
| Rocket Roll  | Rocket roll Multi attack                        | Crono = 2<br>Robo = 3   | Single enemy    |
| Slurp Kiss   | Heal all Ally's HP(some)<br>and Status Ailments | Ayla = 1<br>Frog = 1    | All allies      |
| Spin Kick    | Spin Kicks an enemy                             | Ayla = 2<br>Robo = 4    | Single enemy    |
| Spire        | Attack enemy w/ spire                           | Crono = 8<br>Frog = 4   | Single enemy    |
| Super Volt   | Super Volt Attack                               | Crono = 8<br>Robo = 17  | Single enemy    |
| Sword Stream | Attack enemy with<br>Sword Stream               | Crono = 4<br>Frog = 2   | Single enemy    |
| Twin Charm   | Steal from enemy                                | Ayla = 4<br>Marle = 1   | Single enemy    |
| Volt Bite    | Attack enemy w/ VoltBite                        | Crono = 2<br>Ayla = 3   | Single enemy    |
| X Strike     | Attack enemy w/ X strike                        | Crono = 2<br>Frog = 2   | Single enemy    |

-----  
C. TRIPLE TECHS  
-----

\* Alphabetical order

|             |                     |                                    |              |
|-------------|---------------------|------------------------------------|--------------|
| 3D Attack   | Delta Attack        | Crono = 2<br>Ayla = 20<br>Frog = 2 | Single enemy |
| Arc Impulse | Attack w/ Ice Slash | Crono = 4<br>Marle = 8             | Single enemy |

|                                               |  |       |      |              |
|-----------------------------------------------|--|-------|------|--------------|
|                                               |  | Frog  | = 4  |              |
| Dark Eternal Ultimate Dark Bomb               |  | Lucca | = 8  | All enemies  |
|                                               |  | Magus | = 20 |              |
|                                               |  | Marle | = 8  |              |
| Delta Force Elemental Damage                  |  | Crono | = 8  | All enemies  |
|                                               |  | Lucca | = 8  |              |
|                                               |  | Marle | = 8  |              |
| Delta Storm Elemental Damage                  |  | Crono | = 8  | All enemies  |
|                                               |  | Lucca | = 8  |              |
|                                               |  | Frog  | = 8  |              |
| Final Kick Attack w/ Final Kick               |  | Ayla  | = 20 | Single enemy |
|                                               |  | Marle | = 8  |              |
|                                               |  | Crono | = 8  |              |
| Fire Zone Crono's Fire Zone                   |  | Crono | = 4  | Spin Area    |
|                                               |  | Lucca | = 8  |              |
|                                               |  | Robo  | = 3  |              |
| Gatling Kick Attack w/ Gatling Kick           |  | Ayla  | = 20 | Single enemy |
|                                               |  | Crono | = 8  |              |
|                                               |  | Lucca | = 8  |              |
| Grand Dream Physical attack with New Masamune |  | Frog  | = 15 | All enemies  |
|                                               |  | Marle | = 15 |              |
|                                               |  | Robo  | = 3  |              |
| Lifeline Revive/Restore Allies once           |  | Crono | = 2  | All allies   |
|                                               |  | Marle | = 15 |              |
|                                               |  | Robo  | = 3  |              |
| Omega Flare Ultimate Laser                    |  | Lucca | = 20 | All enemies  |
|                                               |  | Magus | = 8  |              |
|                                               |  | Robo  | = 3  |              |
| Poyozo Dance Damage w/ ? Magic and Chaos      |  | Lucca | = 1  | All enemies  |
|                                               |  | Marle | = 1  |              |
|                                               |  | Ayla  | = 10 |              |
| Spin Strike Damage w/ Whirl Jump Cut          |  | Frog  | = 4  | Single enemy |
|                                               |  | Robo  | = 4  |              |
|                                               |  | Ayla  | = 10 |              |
| Triple Raid Delta Attack                      |  | Frog  | = 2  | Single enemy |
|                                               |  | Crono | = 2  |              |
|                                               |  | Robo  | = 4  |              |
| Twister Attacks all enemies with a Twister    |  | Ayla  | = 10 | All enemies  |
|                                               |  | Crono | = 2  |              |
|                                               |  | Robo  | = 3  |              |

=====

WEAPONS

=====

Here are the weapons that can be found in the game w/ complete description.



The attack column is the base attack power of the weapon. The Abilities column contains the different status abilities of the weapons.

| Name         | Where to buy/get                                                                                                                        | attack | Character | Abilities                      |
|--------------|-----------------------------------------------------------------------------------------------------------------------------------------|--------|-----------|--------------------------------|
| Mop          | Charm from Nu                                                                                                                           | 1      | Crono     | none                           |
| Wood Sword   | With Crono in the beginning                                                                                                             | 3      | Crono     | none                           |
| Iron Blade   | - Sold at Melchior's Hut<br>- Sold at Medina Village<br>- Sold at Leene's Square<br>- Sold at Truce Village(1000 AD)                    | 7      | Crono     | none                           |
| Steel Saber  | - Found at Cathedral 600 AD<br>- sold at Truce Village market right before Crono's execution onwards<br>- Sold at Medina market 1000 AD | 15     | Crono     | none                           |
| Lode Sword   | - Sold at Melchior's Hut<br>- Guardia Castle Detention area<br>- Lab 16<br>- Sold at Leene's Square                                     | 20     | Crono     | none                           |
| Bolt Sword   | - Found at Sewer Access<br>- Found at Factory 2300 AD                                                                                   | 25     | Crono     | none                           |
| Red Katana   | - Sold at Melchior's Hut<br>- Sold at Fritz' Shop (Truce Village 1000 AD)                                                               | 30     | Crono     | Magic + 2                      |
| #Flint Edge  | Ioka Trading Hut                                                                                                                        | 40     | Crono     | none                           |
| Slasher      | Get from Slash when you first meet him at Magus' lair                                                                                   | 43     | Crono     | Speed + 2                      |
| ##Aeon Blade | - Ioka Trading Hut<br>- Charm from Megasaurs                                                                                            | 70     | Crono     | none                           |
| Demon Edge   | - Sold at Medina Market 1000AD<br>- Found at Terra Cave                                                                                 | 90     | Crono     | 1.5X damage to magical enemies |
| AlloyBlade   | Charm from Bantam Imps                                                                                                                  | 105    | Crono     | none                           |
| Star Sword   | Sold from Nu at Last Village                                                                                                            | 125    | Crono     | none                           |
| Vedic Blade  | Found at Death Peak                                                                                                                     | 135    | Crono     | none                           |
| Swallow      | Found at Forest Ruins 1000AD                                                                                                            | 145    | Crono     | Speed + 3                      |
| Kali Blade   | Found at Northern ruins                                                                                                                 | 150    | Crono     | none                           |
| Slasher 2    | Charm from Super Slash                                                                                                                  | 155    | Crono     | none                           |
| Shiva Edge   | Found at Hero's Grave                                                                                                                   | 170    | Crono     | 4x Damage at critical          |
| Rainbow      | Get from Melchior after you receive the Rainbow Shell                                                                                   | 220    | Crono     | 70% Critical Hit Rate          |
| Bronze Bow   | With Marle in the beginning                                                                                                             | 3      | Marle     | none                           |
| Iron Bow     | sold at Truce Village market before Crono's execution onwards                                                                           | 15     | Marle     | none                           |
| Lode Bow     | Found at Lab 16                                                                                                                         | 20     | Marle     | none                           |
| Robin Bow    | - Sold at Melchior's Hut<br>- Sold at Fritz' Shop (Truce Village 1000 AD)<br>- Found at Factory 2300 AD                                 | 25     | Marle     | none                           |
| #Sage Bow    | Ioka Trading Hut                                                                                                                        | 40     | Marle     | none                           |
| ##Dream Bow  | Ioka Trading Hut                                                                                                                        | 60     | Marle     | none                           |
| Comet Arrow  | Terra Cave                                                                                                                              | 80     | Marle     | none                           |
| Sonic Arrow  | Sold from Nu at Last Village                                                                                                            | 100    | Marle     | Random "slow"                  |
| Siren        | Found at Northern Ruins                                                                                                                 | 140    | Marle     | Random "stop"                  |
| Valkerye     | Found at Hero's Grave                                                                                                                   | 180    | Marle     | none                           |
| Air Gun      | With Lucca when you get her                                                                                                             | 5      | Lucca     | none                           |

|              |                                                                             |     |       |                            |
|--------------|-----------------------------------------------------------------------------|-----|-------|----------------------------|
| Dart Gun     | Sold at Truce Market 600 AD                                                 | 7   | Lucca | none                       |
| Auto Gun     | Sold at Trann Dome                                                          | 15  | Lucca | none                       |
| Plasma Gun   | - Found at Factory 2300 AD<br>- Sold at Fritz' Shop (Truce Village 1000 AD) | 25  | Lucca | Random "stop" on Machines  |
| #Ruby Gun    | Ioka Trading Hut                                                            | 40  | Lucca | none                       |
| ##Dream Gun  | - Ioka Trading Hut<br>- Charm from EvilWeevils                              | 60  | Lucca | none                       |
| MegaBlast    | Terra Cave                                                                  | 80  | Lucca | none                       |
| Shock Wave   | Sold from Nu at Last Village                                                | 110 | Lucca | Random "chaos"             |
| Wonder Shot  | Lucca's House after Sun Stone Side quest                                    | 250 | Lucca | Damage varies              |
| Bronze Edge  | With Frog when you get him                                                  | 6   | Frog  | none                       |
| Iron Sword   | Found at Cathedral 600 AD                                                   | 10  | Frog  | none                       |
| Flash Blade  | Terra Cave                                                                  | 90  | Frog  | none                       |
| Masamune     | The quest for the Masamune                                                  | 75  | Frog  | none                       |
| Pearl Edge   | Charm from Man Eaters                                                       | 105 | Frog  | 1.5x hit for Mg enemies    |
| Rune Blade   | - Found at Ocean Palace<br>- Sold at Commons 12,000 AD                      | 120 | Frog  | none                       |
| Demon Hit    | Found at Ocean Palace                                                       | 120 | Frog  | 2x hit for Mg enemies      |
| Brave Sword  | Found at Death Peak                                                         | 135 | Frog  | 2x hit for Mg enemies      |
| ^Masamune    | After Cyrus' Side Quest at Northern Ruins                                   | 200 | Frog  | none                       |
| Crisis Arm   | Found at Geno Dome                                                          | 1   | Robo  | Attack changes Below 10 HP |
| Tin Arm      | With Robo when you get him                                                  | 20  | Robo  | none                       |
| Hammer Arm   | - Found at Factory 2300 AD<br>- Sold at Fritz' Shop (Truce Village 1000 AD) | 25  | Robo  | none                       |
| Mirage Hand  | Found at Denadoro Mts.                                                      | 30  | Robo  | none                       |
| #Stone Arm   | Ioka Trading Hut                                                            | 40  | Robo  | none                       |
| Doom Finger  | Found at Magus' Lair                                                        | 50  | Robo  | none                       |
| ##Magma Hand | - Ioka Trading Hut<br>- Charm from Reptites                                 | 70  | Robo  | none                       |
| Megaton Arm  | Terra Cave                                                                  | 90  | Robo  | none                       |
| Big Hand     | Charm from Gargoyles                                                        | 105 | Robo  | none                       |
| Kaiser Arm   | - Found at Ocean Palace<br>- Sold at Commons 12,000 AD                      | 120 | Robo  | none                       |
| Giga Arm     | Found at Death Peak                                                         | 135 | Robo  | none                       |
| Terra Arm    | Found at Geno Dome                                                          | 150 | Robo  | none                       |
| Fist         | With Ayla when you get her.<br>It's the only weapon she has                 | -   | Ayla  | none                       |
| Iron Fist    | Achieved when Ayla reaches Level 72                                         | -   | Ayla  | none                       |
| Bronze Fist  | Achieved when Ayla reaches Level 96                                         | -   | Ayla  | none                       |
| Dark Scythe  | With Magus when he joins you                                                | 120 | Magus | none                       |
| Hurricane    | Sold from Nu at Last Village                                                | 135 | Magus | none                       |
| Star Scythe  | Found at Death Peak                                                         | 150 | Magus | none                       |
| Doom Sickel  | Found in a secret place in Ozzie's Fort                                     | 160 | Magus | Attack up when ally falls  |

# These items are for trading only. You have to trade 2 types of items for items at the Ioka village trading hut in 65,000,000 BC. And you must give 3 of each type of item, making it 6.

## It is the same Ioka Trading hut as the "#"'s but these items will appear on

your second visit to 65,000,000. Specifically, after beating Magus in his Lair.

^ Frog's Masamune will be upgraded in the side quest of Cyrus at the Northern ruins in 600 AD.

-----  
 ARMORS  
 -----

The armors that you'll see in the list below are the armors that you may find in the game. It will tell you the name, location, Defense Power, Status Abilities, and the character/s that can use it. As you may know, some armors cannot be worn by every character.

| Name        | Where to buy/get                                                                                        | Defense | Character | Abilities                     |
|-------------|---------------------------------------------------------------------------------------------------------|---------|-----------|-------------------------------|
| Hide Tunic  | With Crono in the beginning                                                                             | 5       | everyone  | none                          |
| Karate Gi   | - Sold at Leene's Square<br>- Sold at Truce Market(1000 AD)                                             | 10      | everyone  | none                          |
| Bronze Mail | With Frog when you get him                                                                              | 16      | males     | none                          |
| Maiden Suit | Found at Cathedral                                                                                      | 18      | females   | none                          |
| Iron Suit   | Sold at Trann Dome                                                                                      | 25      | everyone  | none                          |
| Titan Vest  | - With Robo when you get him<br>- Sold at Fritz' Shop (Truce Village 1000 AD)                           | 32      | everyone  | none                          |
| Taban Vest  | - Given by Taban in Lucca's house right after you beat Heckran                                          | 33      | Lucca     | Speed + 2/<br>Fire guard up   |
| Gold Suit   | Sold at Porre Market 600 AD                                                                             | 39      | everyone  | none                          |
| Ruby Vest   | - With Ayla when she joins You<br>- Ioka Trading Hut<br>- Charm from Winged Apes                        | 45      | everyone  | cuts "fire" by 50%            |
| Dark Mail   | Found at Magus' Lair                                                                                    | 45      | males     | Mg Defense +5                 |
| White Vest  | Found at Porre Village, Mayor or Elder's house                                                          | 45      | everyone  | Absorbs 50% of Lightning hits |
| Black Vest  | Found at Porre Village, Mayor or Elder's house                                                          | 45      | everyone  | Absorbs 50% of Shadow hits    |
| Blue Vest   | Found at Truce Inn 600 AD (Sealed Chest)                                                                | 45      | everyone  | Absorbs 50% of Water hits     |
| Red Vest    | - Guardia Castle 1000 AD (Sealed Chest)                                                                 | 45      | everyone  | Absorbs 50% of                |
| Meso Mail   | Found at Dactyl's Nest                                                                                  | 52      | everyone  | none                          |
| Mist Robe   | Found at Magus' Lair                                                                                    | 54      | females   | none                          |
| Lumin Robe  | - Sold at Medina market 1000 AD<br>- behind sealed door at Arris Dome                                   | 63      | females   | Mg Defense +5                 |
| Flash Mail  | Sold at Medina Market 1000 AD                                                                           | 64      | males     | none                          |
| White Mail  | - Found at Porre Village, Mayor's Manor 1000 AD<br>- Charm from Yakra XIII in Guardia Castle Court room | 70      | everyone  | Absorbs Lightning hits        |
| Black Mail  | - Found at Porre Village, Mayor's Manor 1000 AD<br>- Charm from Son of Sun                              | 70      | everyone  | Absorbs Shadow hits           |
| Blue Mail   | - Charm from Mother Brain<br>- Truce Inn 1000 AD (Sealed Chest)                                         | 70      | everyone  | Absorbs Water Hits            |
| Red Mail    | - Charm from Rust Tyrano                                                                                | 70      | everyone  | Absorbs                       |

Fire Hits

|             |                                                                            |    |          |                             |
|-------------|----------------------------------------------------------------------------|----|----------|-----------------------------|
|             | - Guardia Castle 1000 AD<br>(Sealed Chest)                                 |    |          |                             |
| Aeon Suit   | - Found at Ocean Palace<br>- Also at Sunken Desert                         | 75 | everyone | none                        |
| Ruby Armor  | - Ioka Trading Hut (near the<br>end of the game)<br>- Charm from Gigasaurs | 78 | everyone | Cuts "Fire" by<br>80%       |
| Taban Suit  | Talk to Taban in Lucca's<br>House, 1000 AD after Fiona's<br>Side Quest     | 79 | Lucca    | Speed + 3/<br>Fire guard up |
| Zodiac Cape | Found at Giant's Claw                                                      | 80 | females  | Mg Defense +10              |
| Nova Armor  | Found at Hero's Grave                                                      | 82 | males    | protect status              |
| Gloom Cape  | Found at Ozzie's Fort                                                      | 84 | Magus    | none                        |
| Moon Armor  | Found at Hero's Grave                                                      | 85 | males    | Mg Defense +10              |
| Prism Dress | - from Rainbow Shell Quest<br>- Charm from Zeal's final form<br>(Hands)    | 99 | females  | Cuts MG Attack<br>by 1/3    |

-----  
HELMETS  
=====

The helmets that you'll see in the list below are the helmets that you may find in the game. It will tell you the name, location, Defense Power, Status Abilities, and the characters that can use it. As you may know, some of them cannot be worn by every character.

| Name         | Where to buy/get                                                                                            | Defense | Character | Abilities                   |
|--------------|-------------------------------------------------------------------------------------------------------------|---------|-----------|-----------------------------|
| Hide Cap     | With Crono at the beginning                                                                                 | 3       | everyone  | none                        |
| Bronze Helm  | - Sold at Leene's Square<br>- Sold at Truce Market(1000 AD)                                                 | 8       | everyone  | none                        |
| Iron Helm    | Found at Trann Dome                                                                                         | 14      | everyone  | none                        |
| Beret        | Sold at Market in Porre                                                                                     | 17      | females   | none                        |
| Gold Helm    | - given by Knight Captain<br>at Zenan Bridge after you<br>give the Jerky to him<br>- Found at Denadoro Mts. | 18      | males     | none                        |
| Rock Helm    | - With Ayla when she joins<br>you<br>- Ioka Trading Hut                                                     | 20      | everyone  | none                        |
| Cerra Topper | Found at Tyrano Lair                                                                                        | 23      | everyone  | none                        |
| Taban Helm   | Given to Lucca after the<br>First Side quest                                                                | 24      | Lucca     | Mg Defense +10              |
| Glow Helm    | - Medina Village<br>- Found at Terra Cave                                                                   | 25      | males     | none                        |
| Lode Helm    | Found at Mt. Woe                                                                                            | 29      | everyone  | none                        |
| Time Hat     | Found at Mt. Woe                                                                                            | 30      | everyone  | prevents<br>"stop", "slow"  |
| Memory Cap   | - Found at Death Peak<br>- Found at Sunken Desert                                                           | 30      | everyone  | prevents<br>"Lock"          |
| Sight Cap    | - Found at Ozzie's Fort<br>- Found at Giant's Claw                                                          | 30      | everyone  | prevents<br>"Chaos"         |
| Aeon Helm    | - Found at Ocean Palace<br>- Found at Sunken Desert                                                         | 33      | everyone  | none                        |
| MermaidCap   | Charm from Blue Beast                                                                                       | 35      | everyone  | Cuts Water<br>Damage by 50% |
| R'bow Helm   | Charm from Beasts                                                                                           | 35      | everyone  | Cuts Lightning              |

|            |                                                     |    |          |                                                   |
|------------|-----------------------------------------------------|----|----------|---------------------------------------------------|
| Haste Helm | Charm from Lavos Spawn at Black Omen (head)         | 35 | everyone | Damage by 50%<br>50% less time<br>between attacks |
| Vigil Hat  | - Found at Geno Dome                                | 36 | everyone | Protects<br>status                                |
|            | - Found inside Black Omen                           |    |          |                                                   |
|            | - Sold at Fiona's Shrine                            |    |          |                                                   |
| Safe Helm  | Found at Forest Ruins(1000 AD)                      | 38 | everyone | Cuts physical<br>Damage by 1/3                    |
|            | - Charm from Lavos Spawn at Black Omen (Shell)      |    |          |                                                   |
| Prism Helm | - Found at Guardia Castle after Rainbow Shell Quest | 40 | everyone | Def. +9 /<br>locks status                         |
|            | - Charm from Zeal's final form (Right Hand)         |    |          |                                                   |
| Gloom Helm | Found at Ozzie's Fort                               | 42 | Magus    | Protect Status                                    |
| OzziePants | Charm from Great Ozzie                              | 45 | everyone | ???                                               |

(Downside to Ozzie's Pants (sent in by: KevDog1800@aol.com): Whenever you start a battle be prepared to heal your party's HP. Although it has the highest defense, it will reduce your HP every battle.)

=====

ACCESSORIES

=====

The accessories listed below are the accessories that you may find in the game. It will tell you the name, location and its' Status Abilities. In contrary, any character can wear them but some of them may be rendered useless. Example, the Rocks that are needed to invoke Triple Techs with Magus. If you do not have Magus in your party, it will be useless.

| Name        | Where to buy/get                                                                                                                                                                                                      | Abilities/Effects                       |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------|
| Amulet      | With Magus when he joins you                                                                                                                                                                                          | Protects Status                         |
| Bandana     | With Crono at the beginning                                                                                                                                                                                           | Speed + 1                               |
| Berserker   | Mystic Mountains 65,000,000 BC                                                                                                                                                                                        | Auto Attack. Hit Rate<br>and defense up |
| Black Rock  | Found at Kajar                                                                                                                                                                                                        | Invokes Triple Tech<br>"Dark Eternal"   |
| Blue Rock   | Found at Giant's Claw                                                                                                                                                                                                 | Invokes Triple Tech<br>"Omega Flare"    |
| Charm Top   | Found behind sealed door at Bangor Dome                                                                                                                                                                               | "Charm" Power up                        |
| Dash Ring   | Ozzie's Fort 600 AD                                                                                                                                                                                                   | Speed + 3                               |
| Defender    | With Robo when you get him                                                                                                                                                                                            | Vigor + 2                               |
| Flea Vest   | Charm from Flea Plus                                                                                                                                                                                                  | Mg Defense +12                          |
| Frenzy Band | Found at Giant's Claw                                                                                                                                                                                                 | 80% counter attack rate                 |
| Gold Erng   | - Found behind sealed door at Arris Dome                                                                                                                                                                              | Raises Max HP by 50%                    |
|             | - Charm from Synchronites                                                                                                                                                                                             |                                         |
| Gold Rock   | Found at Denadoro Mts. Have Frog Catch a stone from the Free Lancer That throws rocks at you. One of them is the Gold Rock. Note that Frog's Masamune must be upgraded First, meaning, you have to beat Side Quest #5 | Invokes Triple Tech<br>"Grand Dream"    |
| Gold Stud   | - Found behind sealed door at                                                                                                                                                                                         | Cuts MP usage by 75%                    |

|             |                                                                  |                                       |
|-------------|------------------------------------------------------------------|---------------------------------------|
|             | Trann Dome                                                       |                                       |
|             | - Charm from Flyclops                                            |                                       |
| Green Dream | Given by Robo at the end of the First side quest                 | One-time Autoreanimate                |
| Hero Medal  | Given by Tata after beating Masa And Mune. Only Frog can use it. | Ups critical hit rate Of the Masamune |
| Hit Ring    | - Found behind sealed door at Arris Dome                         | Strike + 10                           |
| Magic Ring  | - Found at Death Peak                                            | Magic + 6                             |
|             | - Charm from Blobs                                               |                                       |
| Magic Scarf | - Heckran Cave                                                   | Magic + 2                             |
|             | - Magus' Lair                                                    |                                       |
| Magic Seal  | Found at Black Omen                                              | Magic and Mg Defense + 5              |
| Muscle Ring | - Found at Sunken Desert                                         | Vigor + 6                             |
|             | - Charm from Terra Mutant                                        |                                       |
| Power Glove | Found at Truce Canyon 600 AD                                     | Power + 2                             |
| Power Scarf | With Ayla when you get her                                       | Power + 4                             |
| Power Ring  | Guardia Forest 1000 AD(Sealed chest)                             | Power + 6                             |
| Power Seal  | - Found at Black Omen                                            | Power and Stamina + 10                |
|             | - Charm from Terra Mutant                                        |                                       |
| Prism Specs | Forged by Melchior at Guardia Castle after getting the Sun Stone | Ups attack power to the max           |
| Rage Band   | Found at Sewer Access                                            | 50% Counter Attack rate               |
| Ribbon      | With Marle when she joins                                        | Strike + 2                            |
| Sight Scope | With Lucca when you get her                                      | Shows enemies' HP                     |
| Silver Erng | Denadoro Mountains 600 AD                                        | Raises Max HP by 25%                  |
| Silver Rock | Found at Burnt Village 65,000,000 BC                             | Invokes Triple Tech "Spin Strike"     |
|             | - Charm from Giga Mutant                                         |                                       |
| Silver Stud | Denadoro Mountains 600 AD                                        | Cuts MP usage by 50%                  |
| Speed Belt  | Found at Magus' Lair                                             | Speed + 2                             |
| Sun Shades  | Lucca's House after Sun Stone Side Quest                         | increases Attack power                |
| Third Eye   | - Nu at Hunting Range 65M BC                                     | Evade x2                              |
|             | - Charm from Nizbel or Nizbel II                                 |                                       |
| Wall Ring   | - Found at Death Peak                                            | Magic Defense + 10                    |
|             | - Charm from Giga Mutant                                         |                                       |
| Wallet      | Found behind sealed door at Bangor Dome                          | Turns EXP into G                      |
| White Rock  | Found at Black Omen                                              | Invokes Triple Tech "Poyozo Dance"    |

=====  
ITEMS  
=====

-----  
A. NORMAL ITEMS  
-----

| Name       | Effect                       | Price |
|------------|------------------------------|-------|
| Tonic      | Adds 50 HP                   | 10G   |
| Mid Tonic  | Adds 200 HP                  | 100G  |
| Full Tonic | Adds 500 HP                  | 700G  |
| Ether      | Adds 10 MP                   | 800G  |
| Mid Ether  | Adds 30 MP                   | 2000G |
| Full Ether | Adds 60 MP                   | 6000G |
| Elixir     | Fully restore the HP/MP of a | -     |

|             |                                                                              |        |
|-------------|------------------------------------------------------------------------------|--------|
|             | character                                                                    |        |
| Hyper Ether | Fully restores the MP of a character                                         | 10000G |
| MegaElixir  | Fully restores the HP/MP of the entire party members                         | -      |
| Revive      | Brings dead ally back to life                                                | 200G   |
| Heal        | Cure different Status Ailments                                               | 10G    |
| Shelter     | Fully restore HP/MP of entire party members at save points and the world map | 150G   |
| Barrier     | Cuts Magic damage by 1/3                                                     | -      |
| Shield      | Cuts Physical damage by 1/3                                                  | -      |
| Power Tab   | Adds 1 to the power of the character                                         | -      |
| Magic Tab   | Adds 1 to the magic of the character                                         | -      |
| Speed Tab   | Adds 1 to the speed of the character                                         | -      |
| Lapis       | Restore 200 HP to the entire party                                           | -      |
| Petal       | Used for Trading at Ioka                                                     | -      |
| Fang        | Used for Trading at Ioka                                                     | -      |
| Feather     | Used for Trading at Ioka                                                     | -      |
| Horn        | Used for Trading at Ioka                                                     | -      |

-----  
B. SPECIAL ITEMS  
-----

These items are vital in story of the game. You won't even finish the game without some of them.

| Name           | Description                                                                                                                                                                                                                                                           |
|----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Seed           | Given to Doan by Crono in order to give life to the World destroyed by Lavos                                                                                                                                                                                          |
| Race Log       | Records your scores in Johnny's Racing                                                                                                                                                                                                                                |
| Bike Key       | Key to activate the Jet Bike in Lab 32                                                                                                                                                                                                                                |
| Gate Key       | Invented by Lucca so that you can use the Gates Freely                                                                                                                                                                                                                |
| Pendant        | Marle's Pendant. Opens Sealed Chests and Doors                                                                                                                                                                                                                        |
| Bent Sword     | The Broken Masamune Blade                                                                                                                                                                                                                                             |
| Bent Hilt      | Handle of the Masamune Blade                                                                                                                                                                                                                                          |
| Jerky          | Used thrice in the game. The first one is given to the troops in Zenan Bridge 600 AD. The other one will be given to the King by Marle as a present. Next one will be given to the woman in Mayor's House in 600 AD as to the completion of the Sun Stone side quest. |
| Dream Stone    | Stone used to forge the Masamune Blade                                                                                                                                                                                                                                |
| Chrono Trigger | Used to bring back a loved one lost in time                                                                                                                                                                                                                           |
| Clone          | Crono's Clone to be used at the Death Peak                                                                                                                                                                                                                            |
| Ruby Knife     | Used to destroy the Mammon Machine                                                                                                                                                                                                                                    |
| Toma's Pop     | Given by Toma in Choras. Pour it at his grave                                                                                                                                                                                                                         |
| Prism Shard    | Evidence of the existence of the Rainbow Shell                                                                                                                                                                                                                        |
| Yakra Key      | Key to unlock the chest where the chancellor is                                                                                                                                                                                                                       |
| Tools          | Needed by the workers in Choras to repair the Ruins                                                                                                                                                                                                                   |
| Moon Stone     | When charge beneath the sun for aeons, it becomes the Sun Stone                                                                                                                                                                                                       |
| Sun Stone      | A stone imbued with the power of the Sun                                                                                                                                                                                                                              |

=====

ENEMY LIST

=====

Here are the enemies that you will encounter on your journey throughout the game. They are listed in alphabetical order.

\*Sample\*

Name of Enemy

| HP:            | TP:            | EXP:           |  
 | G:            | item:  
 | Charmed Item:  
 | Location:

HP is the total Hit Points or life of the enemy. TP is the amount of Tech points you'll receive after beating it. EXP is the experience gained by your characters. G is the amount of money given to you by defeating that monster. Loc is the location where you can find that particular monster. Charm is the item you'll get when you charm the enemy using Ayla. Item, are the items that you may receive after beating the enemy.

If you see "?"s, this means that I haven't seen them yet. I'll identify them ASAP.

Acid

| HP:            10 | TP:            1 | EXP:            33 |  
 | G:            20 | item: none  
 | Charmed Item: none  
 | Location:        Factory 2300 AD

Alien

| HP:           1050 | TP:            8 | EXP:           804 |  
 | G:           1100 | item: Shield  
 | Charmed Item: Magic Tab  
 | Location:        Black Omen

Alkaline

| HP:            9 | TP:            1 | EXP:           45 |  
 | G:            40 | item: none  
 | Charmed Item: none  
 | Location:        Factory 2300 AD

Amphibite

| HP:           100 | TP:            0 | EXP:           66A |  
 | G:            0 | item: none  
 | Charmed Item: 2x Horns  
 | Location:        Hunting Range 65,000,000 BC

Anion

| HP:           152 | TP:            1 | EXP:           72 |  
 | G:            0 | item: none  
 | Charmed Item: 2x Petals  
 | Location:        Hunting Range 65,000,000 BC

Avian Chaos

| HP:           45 | TP:            1 | EXP:            4 |  
 | G:           18 | item: Tonic  
 | Charmed Item: none  
 | Location:        Guardia Forest 1000 AD



Avian Rex

| HP: 327 | TP: 3 | EXP: 129 |  
| G: 0 | item: Feather  
| Charmed Item: Feather  
| Location: Dactyl's Nest 65,000,000 BC

Bantam Imp

| HP: 250 | TP: 12 | EXP: 348 |  
| G: 850 | item: none  
| Charmed Item: AlloyBlade  
| Location: Mt. Woe 12,000 BC

Barghest

| HP: 450 | TP: 8 | EXP: 379A |  
| G: 400 | item: none  
| Charmed Item: Shield  
| Location: Ocean Palace 12,000 BC

Base

| HP: 88 | TP: 0 | EXP: 333 |  
| G: 800 | item: none  
| Charmed Item: none  
| Location: Northern Ruins 600 AD

Basher

| HP: 150 | TP: 8 | EXP: 377 |  
| G: 0 | item: none  
| Charmed Item: none  
| Location: Blackbird

Beast

| HP: 830 | TP: 5 | EXP: 204 |  
| G: 450 | item: none  
| Charmed Item: R'Bow Helm  
| Location: Terra Cave 12,000 BC

Beetle

| HP: 12 | TP: 1 | EXP: 3 |  
| G: 15 | item: none  
| Charmed Item: none  
| Location: Guardia Forest 1000 AD

Bell Bird

| HP: 94 | TP: 2 | EXP: 27 |  
| G: 100 | item: Heal  
| Charmed Item: none  
| Location: Denadoro Mts. 600 AD

Blob

| HP: 1350 | TP: 10 | EXP: 793 |  
| G: 1250 | item: Barrier  
| Charmed Item: Magic Ring  
| Location: Black Omen

Blue Eaglet

| HP: 16 | TP: 1 | EXP: 3 |  
| G: 32 | item: Heal  
| Charmed Item: none  
| Location: Guardia Forest 600 AD

Blue Imp

| HP: 13 | TP: 1 | EXP: 2 |  
| G: 12 | item: none  
| Charmed Item: none  
| Location: Truce Canyon 600 AD

Blue Scout

| HP: 300 | TP: 8 | EXP: 234 |  
| G: 250 | item: none  
| Charmed Item: none  
| Location: Ocean Palace 12,000 BC

Blue Shield

| HP: 24 | TP: 0 | EXP: 11 |  
| G: 45 | item: Tonic  
| Charmed Item: none  
| Location: Guardia Castle 1000 AD (Detention Grounds)

Boss Orb

| HP: 850 | TP: 0 | EXP: 0 |  
| G: 750 | item: none  
| Charmed Item: none  
| Location: Black Omen

Bug

| HP: 89 | TP: 1 | EXP: 26 |  
| G: 0 | item: Heal  
| Charmed Item: none  
| Location: Arris Dome 2300 AD, Factory 2300 AD

Bugger

| HP: 100 | TP: 1 | EXP: 81 |  
| G: 45 | item: none  
| Charmed Item: none  
| Location: Arris Dome 2300 AD

Byte

| HP: 192 | TP: 8 | EXP: 378 |  
| G: 0 | item: none  
| Charmed Item: none  
| Location: Blackbird

Cave Ape

| HP: 436 | TP: 3 | EXP: 123 |  
| G: 0 | item: Fang  
| Charmed Item: Fang  
| Location: Dactyl's Nest 65,000,000 BC

Cave Bat

| HP: 108 | TP: 1 | EXP: 28 |  
| G: 40 | item: none  
| Charmed Item: none  
| Location: Heckran Cave 1000 AD

Crater

| HP: 80 | TP: 1 | EXP: 15 |  
| G: 35 | item: none  
| Location: Lab 16 2300 AD

Croaker

| HP: 100 | TP: 0 | EXP: 65A |  
| G: 0 | item: none  
| Charmed Item: 2x Fangs  
| Location: Hunting Range 65,000,000 BC

#### Cybot

| HP: 1800 | TP: 16 | EXP: 728 |  
| G: 750 | item: Hyper Ether  
| Charmed Item: Power Meal  
| Location: Black Omen

#### Debugger

| HP: 120 | TP: 1 | EXP: 24 |  
| G: 450 | item: Shield  
| Charmed Item: none  
| Location: Factory 2300 AD

#### Debuggest

| HP: 1024 | TP: 8 | EXP: 452 |  
| G: 450 | item: Shield  
| Charmed Item: Elixir, Shield  
| Location: Geno Dome 2300 AD

#### Deceased

| HP: 110 | TP: 2 | EXP: 52 |  
| G: 70 | item: none  
| Charmed Item: none  
| Location: Zenan Bridge 600 AD

#### Decedent

| HP: 67 | TP: 1 | EXP: 12 |  
| G: 90 | item: none  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Defunct

| HP: 1450 | TP: 18 | EXP: 518 |  
| G: 700 | item: none  
| Charmed Item: Elixir  
| Location: Northern Ruins 600 AD

#### Departed

| HP: 1650 | TP: 16 | EXP: 832 |  
| G: 1150 | item: none  
| Charmed Item: None  
| Location: Northern Ruins

#### Diablos

| HP: 50 | TP: 1 | EXP: 10 |  
| G: 70 | item: Revive  
| Charmed Item: none  
| Location: Cathedral 600 AD

#### Egder

| HP: 160 | TP: 1 | EXP: 18 |  
| G: 0 | item: none  
| Charmed Item: none  
| Location: Sewer Access 2300 AD

#### EvilWeevil

| HP: 158 | TP: 2 | EXP: 81 |  
| G: 0 | item: Feather  
| Charmed Item: Dream Gun  
| Location: Reptite Lair 65,000,000 BC

#### Flunky

| HP: 390 | TP: 2 | EXP: 239 |  
| G: 210 | item: none  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Flyclops

| HP: 900 | TP: 10 | EXP: 575 |  
| G: 0 | item: none  
| Charmed Item: Gold Stud  
| Location: Black Omen

#### Fly Trap

| HP: 316 | TP: 2 | EXP: 86 |  
| G: 0 | item: Petal

#### Fossil Ape

| HP: 1800 | TP: 15 | EXP: 533 |  
| G: 450 | item: Lapis  
| Charmed Item: MegaElixir, Lapis  
| Location: Giant's Claw 600 AD

#### FreeLancer

| HP: 110 | TP: 2 | EXP: 39 |  
| G: 125 | item: none  
| Charmed Item: none  
| Location: Denadoro Mts. 600 AD

#### Gargoyle

| HP: 260 | TP: 6 | EXP: 216 |  
| G: 0 | item: none  
| Charmed Item: Big Hand  
| Location: Mt. Woe 12,000 BC

#### Gigasaur

| HP: 2250 | TP: 15 | EXP: 784 |  
| G: 450 | item: Barrier  
| Charmed Item: Ruby Armor  
| Location: Giant's Claw 600 AD

#### Gnasher

| HP: 90 | TP: 1 | EXP: 8 |  
| G: 40 | item: none  
| Charmed Item: Revive  
| Location: Cathedral 600 AD, Guardia Castle 1000 AD

#### Gnawer

| HP: 210 | TP: 2 | EXP: 26 |  
| G: 300 | item: none  
| Charmed Item: none  
| Location: Cursed Woods 600 AD

#### Goblin

| HP: 146 | TP: 2 | EXP: 32 |  
| G: 80 | item: none

| Charmed Item: none  
| Location: Denadoro Mts. 600 AD

#### Gold Eaglet

| HP: 400 | TP: 2 | EXP: 57 |  
| G: 0 | item: 2 Feathers  
| Charmed Item: Ether  
| Location: Forest Maze 65,000,000 BC

#### Goon

| HP: 2800 | TP: 15 | EXP: 850 |  
| G: 800 | item: Elixir  
| Charmed Item: Elixir  
| Location: Black Omen

#### Green Imp

| HP: 16 | TP: 1 | EXP: 4 |  
| G: 24 | item: Tonic  
| Charmed Item: none  
| Location: Guardia Forest 600 AD

#### Gremlin

| HP: 110 | TP: 2 | EXP: 51 |  
| G: 70 | item: none  
| Charmed Item: none  
| Location: Magic Cave 600 AD

#### Grimalkin

| HP: 120 | TP: 3 | EXP: 114 |  
| G: 180 | item: none  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Groupie

| HP: 390 | TP: 2 | EXP: 128 |  
| G: 170 | item: none  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Guard

| HP: 60 | TP: 0 | EXP: 10 |  
| G: 70 | item: Tonic  
| Charmed Item: none  
| Location: Guardia Castle 1000 AD (detention grounds)

#### Hench

| HP: 49 | TP: 1 | EXP: 11 |  
| G: 135 | item: none  
| Charmed Item: none  
| Location: Heckran Cave 1000 AD

#### Hench (purple)

| HP: 180 | TP: 2 | EXP: 93 |  
| G: 200 | item: none  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Hetake

| HP: 14 | TP: 1 | EXP: 3 |  
| G: 16 | item: Tonic

| Charmed Item: Tonic  
| Location: Guardia Forest 1000 AD

#### Hexapod

| HP: 1000 | TP: 15 | EXP: 408 |  
| G: 600 | item: Lapis  
| Charmed Item: Lapis  
| Location: Sunken Desert 600 AD

#### Imp Ace

| HP: 54 | TP: 1 | EXP: 11 |  
| G: 45 | item: none  
| Charmed Item: none  
| Location: Truce Canyon 600 AD

#### Incognito

| HP: 1 | TP: 10 | EXP: 378 |  
| G: 1000 | item: none  
| Charmed Item: none  
| Location: Black Omen

#### Ion

| HP: 152 | TP: 1 | EXP: 72 |  
| G: 0 | item: none  
| Charmed Item: 2x Feathers  
| Location: Hunting Range 65,000,000 BC

#### Jinn

| HP: 450 | TP: 8 | EXP: 300A |  
| G: 400 | item: Lapis  
| Charmed Item: Lapis  
| Location: Ocean Palace 12,000 BC

#### Jinn Bottle

| HP: 97 | TP: 2 | EXP: 43A |  
| G: 50A | item: none  
| Charmed Item: none  
| Location: Heckran Cave 1000 AD

#### Juggler

| HP: 452 | TP: 3 | EXP: 128 |  
| G: 220 | item: none  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Kilwala

| HP: 160 | TP: 2 | EXP: 42 |  
| G: 0 | item: Petal  
| Charmed Item: Petal  
| Location: Mystic Mountain 65,000,000 BC

#### Kracker

| HP: 500 | TP: 0 | EXP: 378 |  
| G: 300 | item: none  
| Charmed Item: none  
| Location: Death Peak 2300 AD

#### Laser Guards

| HP: 400 | TP: 8 | EXP: 346 |  
| G: 120 | item: none

| Charmed Item: Full Tonic  
| Location: Geno Dome 2300 AD, Black Omen

#### Lasher

| HP: 666 | TP: 8 | EXP: 318 |  
| G: 250 | item: none  
| Charmed Item: none  
| Location: Ocean Palace 12,000 BC

#### Leaper

| HP: 800 | TP: 10 | EXP: 312 |  
| G: 360 | item: Shield  
| Charmed Item: Elixir  
| Location: Giant's Claw 600 AD

#### Lizardactyl

| HP: 950 | TP: 8 | EXP: 444 |  
| G: 0 | item: none  
| Charmed Item: HyperEther  
| Location: Giant's Claw 600 AD

#### Macabre

| HP: 582 | TP: 0 | EXP: 427 |  
| G: 500 | item: Ether  
| Charmed Item: Full Ether  
| Location: Death Peak 2300 AD

#### Mad Bat

| HP: 18 | TP: 1 | EXP: 6 |  
| G: 75 | item: none  
| Charmed Item: none  
| Location: Cathedral 600 AD

#### Mage

| HP: 480 | TP: 8 | EXP: 190 |  
| G: 550 | item: Lapis  
| Charmed Item: Barrier  
| Location: Ocean Palace 12,000 BC

#### Man Eater

| HP: 260 | TP: 6 | EXP: 253 |  
| G: 750 | item: none  
| Charmed Item: Pearl Edge  
| Location: Mt. Woe 12,000 BC

#### Martello

| HP: 1245 | TP: 10 | EXP: 554 |  
| G: 400 | item: none  
| Charmed Item: HyperEther  
| Location: Black Omen

#### Meat Eater

| HP: 75 | TP: 1 | EXP: 21 |  
| G: 50 | item: none  
| Charmed Item: Ether  
| Location: Lab 16 2300 AD

#### Megasaur

| HP: 830 | TP: 2 | EXP: 147 |  
| G: 0 | item: Fang

| Charmed Item: Aeon Blade  
| Location: Reptite Lair 65,000,000 BC

#### Metal Mute

| HP: 1980 | TP: 16 | EXP: 685 |  
| G: 1100 | item: none  
| Charmed Item: HyperEther  
| Location: Black Omen

#### Mohavor

| HP: 400 | TP: 15 | EXP: 348 |  
| G: 550 | item: none  
| Charmed Item: Shield  
| Location: Sunken Desert 600 AD

#### Mutant

| HP: 300 | TP: 1 | EXP: 22 |  
| G: 30 | item: none  
| Charmed Item: Full Tonic  
| Location: Lab 16 2300 AD

#### Naga-Ette

| HP: 60 | TP: 1 | EXP: 8 |  
| G: 80 | item: none  
| Charmed Item: none  
| Location: Cathedral 600 AD, Guardia Castle 1000 AD

#### Nereid

| HP: 138 | TP: 1 | EXP: 22 |  
| G: 200 | item: none  
| Charmed Item: Ether  
| Location: Sewer Access 2300 AD

#### Nu

| HP: 1234 | TP: 30 | EXP: 248 |  
| G: 0 | item: All trading items  
| Charmed Item: Mop  
| Location: Kajar 12,000 BC

#### OctoBlush

| HP: 80 | TP: 1 | EXP: 25A |  
| G: 35A | item: none  
| Charmed Item: none  
| Location: Heckran Cave 1000 AD

#### OctoPod

| HP: 130 | TP: 1 | EXP: 11 |  
| G: 15 | item: none  
| Charmed Item: Mid Ether  
| Location: Lab 16 2300 AD

#### Ogan

| HP: 146 | TP: 2 | EXP: 32 |  
| G: 80 | item: none  
| Charmed Item: none  
| Location: Denadoro Mts. 600 AD

#### OmniCrone

| HP: 218 | TP: 1 | EXP: 22 |  
| G: 55 | item: Ether



| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Outlaw

| HP: 182 | TP: 3 | EXP: 104 |  
| G: 90 | item: none  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Pahoehoe

| HP: 250 | TP: 3 | EXP: 94 |  
| G: 0 | item: none  
| Charmed Item: none  
| Location: Dactyl's Nest 65,000,000 BC

#### Panel

| HP: 1875 | TP: 12 | EXP: 800 |  
| G: 550 | item: none  
| Charmed Item: Speed Tab  
| Location: Black Omen

#### Poly

| HP: 99 | TP: 2 | EXP: 7 |  
| G: 35 | item: Ether  
| Charmed Item: none  
| Location: Truce Canyon 600 AD

#### Proto 2

| HP: 128 | TP: 1 | EXP: 22 |  
| G: 50 | item: none  
| Charmed Item: Tonic  
| Location: Arris Dome 2300 AD

#### Proto 3

| HP: 256 | TP: 1 | EXP: 33 |  
| G: 60 | item: none  
| Charmed Item: Full Tonic  
| Location: Factory 2300 AD

#### Proto 4

| HP: 1024 | TP: 8 | EXP: 477 |  
| G: 800 | item: Barrier  
| Charmed Item: Barrier  
| Location: Geno Dome 2300 AD

#### Rain Frog

| HP: 100 | TP: 0 | EXP: 66A |  
| G: 0 | item: none  
| Charmed Item: 2x Feathers  
| Location: Hunting Range 65,000,000 BC

#### Rat

| HP: 45 | TP: 1 | EXP: 18 |  
| G: 0 | item: none  
| Charmed Item: none  
| Location: Arris Dome 2300 AD

#### Reaper

| HP: 1450 | TP: 18 | EXP: 518 |  
| G: 700 | item: none

| Charmed Item: Elixir  
| Location: Northern Ruins 600 AD

#### Red Scout

| HP: 300 | TP: 8 | EXP: 234 |  
| G: 250 | item: none  
| Charmed Item: none  
| Location: Ocean Palace 12,000 BC

#### Reptide

| HP: 92 | TP: 2 | EXP: 72 |  
| G: 0 | item: Petal  
| Charmed Item: Magma Hand  
| Location: Mystic Mountain 65,000,000 BC

#### Reptide (purple)

| HP: 336 | TP: 4 | EXP: 126 |  
| G: 0 | item: Mid Tonic  
| Charmed Item: Mid Tonic  
| Location: Tyrano Lair 65,000,000 BC

#### Roly

| HP: 24 | TP: 1 | EXP: 3 |  
| G: 25 | item: Tonic  
| Charmed Item: none  
| Location: Truce Canyon 600 AD, Guardia Forest 600 AD

#### Roly Bomber

| HP: 99 | TP: 3 | EXP: 72 |  
| G: 25 | item: Tonic  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Roly Poly

| HP: 50 | TP: 1 | EXP: 31 |  
| G: 50 | item: Mid Tonic  
| Charmed Item: none  
| Location: Heckran Cave 1000 AD

#### Roly Rider

| HP: 30 | TP: 2 | EXP: 5 |  
| G: 40 | item: none  
| Charmed Item: none  
| Location: Guardia Forest 600 AD

#### Rubble

| HP: 515 | TP: 100 | EXP: 1000 |  
| G: 0 | item: Mid Ether  
| Charmed Item: none  
| Location: Mt. Woe 12,000 BC

#### Ruminator

| HP: 1500 | TP: 18 | EXP: 422 |  
| G: 400 | item: none  
| Charmed Item: MegaElixir  
| Location: Black Omen

#### Runner

| HP: 196 | TP: 2 | EXP: 42 |  
| G: 0 | item: Horn

| Charmed Item: Horn  
| Location: Mystic Mountain 65,000,000 BC

#### Save Point

| HP: 10 | TP: 2 | EXP: 114 |  
| G: 100 | item: none  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Scouter

| HP: 300 | TP: 8 | EXP: 234 |  
| G: 250 | item: none  
| Charmed Item: Lapis  
| Location: Ocean Palace 12,000 BC

#### Sentry

| HP: 1280 | TP: 8 | EXP: 467 |  
| G: 400 | item: Full Ether  
| Charmed Item: Hyper Ether, Full Ether  
| Location: Northern Ruins 600 AD

#### Shadow

| HP: 1 | TP: 1 | EXP: 14 |  
| G: 50 | item: none  
| Charmed Item: none  
| Location: Lab 16 2300 AD

#### Magic Cave

| HP: 250 | TP: 3 | EXP: 94 |  
| G: 0 | item: Petal  
| Charmed Item: none  
| Location: Lab 16 2300 AD

#### Shitake

| HP: 158 | TP: 2 | EXP: 87 |  
| G: 0 | item: Petal  
| Charmed Item: Petal  
| Location: Reptite Lair 65,000,000 BC

#### Side Kick

| HP: 1250 | TP: 100 | EXP: 500 |  
| G: 0 | item: none  
| Charmed Item: none  
| Location: Black Omen

#### Sorcerer

| HP: 220 | TP: 3 | EXP: 110 |  
| G: 220 | item: Mid Ether  
| Charmed Item: none  
| Location: Magus' Lair 600 AD

#### Stone Imp

| HP: 300 | TP: 12 | EXP: 348 |  
| G: 850 | item: none  
| Charmed Item: none  
| Location: Mt. Woe 12,000 BC

#### Synchrite

| HP: 2250 | TP: 12 | EXP: 755 |  
| G: 900 | item: Hyper Ether

| Charmed Item: GoldErng  
| Location: Black Omen

#### T'pole

| HP: 150 | TP: 1 | EXP: 26 |  
| G: 30 | item: none  
| Charmed Item: none  
| Location: Cursed Woods 600 AD

#### Tempurite

| HP: 88 | TP: 2 | EXP: 32 |  
| G: 45 | item: none  
| Charmed Item: none  
| Location: Heckran Cave 1000 AD

#### Terrasaur

| HP: 1090 | TP: 4 | EXP: 259 |  
| G: 0 | item: none  
| Charmed Item: Lapis  
| Location: Tyrano Lair 65,000,000 BC

#### Thrasher

| HP: 666 | TP: 8 | EXP: 318 |  
| G: 250 | item: none  
| Charmed Item: none  
| Location: Ocean Palace 12,000 BC

#### Tubster

| HP: 2000 | TP: 20 | EXP: 850 |  
| G: 800 | item: none  
| Charmed Item: Power Tab  
| Location: Black Omen

#### Turret

| HP: 700 | TP: 50 | EXP: 750 |  
| G: 0 | item: Mid Ether  
| Charmed Item: none  
| Location: Blackbird

#### Vamp

| HP: 120 | TP: 2 | EXP: 58 |  
| G: 70 | item: none  
| Charmed Item: none  
| Location: Magic Cave 600 AD

#### Volcano

| HP: 257 | TP: 7 | EXP: 243 |  
| G: 0 | item: none  
| Charmed Item: Lapis  
| Location: Tyrano Lair 65,000,000 BC

#### Winged Ape

| HP: 450 | TP: 2 | EXP: 123 |  
| G: 0 | item: Fang  
| Charmed Item: Ruby Vest  
| Location: Forest Maze 65,000,000 BC

#### Yodu De

| HP: 24 | TP: 0 | EXP: 11 |  
| G: 90 | item: Tonic

| Charmed Item: none  
| Location: Guardia Castle 1000 AD (Detention Grounds)

=====

SEALED CHESTS AND DOORS

-----

There are several Sealed Chests and Doors that are scattered through places through time. Here are the info of the ones that I've discovered and the one's that were e-mailed to me.

| Sealed Chest/Door Location        | Content/s                                             |
|-----------------------------------|-------------------------------------------------------|
| -----                             | -----                                                 |
| Northern Ruins 600 AD             | Nova Armor, Kali Blade, Siren                         |
| Hero's Grave 1000 AD              | Moon Armor, Shiva Edge, and Valkerye                  |
| -Upgrade of Northern Ruins 600 AD |                                                       |
| Heckran Cave 1000 AD              | Wall Ring, Dash Ring                                  |
| Elder's House (Porre) 600 AD      | Black Vest, White Vest                                |
| Mayor's Manor (Porre) 1000 AD     | Black Mail, White Mail                                |
| -Upgrade Vests                    |                                                       |
| Forest Ruins 1000 AD              | Left Chest: Safe Helm, Right Chest:<br>Swallow        |
| Arris Dome 2300 AD                | Power Tab, Gold Erng, Hit Ring,<br>Elixir, Lumin Robe |
| Bangor Dome 2300 AD               | Charm Top, Wallet, Full Ether                         |
| Truce Inn 600 AD                  | Blue Vest                                             |
| Truce Inn 1000 AD                 | Blue Mail                                             |
| -Upgrade of Blue Vest             |                                                       |
| Guardia Forest 600 AD             | Speed Tab                                             |
| Guardia Forest 1000 AD            | Power Ring                                            |
| -Use Pillar #9 at the end of time |                                                       |
| Keeper's Dome                     | The Epoch                                             |
| Guardia Castle 600 AD             | Red Vest                                              |
| Guardia Castle 1000 AD            | Red Mail                                              |
| -Upgrade of Red Vest              |                                                       |
| Magic Cave 600 AD                 | Magic Ring                                            |
| Trann Dome 2300 AD                | Full Ether, Magic Tab, Gold Stud                      |

Thanks to Ben Struble (tron916@hotmail.com) for most of the info about the sealed chests/doors contents.

If you have seen a Sealed chest or door, please e-mail it to me so that I can put it up.

Here's a Tip. If you find a sealed chest in 600 AD. Examine it first but don't get it. Then, head to 1000 AD to get the more powerful versions of the equipments/items. Then, head back to 600 AD to get the original item. 2 Items in 1 chest. Very neat! (thanks again to ~The Silent One~ for the info)

=====

SHOPS

-----

Here's the complete list of the different shops you'll find throughout the game. There are also some shops that change their stuff if you travel through time.

Listed according to appearance:

Leene's Square - 1000 AD

-----

Item Stall

|         |      |
|---------|------|
| Tonic   | 10G  |
| Heal    | 10G  |
| Revive  | 200G |
| Shelter | 150G |

Equipment Stall

|             |      |
|-------------|------|
| Karate Gi   | 300G |
| Bronze Helm | 200G |

Melchior's Weapon Shop

|            |       |
|------------|-------|
| Iron Blade | 350G  |
| Lode Sword | 4000G |

Truce Village - 600 AD

-----

Truce Inn 10 G / night

Market

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

Fritz' Shop (if you saved Fritz)

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

Trann Dome - 2300 AD

-----

Man Selling items

|           |       |
|-----------|-------|
| Autogun   | 1200G |
| Iron Suit | 800G  |
| Iron Helm | 500G  |
| Tonic     | 10G   |
| Mid Tonic | 100G  |
| Heal      | 10G   |
| Revive    | 200G  |
| Shelter   | 150G  |

Arris Dome - 2300 AD

-----

Kid near the Save Point

|           |       |
|-----------|-------|
| Autogun   | 1200G |
| Iron Suit | 800G  |
| Iron Helm | 500G  |
| Tonic     | 10G   |
| Heal      | 10G   |
| Revive    | 200G  |
| Shelter   | 150G  |

Medina Village - 1000 AD

-----

Medina Inn                               200 G / night

Market

|            |            |             |
|------------|------------|-------------|
| Glow Helm  | Iron Blade | Steel Saber |
| Demon Edge | Lumin Rode | Flash Mail  |
| Tonic      | Mid Tonic  | Full Tonic  |
| Heal       | Revive     | Shelter     |
| Ether      |            |             |

You may be wondering why I didn't put up the prices. It is because the prices here are at random. Remember that the Mystics here hate humans so they will set a VERY UNFAIR price at random. Sometimes, you'll get a Tonic for 500G! and sometimes it will reach up to 2000+G! If you have a lot of money, and I do mean a lot, buy them as the equipments here are quite good.

Melchior's Hut

|            |       |
|------------|-------|
| Red Katana | 4500G |
| Robin Bow  | 2850G |
| Plasma Gun | 3200G |
| Hammer Arm | 3500G |
| Titan Vest | 1200G |
| Tonic      | 10G   |
| Mid Tonic  | 100G  |
| Revive     | 200G  |
| Shelter    | 150G  |

Dorino Village - 600 AD

-----

Dorino Inn                               50 G / night

Market

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

Porre Village - 600 AD

-----

Porre Inn                               20 G / night

Market

|           |       |
|-----------|-------|
| Gold Suit | 1300G |
| Beret     | 700G  |
| Tonic     | 10G   |

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

Ioka Village - 65,000,000 BC

-----

One of the persons in the northeastern hut

|           |      |
|-----------|------|
| Tonic     | 10G  |
| Mid Tonic | 100G |
| Heal      | 10G  |

Ioka Trading Hut (Old Man)

- it's a bit different here. You can only get the items/equipments if you trade 3 petals, fangs, horns, or feather and combining it with 3 pieces of another type.

First Visit at Ioka Trading Hut

|            |                           |
|------------|---------------------------|
| Ruby Gun   | = 3 Petals and 3 Fangs    |
| Sage Bow   | = 3 Petals and 3 Horns    |
| Stone Arm  | = 3 Petals and 3 Feathers |
| Flint Edge | = 3 Fangs and 3 Horns     |
| Ruby Vest  | = 3 Fangs and 3 Feathers  |
| Rock Helm  | = 3 Horns and 3 Feathers  |

Second Visit (Right after beating Magus in his lair)

|            |                           |
|------------|---------------------------|
| Dream Gun  | = 3 Petals and 3 Fangs    |
| Dream Bow  | = 3 Petals and 3 Horns    |
| Magma Hand | = 3 Petals and 3 Feathers |
| Aeon Blade | = 3 Fangs and 3 Horns     |
| Ruby Vest  | = 3 Fangs and 3 Feathers  |
| Rock Helm  | = 3 Horns and 3 Feathers  |

Third Visit (After Crono comes back to life)

|            |                            |
|------------|----------------------------|
| Ruby Armor | = 10 of every kind of item |
|------------|----------------------------|

Zeal Kingdom - 12,000 BC

-----

Enhasa

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

Nu in Kajar

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

Algetty Village - 12,000 BC

-----



Algetty Inn (Terra Cave) FREE

Man in Terra Cave

|             |        |
|-------------|--------|
| Demon Edge  | 17000G |
| Comet Arrow | 7800G  |
| Mega Blast  | 9800G  |
| Megaton Arm | 15000G |
| Flash Blade | 18000G |
| Lumin Robe  | 6500G  |
| Flash Mail  | 8500G  |
| Glow Helm   | 2300G  |
| Tonic       | 10G    |
| Mid Tonic   | 100G   |
| Full Tonic  | 700G   |
| Heal        | 10G    |
| Revive      | 200G   |
| Shelter     | 150G   |
| Ether       | 800G   |

Commons - 12,000 BC

-----

Nu in Last Village

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

After Crono is revived, these equipments will be added in the list

|             |        |
|-------------|--------|
| Star Sword  | 25000G |
| Sonic Arrow | 10000G |
| Shock Wave  | 11000G |
| Kaiser Arm  | 21000G |
| Rune Blade  | 24000G |
| Hurricane   | 35000G |
| Aeon Suit   | 9000G  |
| Aeon Helm   | 7800G  |

Fiona's Shrine - 1000 AD

-----

Nun

|            |        |
|------------|--------|
| Sight Cap  | 20000G |
| Memory Cap | 20000G |
| Time Hat   | 30000G |
| Vigil Hat  | 50000G |

Choras - 600 AD

-----

Choras Inn 10 G / night

Market

|           |      |
|-----------|------|
| Tonic     | 10G  |
| Mid Tonic | 100G |

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

Black Omen

-----

Nu

|             |        |
|-------------|--------|
| Mid Tonic   | 100G   |
| Full Tonic  | 700G   |
| Mid Ether   | 2000G  |
| Full Ether  | 6000G  |
| Hyper Ether | 10000G |

-----  
 NEW GAME+ INFORMATION  
 -----

In Chrono Trigger, there is what you call the New Game+ Mode. When you beat the game and completed all the side quests (the seven people/places Gaspar told you before going to Lavos). There are also speculations that, all you have to do is to get all the characters in the game, including Magus, to join your party. Please let me know what happened to your game. Tell me if you tried not to complete the side quests and got the New Game+ Mode.

About the New Game+ Mode. After you beat a game (defeated the final form of Lavos), when you return to the title screen and pressed Start or A button, you can select a saved game or start a new one right? Well, now, there is a new option on top, which is the New Game+. When you select the New Game+ mode, you'll begin again in the game, but, all your experience, items, equipments will be just the same as you beat the previous game. This will make the next game easier. Also, not all items and equipments will be restored. The items and equipments that are considered vital to the story will disappear. Example, the Masamune Blade, Bike Key, etc.

-----  
 FAQs - FREQUENTLY ASKED QUESTIONS  
 -----

-----  
 1. Where can I find this Walkthrough/FAQ?

This walkthrough/FAQ will be updated and posted mainly at <http://WWW.GAMEFAQS.COM>. You can also see an updated copy of this walkthrough on the following site/s. Note that I gave permission to the sites below so that they can publish my work in its original and unaltered form.

- <http://www.gamewinners.com> or
- <http://vgstrategies.about.com>
- <http://www.psxcodez.com>
- <http://www.niteblade.com/hostees/shagore/>
- <http://bandm.hypermart.net/games/games.shtml>
- <http://www.fbgames.com>
- <http://www.geocities.com/theprotodome>
- <http://www.thehighwind.net>

-----  
2. I have the Chrono Trigger and I've got a clone of Crono and I want to revive him. I talked to Gaspar (Guru of Time) many times but the Nu in the Keeper's Dome kept on telling me the instructions on how to use the Epoch. He doesn't give any information regarding the Death Peak so that I can revive Crono. How will I make the Nu talk about Death Peak and finally revive Crono?

If there is an Epoch in the Keeper's Dome at this point in the game, you're screwed--you've managed to accidentally trigger one of the few story-affecting bugs in the game. What triggers this bug is leaving the Epoch inside the Keeper's Dome before going to the Ocean Palace. After the Ocean Palace is destroyed, the Epoch gets moved to the island where the survivors of Zeal are. But if the Epoch was previously in the Keeper's Dome, it also remains there, resulting in \*two Epochs\*. The presence of the (duplicate) Epoch inside the Dome prevents the Nu from doing what it's supposed to do, and you can't revive Crono at all.

MAJOR credit goes to CDXTER2000@AOL.COM for giving me this info. It will surely inform others about this unusual bug.

-----  
3. How often can you update the FAQ?

This is the question, which do not have an exact answer. An update will be made if there are certain infos that need to be included. Like the side quests and updates of various sections of this walkthrough/FAQ like the Weapons, Helmets, Armors, etc. I'm still going to school and I only have limited time per day to make updates/revisions of this walkthrough. But, I'll always make sure that if there's a new info, I'll update this walkthrough/FAQ right away.

-----  
4. In my first visit to the End of Time, Spekkio told me to run around the room clockwise 3 times. I did it but nothing happens?

Here's what you should do, Start from the door and start walking, don't run, AROUND the room clockwise 3 times. While you're walking, stay as close as possible to the walls. Then, talk to Spekkio. He will then start to teach you magic.

-----  
5. In the Death Peak, I can't use the Poyozo Doll to pass through the strong winds. When I it turned into a tree I stayed behind it and the wind still blew me away. How can I pass through then?

First, make sure there's a Poyozo Doll on the way (If you don't see the Poyozo Doll, go back to Keeper's Dome again and make sure it is the quest to bring back Crono). Now, when you reach the Poyozo Doll, it will turn into a tree, stay exactly in the middle of it and I kept on RUNNING towards the tree when the wind is strong and it won't blow you away and you will be able to go to the next tree.

-----  
6. How many endings does this game really have?

All in all, 12. In ending no. 2. It is revealed there that there are 10 endings to the game. But, I've seen 12 as of now.

-----

7. How do I get Magus to join my party?

There is only one chance for you in order to have Magus in your party. After you beat Dalton Plus in the Blackbird 12,000 AD, you'll be brought to the Commons right? Then, exit the Commons. In the world map, head northwest and enter the North Cape. You'll see Magus at the peak. Eventually you'll be asked if you wish to fight him or not. If you want to fight him, you'll get all his equipments and the EXP and G but you won't be able to have him join your party, because he's already dead. If you didn't fight him, he will voluntarily join your party. If you miss this one, you can't get Magus anymore.

-----  
8. Where is the best place to Level up my characters?

Go to the Black Omen anytime before 1999 AD. When you reach the first save point, you'll fight with 3 enemies. 2 Synchronites and a Martello. After beating them, go to the next area then come back again to fight another batch of those 3 enemies. You'll receive the following after each battle: 2450 EXP, 34 TP, and a HyperEther. It is the best known way to level up fast.

Thanks again to Brandon Boucher (TheDOORS66@aol.com) for this info.

-----  
9. How can you get the New Game+ Mode?

Most of you think that you have to complete all the side quests. But to get New Game+ Mode, you only have to have Magus in your party and Crono is alive. In short, everyone possible character is alive.

-----  
10. If having trouble with the L+R then A button sequence at Arris Dome, can you help me out?

This is a common problem. For emulator users, here's an explanation. Some keyboards cannot scan or read 3 keys that are pressed at the same time and that makes it impossible to move on. All you have to do is to create a key that is the equivalent of the 3. Example, Set the keys L,R,A into one button, let's say you use the spacebar. So, when you press the spacebar, L+R+A will be executed and you can move on inside Arris Dome.

Now, on the SNES, Stand in front of the console, press and hold the L and R and then press the A button. You should be able to access the right door now.

-----  
11. What Level should my characters be so that at least it can already beat Lavos?

I think, the least level of your characters should at around 40. You can surely beat Lavos, but of course, you also need some strategy. Recommended Level? It's 60 and above! You can beat Lavos anytime, anywhere.

NOTE: I forgot the e-mail senders for this FAQ. Please e-mail me again so I can mention you in this guide.

-----  
12. Please tell me more about the emulation of this game?

Ok, I have received A LOT of e-mails regarding Emulation of the game already. Now, everybody listen. YOU ARE ONLY ALLOWED TO HAVE A ROM OF A GAME, IF AND ONLY IF, YOU HAVE THE SYSTEM (SNES) AND THE ACTUAL ORIGINAL GAME CARTRIDGE.

YOU ONLY HAVE 24 HOURS TO USE IT, AFTER THAT YOU MUST DELETE IT. Of course, I understand that one is legally entitled to have a copy of what he owns (which must be legal also) for emergency purposes. Example, you have a copy of a certain game and you don't have a copy of it. What if, your system breaks down, or the cartridge fails? Of course your only resort is to look for a copy. Got my point?

-----  
13. What will you do next and what do you plan to include on your next update?

As always, I'll accept any e-mail regarding Chrono Trigger. I'll continue on updating whenever new info comes along or if there are corrections to be made. Just keep those e-mails coming. Thanks to all of you who sent their e-mails to me.

Take note also that I'm currently updating my new project. A comprehensive Walkthrough/FAQ for the sequel to this game, Chrono Cross.

-----  
=====--  
GAMEPLAY TIPS  
=====

1. Whenever you pass by the Guardia Forest in 600 AD, always examine the moving bush with a Kilwala to receive a free Shelter every time you visit there.
2. When you see a Save Point, Save your game always. You'll never know when/where the next save point will be. If your HP/MP is low, about 10% left, don't hesitate to use a Shelter.
3. When you're in a new town/village, take time to buy the new weapons/armors/helmets that are sold. Each new/stronger weapon will guarantee an easier adventure.
4. When you encounter a new enemy, check it's elemental affinity. Then attack it with the opposite of it's elemental. It will make the battle shorter and easier.
5. Whenever you are in 65,000,000 BC, always use Lightning Magic first as they will significantly lower the defense of Dinosaurs.
6. If you have Ayla and her Charm ability, try to charm each new opponent you face. Whether it's a boss or not, you may never know what will come to you.
7. For easy racing against Johnny at Lab 32, Change your perspective. Press the L or the R button to rotate the screen. You can easily stay in front of him if your view is from the front.
8. Here's a tip regarding Tabs. Whenever you start a New Game+, when you reach the End of Time for the first time, beat Spekkio. You'll receive his set of tabs right? Now, after getting the tabs, start another New Game+ using your previous save and repeat the process. It's tedious but rewarding.

=====--  
OTHER STUFF  
=====

This is mainly to ease the seriousness of the gamers in playing the game. We know that some people play games seriously (like me, sometimes), that they do not sleep just to see what happens next and what should they do to get this or that. I wanted to add these so that we can also get a different perspective of the game, it is not only a game wherein you buy the game then finish it then dump it. It has lots of things to discover. We can learn from them, specifically the Words of Wisdom, and we can apply some of them in our lives. Gaming also means, to have fun and we should be happy every time we're playing, that's why Square included some funny scenes in the game to make you laugh and enjoy more. Not just play and finish, as stated above. As for the screw ups, these are just minor mistakes in the game such as spellings, graphics, etc. But, I'd like to point out that this is not intended to hurt others' feelings just because they made a mistake. It's only for fun.

Note: Of course I will continue updating the guide as long that there is an update/revision/correction needed. I'm saying this because some of you might think I'd abandon the guide itself due to these stuff.

-----

#### WORDS OF WISDOM

This section contains different statements, which are excerpts from the game. The statements that will be included here are those that you can learn a lesson from, those that we can apply in our lives, and those that touch the hearts of the gamers out there. Also includes simple, yet interesting statements.

1. Trann Dome (2300 AD) - Man who sells items  
"Save Money. It'll do ya good. That's my motto."
2. Trann Dome (2300 AD) - man who is panting  
"Amazing what you can do when you think you're gonna expire.."
3. Commons (12,000 BC) - Woman beside the plant  
"This mysterious sapling...maybe someday it will help change our environment?!"
4. Cathedral (600 AD) - Nun at the altar  
"In our world, Every storm has an end. Every night brings a new morning. What's important is to trust those you love, and never give up...We must Keep all hope alive..."
5. Residence: Truce Village (600 AD) - man sitting on a chair  
"Let's wage peace from now on!"
6. Enhasa - Book behind secret door  
"The Mystery of Life"  
Vol. 841, Ch. 26  
All life begins with Nu and ends with Nu...  
This is the truth!  
This is my belief!  
...at least for now.
7. The End of Time - Gaspar  
"Fail to live up to your potential, and you will never win..."
8. Commons (12,000 BC) - One of the Enlightened ones (before BlackBird)  
"You're absolutely right! We're alive, and there's always hope."

9. Commons (12,000 BC) - One of the Earthbounds (before Blackbird)  
"Gotta seize the day!"

---

#### SCENES OF HUMOR

This section particularly focuses on scenes that make you laugh and ease your seriousness in the game.

1. Whenever Ayla does her "surprise" action (the action which you mimic back at Norstein Bekkler's Lab), notice that she doesn't have any underwear!!!
2. In Ozzie's Fort, when he pulled the lever to call 2 Goblins, they fell on conveyors belts that killed them. The music sounded funny afterwards.
3. At Leene's Square there's something funny in the Ring the Bell mini-game. Imagine bumping your whole body. Just a little hammer would do. :)
4. After the completion of the Aero-Dalton Imperial, Crono's Music will be played. Dalton will be pissed!
5. In the best ending of the game. Robo cried Oil! That's the reason why he bumped into the device of Lucca.
6. When Ayla sees Frog, she will think that he is a snack. When Frog starts to ask about the whereabouts of Magus, Ayla will ask if that person is more tasty!
7. During the battle against Flea for the first time, observe the reaction of the party right after they learn that Flea is indeed, a man.

---

#### SCREWED UP

This section, contains screw ups or mistakes found in Chrono Trigger. This section is not intended to hurt the feelings of the developers. Again, it is just for fun.

1. On the box, you'll notice that Marle used Fire Magic with Crono. Remember, Marle's Element is Ice and only Lucca and Magus can use Fire Magic. (Thanks to Brandon Boucher for this info)
2. The Epoch Bug. Check FAQ #9 for the details.
3. When you return to Guardia Castle 600 AD, when you talk to the King, he'll thank you for defeating Magus. If you bring Magus with you, he'll say the same thing! "MAGUS IS STANDING RIGHT IN FRONT OF YOU DUMB\$\$\$ KING!!" (Thanks to Kevin for this info.)
4. As in #3, a similar thing will happen if you talk to Cyrus in the Northern Ruins 600 AD with Magus in your party.
5. In the SUNKEN DESERT, ROBO volunteered to stay right. After I got Chrono back from Fiona's shrine, I went back to 600 AD and saw a ROBO working. I went to Fiona's house and I had Robo in front of me and she said the same thing even when Robo is in front of me and the fact also that there are 2 robos in this time period.

-----  
=====

CREDITS/ACKNOWLEDGEMENTS

=====

- Thanks to Square for making this great RPG! It made me play my SNES more than my PSX.
- Thanks to the readers of this walkthrough/FAQ. This won't be called such without anyone using it. Thanks very much!
- Thanks to my Sis for waiting patiently for me while I'm typing.
- A very Special thanks goes to Brandon Boucher (TheDOORS66@aol.com) for his great info about the following. He is the greatest contributor for this guide. Give him a round of applause! :)

1. Masa and Mune Strategy
2. Reminded me about Magus' equipments back at North Cape 12,000 BC
3. Told me about the 300G in Mayor's Manor 1000 AD
4. Reminded me about using Charm against enemies
5. Contributed the Maximum Character Stats in the game
6. Told me about the prizes you can win when you beat Spekkio at the End of Time
7. Cleared to me that Robo has NO magic abilities at all. His abilities are just shadow-like.
8. Reminded me to tell everyone that the monkey-like creature in Guardia Forest 600 AD with the shelter, is the Kilwala
9. Reminded me to charm the bosses. Esp. Ozzie, Slash and Flea. Including the "Mop" charmed from a Nu.
10. Telling me where is the best place to level up your characters. The info about this is found in the FAQs section.
11. Info about Ayla's Fist Upgrades (Iron and Bronze Fists)
12. Son of Sun Strategy
13. And he gave the idea about the upcoming "Screwed Up" section
14. Gave me a Screwed Up info about the box of Chrono Trigger
15. Told me about the Speed Tab behind Toma's grave.
16. Told me about the 9999 point attack by Ayla's Bronze Fist
17. Gave me hints on how to play Johnny's Racing
18. Told me about the purpose of the cake in the Residence at Medina
19. Gameplay Tip about the Cheerful Set of Spekkio.

- Very Special Thanks to Magus (shinra9@yahoo.com) for his encouraging words to me. He is also another Guide writer and check out also his Chrono Trigger walkthrough also at GameFAQs.

- Very Special thanks to "The Silent One" (silent\_one@mailandnews.com) for ALL the info he gave me. Every bit of them is helpful. Here are all of them:

1. Corrected me for the error about Side Quest 7. I posted last time that Side Quest 7 was connected with Side Quest 6. He told me it is actually Zeal, Gaspar was talking about. Therefore, Side Quest 7 is the Black Omen
2. Pointed out error on the Tech List.
3. Told me where to get the Ultimate equipment for Magus
4. Told me that I missed the part on how to get Crono's Ultimate weapon, the Rainbow.
5. Corrected my info about the Sealed Chests. I forgot that you should



examine the chest first in 600 AD without getting the contents then get the more powerful versions of it in 1000 AD.

6. Explained to me why the Safe Helm is preferable than Crono's Swallow in the Forest Ruins near Medina Village 1000 AD

- Special thanks goes to TheLaser(thelaser@xmission.com) for reminding me about the L+R then A buttons that will be used for the consoles in Arris Dome, explained to my why the Golem Twins is actually not hard (because I stated that it was the second hardest boss in the game). Help me clear a minor confusion about the Poyozo Dolls in Crono's House. He also encouraged me to keep on working hard for this walkthrough/FAQ.

- Special thanks also goes to Carl Dexter (Cdxter2000@aol.com) for giving me info about the Duplicate Epoch Bug during the quest of bringing Crono back to life. Whoa! What a spoiler.

- Special thanks also goes to ~blueshirt\_32 (blueshirt\_32@yahoo.com) for his contribution for the Dual and Triple Techs.

- Special thanks to Kyle Engleson (kengy5@hotmail.com) for his info about the Gold and the Silver Rocks. This also includes the 2 triple Techs these rocks enable. Also, for reminding me to include Crono's Rainbow in the weapons list.

- Special Thanks to Drew (akalakcole@uswest.net) for her info about the armors that I've missed

- Special Thanks goes to Razer107@aol.com for sharing his info about the Save Menu Cursor and the Save Battle Cursor. Now I understand what those mean. Also for correcting me about the Fire Zone Tech of Crono, Lucca, Robo that it only affect enemies in the Spin Area of Crono.

- Special Thanks also to Mr. Ben Struble for his praise for this Walkthrough/FAQ. I appreciate it very much. It drives me to do more! Also about his valuable info about the contents of the Sealed Chests and Doors.

- Special Thanks goes to Mr. Lorne Dixon (lornedixon@hotmail.com) for his strategy against Masa and Mune (combined). Also for his info as to how the Naga-Ette Bromide is used in the Game.

- Special Thanks also to Colin Kemege (Hydra400@hotmail.com) for reminding me that you cannot enter the Black Omen in 2300 AD. Also for correcting my spellings.

- Special Thanks goes to ~DeadDays (DeadDays@aol.com) for his strategy against Nizbel II

- Special Thanks to Roberto Tisu (roberto@comcom.si) for:

1. His strategy against the Golem Twins.
2. Correcting me about my statement regarding Kajar and Enhasa
3. Gave me info regarding the Magic Tab inside Ozzie's Fort

- Special Thanks to Michael Kwon (michael\_s\_kwon@yahoo.com) for his info about the persons inside Magus' Lair.

- Very Special Thanks to Mr. Oliver Debski (okay4@netscape.net) for sending me information about the different endings that I haven't seen as of the previous update. He saved my time. I was supposed to beat Lavos every after event, but fortunately, he told me when to fight Lavos and what the ending is.

- Special thanks goes to Alice (Anime\_Girl@gundamwing.net) AKA "Anime Girl"

for her info about the Variations of Ending #1.

- Special thanks to Ken Brown (goku\_ss\_ca@hotmail.com) for telling me to talk to the woman in the Commons 12,000 BC first to initiate Fiona's Side Quest.

- Special thanks also goes to Drew Hundley (serval@claws-and-paws.com) for his info about:

1. Giga Gala's strategy
2. Magic Tab in Geno Dome.
3. For reminding me about the 2 switches w/ monsters at Giant's Claw.
4. His explanation about the Character Hit Rate.
5. Reminding me to fix Ending #5 in the walkthrough
6. For his variations for endings #1 and #12

- Special thanks to Renan Neori (Goroland@hotmail.com) for correcting me on how to beat Zombor.

- Special thanks to KevDog1800@aol.com for his info regarding the effect of the Ozzie Pants when equipped.

- Special thanks to Matt Ryan (mattryan@enia.net) for his info about the 5 mid tonics from the supervisor at Guardia castle after the trial.

- Special thanks to Andy Lee (ryu1423@hotmail.com) for telling me that you don't have to defeat all 100 monsters in Magus' Castle

- Special thanks to Banzaicomics (banzaicomics@e-net.com.br) for his info regarding Ending #2 about Marle.

- Special thanks to Jayson Wong (mmfreakk@hotmail.com) for his info about the Tab in Geno Dome.

- Special thanks to Stephen (stephen4188@yahoo.com) for his strategy against the Guardian and 2 Bits.

- Special thanks to Kevin (Spacemanspiff324@aol.com) for his contribution for the Screwed Up section. That screw-up sure escaped square! No offense. :)

- Special thanks to Conner (jamescon@att.net) for his strategy contribution for the GolemTwins

- Special thanks to Lord Hades (jhfg3@yahoo.com) for his info about Ayla's Iron Fist. Thanks for the Proof.

- Special thanks also go to Thomas Stafford (stephen.stafford@prodigy.net) for the alternative equipment at Terra Cave.

- Special thanks to Trucidation (trucidation@softhome.net) for telling me about the unlimited Power Tab from the Tubster at Black Omen.

- Special thanks to Rubyheart (cadieux\_philippe@hotmail.com) for his contribution for the Screw ups and Scenes of Humor Sections. And for his helpful strategy against Mother Brain.

- Special thanks also to Jeff Barrett (X3zsx03@aol.com) for telling me about the Dream of Crono.

- Special thanks to David Condamines (david81@moncourrier.com) for the info about the Secret room in Reptite Lair. Also, for his contribution for the

enemy list. And the special note for Magus. And without him, I won't be able to complete the Factory in 2300 AD.

- Special Thanks to Wireless 57 (wireless57@hotmail.com) for his info about Robo's MirageHand.
- Special Thanks to Wjk102@aol.com for the info on the Weapon List.
- Special Thanks to alloy007@yehey.com for his screw up section update.
- Special Thanks to Marc Gugliuzza (mawk@yifan.net) for his Golem Strategy.
- Special Thanks to robster1117 (robster1117@netzero.net) for informing me that you can get Ayla's Bronze Fist at Level 96 not 99.
- Special Thanks to Black Death (blackdeath@portalofevil.com) for the info about the beds in the Chief's Hut.
- Special Thanks to Brian Anderson (brianbda@hotmail.com) for the tip on how to excuete L+R+A using an Emulator.
- Special Thanks to Mystery (misterio\_13@usa.net) for the Black Omen Tips.
- Special Thanks to Jeffrey Chang (jcl1016@popmail.med.nyu.edu) for the Sunken Desert Info. Also, for telling me my mistakes at Sewer Access.
- Very Special thanks to Happy Smurf (Tristan) - awesome@sub-mail.com for his new ending contribution!
- Very Special thanks also to EVERYONE who sent their praises. I can't post them up because they're quite too many. People like you drive me to work more!
- People who sent questions applicable for the FAQ Section, thank you:  
Alejandro Mendoza (alejandronchiloco@hotmail.com)  
Robert Dufresne (rad\_crackhead90@hotmail.com)  
Pat Hull (blueballed02@hotmail.com)  
Eddyo61@cs.com
- And last but absolutely not the least, thanks to GameFAQs where you can view and download this walkthrough/FAQ. CjayC deserves all the credits given to him. Congratulations!

These are all that I would like to thank as of now. If I happen to forget anyone, please inform me. I'll check it out on my inbox if you really have something to be credited (I never delete important ones). Note, that if there are same info sent to me, it is on a first come first serve basis. Any suggestions, comments, additions, etc. will be duly credited to you once you've submitted one to me through my e-mail address written at the very top of this Walkthrough/FAQ. Thank you very much!

Chrono Trigger(tm)  
is a registered trade mark of SquareSoft, co. Ltd.

Super Nintendo Entertainment System(tm) (SNES)  
is a registered trade mark of Nintendo

The Chrono Trigger Walkthrough/FAQ

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